* Treasure Hunt, with "waxworks" coming to life to startle the runner and give her the next clue.
* Treasure Is Bigger in Fiction: In fiction, gems are a lot bigger and gold a lot less heavy than in real life.
* Treasure Island (1934): A bunch of pirates after a treasure map break their way through into an inn with a log acting as a makeshift battering ram.
* Treasure Island: According to some of the pirate comments, not even Captain Flint would rifle the pockets of a corpse. This makes the way Allardyce's skeleton is used as a map point even more disturbing to them.
* Treasure Island against both the heroes and the pirates to ensure that he gets away at the end with as much money as possible, but he’s so charismatic and funny, with a few genuinely good traits to his name, that the reader (and even the heroes) can’t really hold it against him.
* Treasure Island, all the pirates are made hammy and somewhat comic figures, though they do have their menacing moments as well. Israel Hands is an extreme case; a significant antagonist in the novel, in the stage version he's an entirely comic figure (played by a professional clown) whose most notable achievement is blowing himself up in a gunpowder accident.
* Treasure Island, all the pirates wind up dead, including the ones who survive in the novel; some are killed along the way and most, including Long John Silver, are caught by a cave-in in the cave where the treasure is hidden. By that point the pirates have killed many of the loyal crew members, again including some who survived in the novel. (The production rather glosses over the question of who sailed the ship home again.)
* Treasure Island, and by the time they reach the island it's all Silver can do to stop them from breaking out into open mutiny before they get any clue as to where the treasure is hidden.
* Treasure Island, and contributed greatly to almost every depiction of pirates to come afterward.
* Treasure Island an extra gun hand against the pirates who'll inevitably turn on them once that happens. However, it's never entirely clear whether Silver would have kept his word to keep Jim alive if things had gone according to plan...
* Treasure Island", built in the Bahamas and intended to be a major tourist attraction. The site was scuttled when attempts to re-dredge the site after the area around the island became shallow failed, and they simply packed up and left the site to be pillaged by vandals.
* Treasure Island, Captain Flint killed the sailors who helped him bury the treasure. This is Standard Operating Procedure in pirate tales.
* Treasure Island: Captain Flint, who died prior to the events of the novel but whose actions are central to the plot.
* Treasure Island choose most of the crew. Amplified in the 1934 film, where Nigel Bruce gives the character a "Boobus Brittanicus" quality. Fortunately, once Silver's plot is discovered, Trelawney acquits himself very well, owning himself "an ass" and awaiting the captain's command.
* Treasure Island: Crewing out a ship for a secret mission in search of buried treasure, the characters hire a one-legged, tattooed old sea-dog with a Bristol accent and a parrot. But then, Long John Silver is the one who made all these traits stock attributes of pirates in the first place. Jim Hawkins still might have known better since he was specifically warned by Billy Bones to beware of "a one-legged sea-faring man" — they just decide he couldn't possibly have meant this particular one-legged sea-faring man.
* Treasure Island Dizzy is made funnier when you realize that Dizzy wears a hat which rather looks like Indy's fedora in the cover art of several other games.
* Treasure Island: Doctor Livesey spends significant time tending to injuries and diseases among the party, even treating the mutineers.
* Treasure Island, even more unusual when you consider that they spend at least half the book as antagonists. Silver is almost explicitly a replacement father figure. At least it explains why Jim, whose own father recently died, takes a liking to Silver despite having been warned about a one-legged pirate.

* Treasure Island for Bart, that are more in tune with her likes. Bart even tells her that she really bought those gifts for herself.
* Treasure Island had the runty pirate at the end who kept having to catch up to the rest.
* Treasure Island; he happens to sneak into the ship's food store for a midnight snack just before the pirates park themselves outside to plot their mutiny.
* Treasure Island. He's frequently overlooked and forgotten about, to the point that when half the crew mutinies and takes the loyal half prisoner, they forget to tie him up — which is only revealed several scenes later, because it takes that long for anybody to notice.
* Treasure Island, Jim and the gang are trying to find the hidden treasure of the infamous Captain Flint. One clue that they found was a skeleton —implied to have been killed by Flint— pointing to the direction of the treasure.
* Treasure Island, Jim attempts to explain something to Hands, a South American pirate who apparently speaks no English. Jim makes several attempts, each one louder, slower, with more simplified syntax and more hand gestures.
* Treasure Island: Jim Hawkins doesn't seem to suffer any long-term effects from being wounded and pinned to the mast by Israel Hands's dirk (which had previously been used to kill another pirate), or having to tear a bit of skin off of his shoulder to escape the pinning. It isn't even mentioned when Doctor Livesey sees him again.
* Treasure Island: Jim Hawkins starts as just an assistant inn keeper working for his parents, and learns to confront betrayal and violence in the quest for treasure. Ultimately, he decides that even the promise of more treasure would not entice him to revisit the adventure.
* Treasure Island: Number three is used several times throughout the novel. "Admiral Benbow" is visited three times by the pirates: first its Black Dog, then Blind Pew, and then Pew and Dog with the rest of their gang; there are three major adult characters and Jim's friends: Dr. Livesey, Squire Trelawney and Captain Smollett; as their evil counterpart there are three major mutineers: John Silver, Israel Hands and George Merry; Squire takes on the journey three of his servants (all of whom end up dead); there are three secret locations on the island where Flint hid his treasure, as indicated by the map; there are three major mountain tops on Treasure Island (named respectively after three types of masts); the "pointing arrow", which shows direction to the treasure is situated near three big trees; Ben Gunn spent three years marooned on the island; all the major action on the island happens on the course of three (and a half) days; at the end there are three surviving pirates left on the island; Ben Gunn spent all of his share in three weeks time.
* Treasure Island omits several of the crewmembers mentioned in the novel, with one notable omission being the first mate, Mr Arrow.
* Treasure Island prior to the events of the novel. They are never seen operating as a crew in the story, but given the levels of badassery they show individually, it is not particularly surprising that a crew with Jeremiah Flint as captain, Billy Bones as first mate, Long John Silver as quartermaster, Israel Hands as gunnery chief and foremast jacks built along the lines of Ben Gunn, Black Dog and Pew were able to amass 750000 pounds in gold and terrorize the Spanish main for nearly a decade.
* Treasure Island, protagonist Jim Hawkins is a girl (her full name is mentioned at one point to be Jemima). Dr Livesey is also female, as are several of the sailors and pirates.
* Treasure Island, Squire Trelawney does really badly with his choice of crew. He trusts Long John Silver immediately and fails to spot anything wrong with any of the obviously-evil characters Silver suggests as crew members. The ones he hires before he meets Silver are not evil but are all pretty useless (apart from Gray, who seems unlikely but turns out to have hidden qualities).
* Treasure Island, teenager Jim Hawkins does a good job of screwing up with the pirates' plans - starting with his taking the map and accidentally eavesdropping on Silver's mutiny plans.

* Treasure Island: The death of Mr. Arrow, who apparently fell overboard one night in a drunken stupor. In most adaptations that include this incident, a scene is shown of Silver blatantly slipping him rum so that he would be drunk all the time and no one would inquire into his death too much.
* Treasure Island, the picture of him on Long John Silver's shoulder had the parrot circled.
* Treasure Island, the pirates prefer to be called "gentlemen of fortune."
* Treasure Island. There are also a number of television series, as well as theater, radio, video games and music.
* Treasure Island, there's a scene near the end where the heroes think their ship has gone missing, and Trelawney starts monologuing about how they're going to be stuck on the island for the rest of their lives and are going to have to learn to live off the land and so on, and brushes Jim off several times before Jim gets a chance to explain that the ship is fine and still in the location where Jim hid it to keep the pirates from sailing off in it.
* Treasure Island, the setting of camp in the old stockade, and the death of Tom Redruth. Just as Captain Smollett is setting down to write his log, Hawkins returns and resumes the narrative for the remainder of the book.
* Treasure Island to test whether they're really there. Jim Hawkins takes it in good part, but Captain Smollett objects violently.
* Treasure Island: Trelawney's three manservants are all given single cabins, as if they were important passengers; yet they are all quickly slain and receive little characterization (although old Tom Redruth plays a slightly bigger role).
* Treasure Island uses a small one near the beginning: During the scene where Squire Trelawney is hiring crew for the voyage, a man seated nearby engages him in conversation, offers advice on who to hire, and ends up signing on himself as the ship's cook. At the end of the scene, the departing Trelawney asks his new friend's name, and the man twitches aside the cloak that was covering his legs, revealing a deficiency in that area, pulls a crutch from under his seat, and introduces himself: Long John Silver.
* Treasure Island: When the Captain's party gives up their stockade, part of their supplies and the map to Silver, he knows something's going on, but he never mentions his suspicions to the other pirates. When they arrive to the point where the treasure had been buried, they find that someone (Ben Gunn) had done it before - and the Captain's party ambushes the pirates, rendering all their efforts to nothing.
* Treasure Maps the king of a desert empire will fall ill and die, and his son will take his place. The new king will become evil and cruel, raising taxes and invading other countries. Natural disasters (famine, pestilence and drought) will ravage the land.
* Treasure MapX marks the spot after you take fifty paces east of that palm tree between the rocks!
* Treasure Mountain! have the same thing, if you swap flashlight for coins, and electric eels with coins laying on the ground.
* Treasure Mountain! with duplicate trophies. The coins are also sneakier.
* Treasure of Swamp Castle: The Baron's daughter drives the flute player to tears and he bends the flute out of grief.
* Treasure Of Tarmin features three particularly useful spell books at the higher levels: one that lets the player see through walls, a second that lets the player transport through walls, and a third that transforms any weapons into a platinum (highest value) version of itself.
* Treasure of the Four Crowns JT escapes from inexplicably explodes after he leaves. Repeatedly.
* Treasure of the Rudra: At the end of every Great Cycle, a Rudra appears to commit genocide on the current residents of the planet. The Giants, Merfolk, and Lizard people have already been exterminated, with just a few survivors, and humanity's time is almost up... turns out this scheme was all devised by abusive precursors, whose plan to defend against their own abusive precursors was to create a race that could defeat their rudras and, ultimately, them.

* Treasure of the Rudra: Sion's chapter visits a series of floating islands, home to the four races that came before humanity.
* Treasure of the Rudra, the Wave Motion Gun was used to kill the existing races on Earth.
* Treasure of the Rudra, you get one when you are at the bio tanks and input the wrong combination to stop the pollution.
* Treasure Planet, a commercial starship. When they attain the trove at the center of the planet, and see that it's a small moon covered in gold and jewels, one pirate excitedly declares, "We're going to need a bigger boat!"
* Treasure Planet and loves food, in fact he is the ship's cook, and at one point is seen regaling the rest of the crew with stories over tankards of drink, enthusiastically acting out parts of it and using his mechanical arm to provide shadow puppets of the events. He can certainly hold his own in a fight as well, showing a mere fraction of his strength in nearly crushing the spider-alien Scroop's claw when he threatened Jim, and when threatened by a black hole, he is seen with Jim, using his own body to not only anchor Jim to the ship better, but to shield him as well.
* Treasure Planet. Apparently Harry Potter, James Bond, and Santa Claus had more box-office appeal than (cyborg) Long John Silver.
* Treasure Planet are referred to as solar sails, but they have little in common with actual solar sails.
* Treasure Planet are still a pretty blatant case of this trope. All technology is CGI while the characters and more "dated" mechanisms (like B.E.N) are traditionally animated.
* Treasure Planet. At first, it's because he's a cyborg and happens to be offering a collection of knives instead of his hand in hand mode. Then it's just a sign of distrust.
* Treasure Planet: Battle at Procyon allows spotters to be assigned as a crew member for spotting ships and other objects, the higher the spotter's 'spotting' skill, the further away things can be seen from.
* Treasure Planet: Battle at Procyon and submarines capable of hiding under the 'surface'.
* Treasure Planet: Battle at Procyon an enemy ship will transfer the target ship to your fleet. If enemy ships are captured in the campaign, they will stay in the players fleet for the remainder of the campaign, unless they are sunk.
* Treasure Planet: Battle at Procyon are Humanoid Aliens with raccoon like features.
* Treasure Planet: Battle at Procyon, as it obstructs light from nearby stars.
* Treasure Planet: Battle at Procyon, as they have the largest number of underside-mounted Light Lancers out of any ship.
* Treasure Planet: Battle at Procyon) but have the ability to repair allied ships if they dock next to them for repairs.
* Treasure Planet: Battle at Procyon calls several weapons 'Lasers' and 'Plasma' despite them clearly being kinetic weapons.
* Treasure Planet: Battle at Procyon: Explosions large enough to damage multiple ships have this effect, most notably, the bombs from Star and Nova Mortars.
* Treasure Planet: Battle at Procyon features unrealistically dense asteroid belts on some maps as hazards, some of these asteroids are slow moving, but others can move quickly. Asteroids will break apart into smaller asteroids if they take enough damage.
* Treasure Planet: Battle at Procyon has Space Whales on some maps, most notably the first campaign mission, when they are spotted the spotter will say 'Whales spotted'.
* Treasure Planet: Battle at Procyon has the Fast Frigate, which is a mid-priced ship available to the Royal Navy that is fast and decently armoured, with mediocre firepower for a ship of its size, being armed with 1 heavy, 6 medium and 2 light guns.
* Treasure Planet: Battle at Procyon: In skirmish mode, if your flagship is destroyed, the next ship in the fleet will assume command.

* Treasure Planet: Battle at Procyon, instead of a true plasma cannon.
* Treasure Planet: Battle at Procyon: Jim Hawkins is promoted several times throughout the course of the Tutorial and the Campaign. Jim Hawkins starts the campaign as an Ensign and is later promoted to Lieutenant, Captain, and finally Commodore.
* Treasure Planet: Battle at Procyon powered ships resembling 18th to early 19th century ships, and the Ironclads resembling mid-19th-century Ironclads and late 19th-century Cruisers and Battleships.
* Treasure Planet: Battle at Procyon's Heavy Scout class of ships are obsolete, Discovery Class Frigates that have been refitted with more modern weaponry.
* Treasure Planet: Battle at Procyon: Ships originating from from each faction all follow a similar colour scheme.
* Treasure Planet: Battle at Procyon's initials), where as Procyon ships use 'PSR' (Procyon Star Runner).
* Treasure Planet: Battle at Procyon: Solar Flares happen periodically on maps with nearby stars in them. Ships caught in the solar flare will receive damage and be set on fire.
* Treasure Planet: Battle at Procyon The game also allows for very large naval battles, especially in certain open maps.
* Treasure Planet: Battle at Procyon', the nearest star to their homeworld.
* Treasure Planet: Battle at Procyon, the Procyons speak with a Russo-German accent.
* Treasure Planet: Battle at Procyon uses an establishing shot at the start of every mission in the campaign, showing the surrounding area before zooming in on the command ship.
* Treasure Planet: Battle at Procyon uses this as a game mechanic. If one equips their ship with Harpoon Guns, they can be used to create grapple lines to pull in enemy ships. Once a grappled ship is close enough, the player can send the ship's designated boarding party onto it. The enemy ship will attempt to repel with their own boarding party, represented as a two-way health bar. Each side's health is based on their boarding party's overall strength, and fatigue. Should the defenders lose, the ship is taken over, and joins the fleet of the attacking ship.
* Treasure Planet: Battle at Procyon, was released on the 31st of October, 2002, nearly a month before the film it is a sequel to was released (27th of November, 2002).
* Treasure Planet: Battle at Procyon: When Lieutenant Jim Hawkins volunteers to recover Vice Admiral J. Nelson's missing crews and ships, the Vice Admiral promotes the Lieutenant to Captain, calling it field promotion.
* Treasure Planet: Battle at Procyon) when they are of the equivalent weight class, as well as being cheaper (with the exception of Plasma Cannons), making kinetic weapons a more cost effective option. Averted with Heavy Lancers however, which as as effective (if not quite as powerful) as their kinetic counterparts.
* Treasure Planet, Captain Amelia tells Silver he can save the flattery for his spaceport floozies.
* Treasure Planet character B.E.N. CG backgrounds were specially rendered to look like moving oil paintings.
* Treasure Planet communicated by making fart-like sounds through various orifices. Hilariously, Doctor Doppler actually studied "Flatula" for a couple of years, and was able to communicate with the alien by blowing raspberries and making fart noises with his armpits.
* Treasure Planet. Considering how the story goes, it's one of the more turbulent examples, but it all works out in the most satisfying way possible.
* Treasure Planet does this when the ship sets sail into space. There's a few seconds where he and the rest of the crew start to float in the air, before Captain Amelia has the gravity turned on and everyone gets a quick drop to the ground. Jim's the only one who does it, while most everyone else just lands on their feet, unfazed (and Dr. Doppler lands on his head with a loud crash, because of the clunky space suit he was wearing)
* Treasure Planet, Dr. Doppler carries the badly wounded Captain Amelia to B.E.N.'s

lair this way, with B.E.N. commenting on the implications.
* Treasure Planet, during the supernova, Captain Amelia orders: "Secure all sails!" And then when Dr. Doppler points out that he can predict the next magilla wave coming out of the black hole, and she decides they can ride that out of there, she turns to the crew, who have just finished tying down the sails, and we have this exchange:
* Treasure Planet example above, Silver gives up the few bits of treasure he managed to save to Jim for his mom to rebuild the inn that he and his pirates destroyed earlier in the movie, allowing them to rebuild it bigger and better than before. The fact that the entire crew aside from Jim and a few characters were pirates (and were either arrested or ended up dead) is another plus.
* Treasure Planet: Exploited by Morph upon meeting the robot B.E.N. The robot has been running all alone for hundreds of years, and is highly peculiar. The polymorphic Morph promptly reshapes himself into a scale model of B.E.N., and opens the top of his head to let a cuckoo attached to an extension lattice chime three times; it's Morph's way of commenting that the robot is nuts.
* Treasure Planet for the entire plot. Then, it turns out that he rigged the entire planet to explode if anyone found the treasure, and escaping the planet before it explodes becomes the object of the climax.
* Treasure Planet had purple lemons that crunch like apples. They were called Purps.
* Treasure Planet has the protagonist Jim Hawkins and his mom in a cast of aliens.
* Treasure Planet, he's a bookish scientist, not to mention they're basically an anthropomorphic cat and dog, respectively. The two grow closer throughout the movie, and by the end they even have several kids.
* Treasure Planet: "I just wanna hug ya and squeeze ya and hold ya close to me...!"
* Treasure Planet is a bit scatterbrained from being marooned on a desert island. He constantly yelling at random moments which gets his friends in trouble in a few cases.
* Treasure Planet is a cyborg, with artificial arm, leg, and eye. The arm transforms into about a million different things, from tools for cooking to a cutlass. He can even use another part attached to his leg to turn it into something akin to a plasma cannon.
* Treasure Planet is another Disney feature that tends to get forgotten, but Captain Amelia and Dr. Delbert Doppler, an anthropomorphic cat and dog respectively, have their furry fans.
* Treasure Planet is a story of the golden age of piracy moved into a fantastical version of outer space crossed by literal space ships, setting brave heroes and black-hearted villains on a quest for legendary treasure across the gulfs of space.
* Treasure Planet: It's revealed in the climax of the movie that the title planet is actually a giant, alien teleportation hub, the core of which functions as the power regulator. Captain Flint used the core as the place to store his "loot of a thousand worlds," and also booby-trapped the thing so if anyone came to take his treasure, the whole place would suffer a destructive meltdown.
* Treasure Planet, it turns out this is how Flint managed to plunder so many planets.
* Treasure Planet. Jim Hawkins can be seen riding his hoverboard called the Solar Surfer doing daredevil tricks.
* Treasure Planet. Jim Hawkins has apparently violated a particular law about hoverboarding often enough that, when the robotic constables who are bringing him home forget what number the law has attached to it, he is able to finish the number from memory.
* Treasure Planet, Jim Hawkins is this according to his mom as he overhears her talking.
* Treasure Planet, Jim thinks Bones is babbling after a head injury, but he proves to be all too accurate.
* Treasure Planet, Long John Silver has a literal Morality Pet called Morph, a cute bloblike alien that apparently represents his conscience. One could argue that Jim Hawkins himself is another Morality Pet for Silver.

* Treasure Planet, Long John Silver was a cyborg and had an arm that transformed into a cannon at one point.
* Treasure Planet, means that we shouldn't expect any 2D Disney films in the near future.
* Treasure Planet: Mr. Scroop combines features from a spider and crab.
* Treasure Planet: Near the middle, when Jim rejects Silver’s proposal.
* Treasure Planet one of these to Jim. John Musker based it on a particularly strong pep talk from his high school football coach that ended with both of them in tears.
* Treasure Planet (read, fart noises). He uses it to get Jim out of trouble when Jim accidentally backs into a Flatulan crew member who tries to pick a fight.
* Treasure Planet resembles an evil, giant alien spider/scorpion hybrid.
* Treasure Planet Sadly, due to the collapse of the theatrical hand-drawn animation market that took place soon thereafter, the concept of blending pure CG with hand-drawn animation never really had a proper chance to prove itself.
* Treasure Planet, Scroop, one of the main antagonists, resembles a giant spider. He is the one that acts the most threatening of all the pirates.
* Treasure Planet, Scroop, the second-in-command to the pirate Long John Silver, seems more like the main antagonist of the film than the cyborg.
* Treasure Planet, Silver's cybernetic eye is usually a yellowy-amber-orange-ish colour, but it changes to red when he gets angry/displeased.
* Treasure Planet Silver's pirates are trying to cut through a door in a fairly uninspiring way. Silver gets frustrated, turns his cyborg arm into a cannon, and simply blows it open.
* Treasure Planet Silver vigorously denies to the other pirates that he actually cares about Jim Hawkins (whom he certainly does care about, and whom he knows sees him as a father figure). Unfortunately, Jim overhears this.
* Treasure Planet; some people on the Internet have taken advantage of this for video crossovers and/or fanart.
* Treasure Planet speaks exclusively in farts. After an initial gag it's played seriously.
* Treasure Planet starts with Jim and his mother reading a bed-time story about Captain Flint and the planet where he hid his treasure.
* Treasure Planet states that it enables his species to get a good look at what they're eating.
* Treasure Planet, switching "deplorable" for "adorable", "felon" for "fellow" or this dialogue:
* Treasure Planet: The guns in the movie's setting fire blasts that look like electricity.
* Treasure Planet to get her to safety, but once she rests, the injuries do not hamper her.)
* Treasure Planet until they're kidnapped together and begin to warm up.
* Treasure Planet, we get Jim doing this while Mr. Scroop is trying to scare him into minding his own business.
* Treasure Planet when Jim and Ben are sneaking by the pirates to steal their dinghy. Surprisingly, no-one wakes up.
* Treasure Planet, when Jim is put in Silver's care, both pinch the bridge of their respective noses at the exact same time, then look up with the same expression.
* Treasure Planet, when Long John Silver places his coat on a sleeping Jim Hawkins.
* Treasure Planet with Dr. Doppler. Turns out, he has abnormally thin wrists.
* Treasure Planet, with (large) face and mouth are on his (large) stomach, and that what looked like his head was another spider-ish crew member and the things that looked like dreadlocks are really his legs.
* Treasure Planet? Yeah, you better believe it qualifies as this trope.
* Treasure Seekers 2: The Enchanted Canvasses, in order to rescue her brother Tom, who is trapped in the last world.
* Treasure. They are known for their action games with innovative design. They partner with large game developers and working with licensed titles.
* Treasure Trap - One of the oldest LARP groups in the UK, beginning in the

1970's. The original system is now defunct but a student spin-offs is still running in Durham and one previously ran for 10 year in
* Treasure X. Some of the Mini Beasts are insects and arachnids, however, meaning that they wouldn't have a skeleton to start, rather, an exoskeleton.
* Treasure X toyline are skeleton treasure hunters that need to be unearthed from a sandstone and pieced together, along with a buried treasure.
* treated as a defeat. The fact that the US had beaten the Vietnamese very, very badly during the Tet Offensive was secondary to the fact that the unpopular war was still going on and that the offensive convinced Americans that the war would continue for years at that point. The media did the military no favors in its reporting on the war, and this reporting helped to shape US public opinion. The lesson was not lost on the military, and all US wars since then have had considerably tighter control over what reporters can show.
* treated her like she was his own daughter she is still very loyal to him. Faith also does this with Gwendolyn Post. (Faith loves this trope.) Also, another reason why she helps Angel in Season 9, is because she really wants Giles back, since he was nice to her, too.
* Treated in a bizarrely humorous way after Wesley shoots his father because his father was threatening Fred
* Treated more realistically than usual, but on seeing that forging one's destiny is more complex than she thought it would be, and that she must face both the pros and the cons of such decisions.
* treated no differently who's played by Evan Evagora, an ex-model. In "Broken Pieces", he's punched and kicked in the face several times, but you wouldn't know it from his flawless, injury-free visage.
* Treated rather interestingly when one villain, Hydell, is sex-crazed for the female lead (Emily) he ends up stabbing his own brother, Alex, in the chest for a chance to get at her. But his brother — prior to being stabbed — inverts this trope by being pretty fed up with his obsession and complains "you're shouting about THAT when we have a serious problem!"
* treated to a panel depicting an army of demon infested Drow, who have been twisted and deformed by the demons in them. One of the drow in the panel is visibly pregnant... Mainly because the demon infested fetus has clawed its way out of her stomach and its head and torso are sticking out...
* treating him like trash for being a Saiyan. In the original Funimation dub, Vegeta even states outright that Frieza was the one who made him the way he is.
* treating patients with coldness and indifference for many years. She never contracted the plague of blindness.
* treating Tess like family, despite her attempting to murder Chloe and Lana, and successfully murdering others Clark had personally promised Bette that Tess would pay for her crimes, only to forget that promise because he felt her heart was in the right place.
* Treating their physical forms very inconsistently in the process. She's been depicted as assuming part of Nightcrawler's inhuman appearance, for instance, but not Angel's wings; on one occasion she absorbed enough of Mr. Sinister's powers and personality that she effectively became him—but didn't turn chalk white, which one would assume to be simpler than growing fur.
* treatment of her adoptive children, manipulating them, favoring Adora over Catra, and generally being despicable and cruel to them, have become memorable as among the creepiest and darkest themes the series is willing to take on. The consequences it has on both of them, especially Catra, who received the brunt of the abuse, are depicted in a way which can easily disturb viewers.
* treats its human slaves nicer than most, but with little hope of earning their freedom.
* treats them that way. In light of this, Dave's revulsion is understandable.
* treats Todoroki comes across as pretty insensitive considering Riley is doing this right in front of Todoroki.
* "Treaty" by Yothu Yindi. The Filthy Lucre dance mix is more recognized than the original within Australia, and even got a fair amount of play in the US and UK.

* "Treaty Cruisers" of this era (so named because the Washington Naval Treaty of 1922 placed strict limits of 10,000 tons displacement and 8" / 203mm gun caliber on cruisers, and the the London Naval Treaty of 1930 refined this by codifying the difference between heavy and light cruisers) were almost all glass cannons. The tonnage limit made it nearly impossible to build a truly balanced heavy cruiser, with enough armor to have any meaningful defense against its own guns. The only way to achieve heavy cruiser with acceptable firepower and also acceptable armor was by
* Treaty of Junius banned the military use of N-Jammer Cancellers and thus the design was reworked. The addition of superior weapons is probably explained by the extra couple of years of development.
* Trebek has also done a few episodes with his wrist in a cast after receiving surgery for carpal tunnel syndrome.
* Trebek made something of a franchise for himself in the 1980s and 90s with characters on many shows competing on
* Trebol saw potential in him and purposefully raised him for his goals, but instead of a soldier, he was trying to create a future boss who would lead his gang to power. He did everything that he could to turn an already unhinged child into a bloodthirsty power-hungry tyrant.
* Trebonius Artorius, the incompetent Archmage of the Mages Guild in Vvardenfell, is said to have gotten that title as a combination of this trope and
* Trebor117 regularly admits to leaving cliffhangers just to troll people. He also tends to answer questions about the plot by either not responding, or not giving a serious answer.
* Trebuchets: A giant, usually non-portable sling catapult with a very long range. They operate by pulling the opposite end of the catapult downwards and back, typically by dropping a counterweight, causing the sling to shoot up with great force. (Not
* Treebeard Master Gandalf", which even given that it's his mortal form that's young is still a bold claim.
* Treeborn Frog. It's a 100 ATK (and DEF) monster that sucks amazingly in its native theme (Frogs), but when you control no Spells or Traps (hence why he sucks with Frogs, they love their Wetlands) you get to bring him back from the dead. Especially useful when you run a Monarch Deck, where Monarchs need an easy piece of tribute fodder to allow them to fire off their effects.
* Treecats are sort of like domestic cats, sort of like ocelots, arboreal (as the name implies), intelligent, telepathic, and six-legged. They're stated in text to have a feline-like head, a body like a weasel or ferret (60 centimeters long), and a prehensile tail that is carried rolled into a tube or flattened for gripping.
* Treecats have six legs, as do most other native land vertebrates from Sphinx, their homeworld, including the Hexapuma and Sphinx Chipmunk.
* treecats when the bond was inevitably severed by the human bondmate's death).
* Treece was part of the same lead/zinc mining district and has been similarly abandoned.
* treefolk is specifically designed to invert this and turn such creatures into powerhouses by making all creatures deal combat damage equal to their toughness instead of their power, a windfall for most treefolk.
* Tree From My Youth, Salsa is able to destroy a Pig Mask tank by shoving what is implied to be his own feces in the tailpipe.
* Treehorns Treasure: Treehorn puts some money his parents give him in a hole in a tree, as a hiding spot. The next day, he notices that the tree is now growing bills, as if they were fruit (he keeps from picking some on the basis that they didn't seem "ripe"). The whole thing ends abruptly, when he takes the money out of the tree at his dad's request (bizarrely, they never noticed the tree now growing money and Treehorn himself was weirdly indifferent to it).
* Treehouse of Horror." After the family expresses surprise at the Rigellian-aliens apparently speaking English, but the lead alien explains that he's actually speaking Rigellian, but adds that the English and Rigellian-languages happen to be identical to each other. Later in "The Man Who Came to be Dinner"...
* Treehouse of Horror and ends up creating an almost perfect future in which the

family is rich, the kids are well-behaved and his hated sisters-in-law Patty and Selma are dead. He's prepared to accept this universe until he learns that no-one knows the word 'donut', which terrifies him enough to make him reactivate the time machine to fix the timeline (too late to see that in this universe, it rains donuts).
* Treehouse of Horror, Bart does this after being bitten by Mr.Burns, trying to beckon Lisa to do so while floating outside her window with other kids he's bitten.
* Treehouse of Horror being attacked by zombies to Kent Brockman being beaten to death by land-walking dolphins. Particularly memorable when he was killed by a giant advertising-icon-turned-moving-rampaging-monster version of himself.
* Treehouse of Horror, but drops from exhaustion - from the second floor, about half his body height.
* Treehouse of Horror by the angry freaks happens to Homer, who plays the strongman.
* Treehouse of Horror comic book adaptation called "Little Shop of Homers" had Lisa's experiment with a carnivorous plant accidentally splice with Homer's DNA. At first it feeds on donuts but moves on to people after growing a giant green copy of Homer's head.
* Treehouse of Horror, despite both of those characters being introduced as middle-aged men the same year the show was actually cancelled in real life.
* Treehouse of Horror episode, Bart and Lisa are being chased by Itchy and Scratchy. Bart gets hit with a blast of piranhas from a firehose, stripping everything from the neck down to the bone. Afterwards, he muses "Ooh, that's gonna hurt in the morning."
* Treehouse of Horror episode, Bart is attacked by a fleet of tiny spaceships. One flies into his left ear and flew out his right apparently without causing any damage other than a little discomfort.
* Treehouse of Horror episode had Homer convince Ned that he is the voice of god and instructs Ned to murder anyone he dislikes. Ned does not appreciate it when he learns the truth.
* Treehouse of Horror" episode had the school cook butchering random children and feeding the students with the cooked meat.
* Treehouse of Horror" episode has a segment involving Bart getting a book from the "Occult Section" of the school library and attempting to reanimate deceased family cat Snowball I with it; he accidentally reanimates the human graveyard instead.
* Treehouse of Horror episode, he acts like he's trapped in a spider's web shouting "Help me!" When the spider gets close Bart reveals he's just faking and flies away. The spider shakes four of its legs at Bart.
* Treehouse of Horror episode involved aliens attacking a disarmed human populace with bats and slingshots. It parodied the above line: "Your superior intellects are no match for our puny weapons."
* Treehouse of Horror episodes. Appropriate, considering these are supposed to be more horror-based.
* Treehouse of Horror episodes, Bart awakens from a nightmare. His first words after calming down and looking at his bed sheets are, "I hope this is sweat."
* Treehouse of Horror episodes has exceptional animation, such as the shot of Homer stepping through a wall to become three-dimensional in "Homer³" (which producers call a "money shot") and Bart's dream at the beginning of "Nightmare on Evergreen Terrace" (which parodies classic cartoons and even has its backgrounds painted like such).
* Treehouse of Horror episode "Starship Poopers" with Kang attempting to crossbreed with Marge.
* Treehouse of Horror episodes, what with being out of canon and thereby allowing characters to get killed or otherwise disfigured left, right, and centre.
* Treehouse of Horror episode when Bart befriends a robot. It asks him what it is like to have feelings. Bart replies:
* Treehouse of Horror episode where Homer gets turned into a bizarre creature with a fish's head, a donkey's ears, a pair of brooms for hands and a chicken's body.
* Treehouse of Horror" episode, where Lisa's science experiment turns into a

miniature civilization.
* Treehouse of Horror Halloween episodes. Zombie Flanders walks over to Homer's house, presumably to eat him. Homer guns him down without hesitation.
* Treehouse of Horror "Hex and the City", Homer destroys the room of a fortunetelling gypsy who asks herself: "Why didn't I see it coming?" Afterward, she draws the Bumbling Fool and Ruined Gypsy cards from her Tarot deck.
* "Treehouse of Horror III", Bart says he has a story so scary you'll wet your pants. Grandpa tells him he already did.
* Treehouse of Horror III", Mr. Burns is discussing going ashore to Ape Island when Marge shows up:
* "Treehouse of Horror III" uses this gag: Milhouse is playing Pin the tail on the donkey when gets hit by the door as Homer enters with Bart's birthday present.
* Treehouse of Horror in the woods near Springfield where people dump stuff they don't want anybody to ever find. We see the Springfield Mafia dump a carpet (presumably with body enclosed) down the pit.
* "Treehouse of Horror IV," a vampiric Burns greets the Simpsons over the intercom:
* Treehouse of Horror IV", Bart awakens from a frightening dream. His first words after calming down are "I hope this is sweat."
* Treehouse of Horror IV. Bart follows this by saying, "We had a story to go with this painting, but it was far too intense." So it turns out to be a lead into an unrelated vampire story.
* Treehouse of Horror IV", Bart notices vampires behind him and Lisa. He starts making sounds that Lisa mistakenly believes to be imitations of Shemp and Curly.
* "Treehouse of Horror IV" ended with the characters in the very end suddenly diverted from the story when snow starts falling from nowhere and the Simpsons were humming a Christmas carol.
* Treehouse of Horror IV. He promptly eats and eats and his torturer remarks that nobody has ever lasted so long.
* Treehouse of Horror IV. In the segment "The Devil and Homer Simpson", Homer sells his soul to the Devil (played by Ned Flanders, of all people) for a donut. He tries to cheat the devil by not finishing it, but ends up going to Hell anyway because he accidentally ate the last of his donut while raiding the fridge for a late-night snack. Marge manages to get him out by presenting their marriage contract in which Homer offers his soul to her, meaning it wasn't his to sell in the first place.
* Treehouse of Horror IV of being force fed "all the donuts in the world". Homer's gluttony proves to be too much even for the forces of Hell to handle, as he keeps asking for more donuts even after finishing the lot, leaving the demon who was "torturing" him very frustrated.
* Treehouse of Horror IV, the Grim Reaper makes an appearance as the judge at a Hell Court, judging whether the Devil owns Homer's soul or not (he sold it for a donut). Makes sense really, as death is equal and unbiased, like how a judge should be.
* Treehouse of Horror IX cartoon due to a plutonium-powered TV-remote. They watch Itchy pull his lethal, gory assault on Scratchy, as always, and then laugh at it...but this time, the cartoon duo can hear them, and Itchy thinks they're being mean. Scratchy pulls himself together, and the two decide to teach Bart and Lisa a lesson, violent cartoon style, requiring them to run for their lives.
* Treehouse of Horror IX" has Maggie suddenly lose her legs and grows tentacles. They take her to Dr. Hibbert, who prescribes "fire, and lots of it". This is apparently his cure for everything.
* "Treehouse of Horror IX" Krusty is doing a Halloween special, dressed as a vampire...
* Treehouse of Horror IX off a cliff (to which Snake says that he did it in self-defense).
* Treehouse of Horror IX" segment "Hell Toupee", Homer, possessed by the recently deceased Snake after obtaining a hair transplant from him following the latter's execution, kills Moe by removing his heart with a corkscrew.
* "Treehouse of Horror IX", Snake pulls Moe's heart out with a corkscrew and presents it to him before the latter collapses and dies.

* Treehouse of Horror IX with a corkscrew. Moe can only say "Aw, for crying out loud..." before dying.
* Treehouse of Horror, killer Transformer parodies, killer Pumpkin monsters, killer ghost celebrities, killer Jumanji parody, and a few alien invasions. There were also killer dolphins which even caught Lenny by surprise.
* Treehouse of Horror — but it all turns out to be a misunderstanding. And the Rigelians are so offended at Lisa's prejudice and ingratitude that they return the family to Earth and tell them that they missed their chance at paradise.
* Treehouse of Horror's audience get to see his face in HD and he has wrinkly skin and bloodshot eyes.
* Treehouse of Horror segment "I've Grown A Costume to Your Face", after a witch curses everyone in Springfield to transform into their costumes, Bart becomes a wolf-man, since he was dressed as Eddie Munster.
* Treehouse of Horror segment "Nightmare at 5 1/2 Feet", Otto is seen with the students at one point. Once Milhouse points this out, he immediately rushes back to the wheel.
* Treehouse of Horror segment parodying Sherlock Holmes has "Bartley" impressed by everything, especially a doorknob. The joke being he is ONLY impressed by mundane things, as when a stool comes to life and runs out of the store he doesnt even give it a mention.
* Treehouse of Horror segment "Survival of the Fattest", Mr. Burns is hunting down the male population of Springfield for sport on a safari. After running for only a few hours, Homer already resorts to cannibalism by eating Professor Frink. When Lenny points out the edible fruits on a nearby tree, Homer protests that they look a little green.
* Treehouse of Horror segment "The Genesis Tub". An accident with her science fair project creates a race of miniature people, who think she is God for stopping Bart destroying them.
* Treehouse of Horror segment "The Ned Zone" has Ned gaining the ability to foresee people's deaths. When he foresaw himself shooting Homer to death, he at first successfully changed the fate... only for him to foresee Homer killing everyone via a nuclear explosion at the power plant. Ned then tries to shoot Homer to prevent this, but inadvertently causes the explosion himself anyway.
* Treehouse of Horror that parody horror, fantasy, and science fiction stories.
* Treehouse of Horror (therefore, non-canon), Homer gets his hand caught in a toaster and when he "fixes" it, he travels back in time to the age of dinosaurs, where his simple sneeze causes a domino effect of dying dinos, causing ripple effects back to his present time.
* Treehouse of Horror. The Simpsons are left with nothing to their names save for an old washcloth the mob missed, which they then proceed to fight over.
* Treehouse of Horror third dimension, when he escapes he lands in a dumpster.
* Treehouse of Horror through an invisible rift in his living room wall.
* Treehouse of Horror vignette involving a hammock that would produce clones of whoever got tangled up in it... which Homer uses to his advantage. (Until said clones cause trouble.)
* Treehouse of Horror VII, had Lisa accidentally creating miniature life-forms by putting one of her teeth into a glass of cola.
* Treehouse of Horror VII", Homer runs around the kitchen after setting himself on fire trying to light a jack-o'-lantern.
* Treehouse of Horror VII Hugo, "You're crazy!", to which Hugo replies, "Am I? Well, perhaps we're all a little crazy. I know I am."
* Treehouse of Horror VIII that calms them down long enough for Marge and kids to get into position and blast them away with shotguns.
* "Treehouse Of Horror VII": Kang and Kodos disguise themselves as the Democratic and Republican presidential candidates but are unmasked. In a direct jab at the American political system they say:
* Treehouse of Horror V": In "The Shinning", while being manipulated by the ghostly Moe, Homer makes several terrifying faces, at one point he mocks Marge for being afraid of them, he makes one and looks at his reflection in the mirror and scares

himself.
* Treehouse of Horror virus (thanks to Homer not updating the computers at the nuclear plant), Nelson breaks into school to photocopy his butt. Unfortunately, he does this while the machines begin to go haywire, and Nelson gets sucked into the machine.
* Treehouse of Horror VI", where Groundskeeper Willie walks into a PTA meeting engulfed in flames, then politely takes a seat when they brush him off.
* "Treehouse Of Horror V" opens with Marge telling the audience that Congress woun't let them air the episode, and the show switches to a black-and-white movie. Bart and Homer then hijack the TV to air the episode anyway.
* Treehouse of Horror V) ruler of Earth and his family is taken in for reconditioning. Marge, Bart, and Lisa are lobotomized and try to convince Homer to join them.
* Treehouse of Horror V", the teachers of Springfield Elementary solve both the underfunding of the school cafeteria and the overcrowding of the detention room by serving misbehaving students in the cafeteria.
* Treehouse of Horror wanted a final reveal for the book to be 'How to Cook for Forty Humans and Then Eat Them'. Luckily, he was overruled.
* Treehouse of Horror, were pre-empted by a rain delay on the 2021 Daytona 500.
* Treehouse of Horror when the family discovers Bart-turned-vampire about to attack Lisa. Grampa Simpson immediately bursts in with a stake and garlic.
* Treehouse of Horror, which does its best to make them leave... but they refuse, because it's pretty much their dream house. The segment ends with the house destroying itself rather than live with the Simpsons.
* Treehouse of Horror which parody all kinds of horror, fantasy, and science fiction stories in an anthology format.
* Treehouse of Horror. While making the original religious subtext much more explicit in his defense of his belief in the Great Pumpkin, Milhouse suddenly recites a doctored Apostle's Creed that turns into a nonstop (and hilarious) torrent of vegetable puns:
* Treehouse of Horror: with so many ads, she gets angry ("Can't people just watch the show they're watching?") and gets rid of the promos in various ways, such as vacuuming football players with a minivac, sticking House in a microwave and putting the rest in a meatloaf. Wherein they wriggle.
* Treehouse of Horror X" episode, Homer and Bart stow away on a rocket that they think is taking humanity's best and brightest to another planet. It turns out they're actually on a rocket full of the dregs of humanity (including notorious celebrities such as Dr. Laura, Dan Quayle, Ross Perot, Courtney Love, Tom Arnold, Paulie Shore and Rosie O' Donnell), and have been launched towards the Sun. Once Bart and Homer realize their mistake, they open the airlock just to make the end come faster.
* Treehouse of Horror XI", Homer abandons Bart and Lisa in the woods and tells them to "Say hi to your other brother and sister". Bart and Lisa then notice a pair of skeletons resembling themselves.
* Treehouse of Horror XI, Homer reads his horoscope, which claims that he'll die that same day—after Lisa notes how "that seems unusually specific for a horoscope," Marge (now worried) reads her own horoscope, which says, "Today your husband will die." Strangely, Homer focuses on the second part of his horoscope, which says he may get a compliment from an attractive coworker—this makes him think of his friend, Lenny.
* Treehouse of Horror XII, Homer is cursed by a gypsy woman. To counteract the curse, Homer traps a leprechaun and orders it to attack her. Instead the gypsy and the leprechaun fall madly in love and the next scene is of their wedding. The leprechaun looks like he comes up to his new wife's knee.
* "Treehouse Of Horror XIII" begins with Bart dressing like the ghost of Maude Flanders for a seance his family is holding with Ned. He thinks they're afraid of him before he realizes the real ghost is behind him.
* "Treehouse of Horror X": In "Stretch Dude and Clobber Girl in: Desperately Xeeking Xena", Bart as "Stretch Dude" is able to stretch out his body parts,

including his neck.
* Treehouse of Horror XIV jump across a railway track, just before the train, at which point God gives up and goes home.
* Treehouse of Horror XIV, the series' bumbling dad has to take over).
* Treehouse of Horror XIX); when their spirits and those of other dead icons find out that they've been reduced to postmortem shills, they come after him.
* "Treehouse of Horror XIX" (which again aired after Halloween on November 2, 2008) ends with Tom Turkey defeating the Grand Pumpkin only to wind up attacking the humans when he finds out they eat turkeys on Thanksgiving. The last line of the episode has Marge wishing the viewers a Happy Holiday season.
* Treehouse of Horror X" segment "I Know What You Diddily-Iddily-Did", after Marge runs down Ned Flanders during a foggy night, Homer "puppeteers" him just long enough to convince Maude that he's 1) alive 2) doesn't want an autopsy and 3) having a heart attack.
* Treehouse of Horror XVII", a "space marshmallow" turns Homer into a giant, green blob that stomps around the city eating fat people. "You've got an eating problem, and you know it. In fact, you're thinking of eating me right now, aren't you? Aren't you?!"
* Treehouse of Horror XVIII", Bart, Milhouse, Nelson and Lisa are sent temporarily to Hell, yet Lisa took no part in the chaos they wrought. She points this out along the way to hell: "I warned you, and yet my punishment is no less severe. That's odd."
* Treehouse of Horror XVII" segment "Married to the Blob", the blob Homer sees Dr. Phil McGraw as a box of fudge.
* Treehouse of Horror XVI" skit "Survival of the Fattest" has Mr. Burns doing this, as shown in the page image. He even televises it, complete with sports commentators and guest analyst Terry Bradshaw.
* Treehouse of Horror XV", the Simpsons drop a bomb from the ship into Mr. Burns' stomach and it goes off inside him, causing his stomach to swell momentarily. Burns' reaction was a flat "Well, that hurt like hell."
* Treehouse of Horror XXII, Milhouse does this to a tree after the second time the Rigelian girl berates him.
* Treehouse of Horror XXV", Bart and Lisa are sent to a school in Hell. When Lisa joins a group of "popular" demon girls, it starts snowing. "It's true- it would be a cold day in Hell when I was popular.."
* Treehouse of Horror XXVI, and Bart tells him in a weak voice that he has made some stupid mistake:
* Treehouse of Horror XXVI). Bob even decides to revive Bart because it brought him some excitement in his life.
* Treehouse of Horror XXVI Bonus points as Bart sees the hole in his chest, then looks at Bob holding his heart as he utters out his last words before dying.
* Treehouse of Horror XXVIII, ultimately ending with Homer volunteering to be cooked and served as a gourmet dish by a celebrity chef.
* Treehouse of Horror XXVI segment "Wanted: Dead, then Alive": "24 years of trying to kill a ten-year-old child [Bart] have finally paid off."
* Treehouse of Horror XXVI segment "Wanted: Dead, Then Alive": in the title screen, the word "Wanted:" appears, followed by the blood that spells out "DEAD", before finishing the title in normal letters.
* Treehouse of Horror XXVI, then proceeds to start killing him and bringing him back to life over and over again.
* "Treehouse of Horror XXXI" had the story "Toy Gory" which was rendered entirely in mid 90s-style CGI in the same style as
* Treehouse's big red nose explodes, Andy and Terry wonder if it's safe to press it and if the seer simply predicted the nose explosion. Jill tells them not to press it but then Mr. Big Nose's baby granddaughter presses it. It turns out that all it does is make rainbows come out of everybody's noses.
* Treehouse TV male announcer, has also went through a vocal evolution: His voice first started out high-pitched and youthful, but as years went on, his voice became slightly deeper and more masculine due to him aging.

* Treehouse TV). This only makes anything the character said to sound like it must've been worse, the most jarring example being in "Party of One" when Pinkie Pie holds a party with inanimate objects after believing her friends abandoned her and provides the objects with voices.
* Tree hyraxes look like the lovable lovechild of a love triangle between a small dog, a guinea pig, and a bear. Their nocturnal call is comparable to the screams of a human woman undergoing prolonged physical torture.
* tree-like race) variants give off bioluminescencent green, purple, or orange lights.
* tree-like tilt) who have been corrupted by "dark magics." The Spriggan's tortured spirit remains trapped inside the corrupted creature until it is slain.
* Treemen, at least, are direct in their motivations: leave the forest be, and they'll happily ignore you. Break off so much as a single branch, and you die.
* Treemen will grab targets with the roots on their feet and crush them to death.
* Tree of Dreams contains the story "Dream Girl", in which a prince meets a girl in a dream and falls in love. The prince's friend convinces the king that the best solution is to let the prince go out and travel so he can meet a real girl. Then they come to a country where the king's daughter has been locked up because she wants to marry a man she met in a dream...
* Tree of Savior can use Send Prana to temporarily donate a portion of their Intelligence stat to an ally.
* Tree of Savior, or creating enchanted patches of grass that temporarily convert enemies who tread on them into Plant-type creatures.
* Tree of Souls: The Mythology of Judaism in which the men were sent away by Solomon. The story usually ends with Death saying he hadn't meant to frighten the person, it's only that he was so surprised to see them when he had an appointment with them in the town they were fleeing to.
* Tree of Tranquility. The latter gets major flak due to the slower pacing, less interesting characters, basically same storyline, boring festivals, etc.
* tree-people) proclivity for taking down anything that might be a threat. Even Aragorn was wary of it. It's mostly due to the Huorns, trees that have woken up or Ents that have almost turned into trees (the process seems to go both ways). They aren't very intelligent, but they can move — as fast as bullet train if needed — and aggressively pursue anything they perceive as a threat if there are no Ents around to herd them.
* Trees along the sides of roads will often have their branches "trimmed" into rectangular openings by passing trucks.
* trees, animated by the same supernatural blight that killed their living selves.
* Trees, as "Joyce" was originally a man's name and (very rarely) is still given as one.
* Trees is a life-bearing alien planet best-known for its forests of skywrack trees, which can reach a kilometer in height. Some thought is put into how such large plants would operate — Trees' gravity is lower than Earth's to begin with, and the trees grow gas-filled bladders on their upper branches to further support their weights; high humidity is also needed to keep the plants alive, and as it's extremely difficult to pump water above a couple hundred meters in height the trees grow basins with which to catch rainfall to water their upper reaches. The skywracks' immense height has resulted in the creation of multiple canopy layers with distinct ecologies, including a thickly overgrown ground level where almost no light is present and living creatures depend on organic detritus falling from above. The planet was settled by humans modified for a brachiating lifestyle, who live in the upper canopies and make their homes in the trees' hollowed-out seedpods.
* "treespeak" or "chutespeak". He eventually heavily toned down this speech pattern, and explained that newly introduced Air-characters didn't speak it to begin with, only so that he'd be able to write their dialogue the way he liked it.
* tree spirits" and are associated with Kynareth, one of the Nine Divines and goddess of the heavens, winds, and elements. Despite this reverence, Spriggans are usually hostile toward any trespassers in their domain.

* TREES that he is looking directly at. Then again, if you were a goblin, would YOU want to interrupt the play for a foul done by someone eight times your size who hurts people for a living?
* trees, they shouldn't have to be very close to each other for Entings to happen.
* Treetopia present had a building contest. Some of the buildings included a Christmas tree, Santa vomiting and pooping, and the star of David.
* Tree Top World: When an entire setting exists within the canopies of titanic trees.
* Tree Trunks and Mr. Pig. In "Dream of Love", this provokes lots of vocal outrage and discomfort from everyone around them, culminating in Jake and Finn bodily removing them from each other.
* Tree Trunks be rewritten to clearly demonstrate that Tree Trunks hadn't died. Probably a good thing given the fan enthusiasm for many of the later episodes centering on her.
* Tree Trunks, of all people. She crushed on Finn (fortunately, it never went anywhere) and in "Apple Thief". she slapped one of the Banana Guard's butts.
* "Tree," where several mothers are atop a tree, playing this trope straight.
* Trek and can be incapacitated in a variety of ways, such as by the effects of alcohol or unfamiliar emotions like pleasure or jealousy.
* Trek, but ever since then, it stopped being a deflector and became a general-purpose power emitter. You can use it to blast things, hold open or close rips in time, jump-start somebody else's ship, or hell, maybe punch open wormholes for all we know. Voyager briefly goes to low warp with the navigational deflector offline in the episode 'Year Of Hell' and takes damage as a result.
* Trek by Ronald D. Moore after creating Admiral Pressman: "I am proud to say that I've written another insane Admiral. They must put something in the water at Federation Headquarters."
* Trek, features a hybrid (possibly part-human) girl at a Klingon orphanage who's teased for being ugly because of her smooth forehead and slender build.
* Trekkies) discuss some erotic artwork of Tasha and Data that fans have mailed to them. Both actors are equally amused and creeped out by it, and Spiner jokes that one of the artists definitely got his muscular physique right.
* Treknologic: Keri talks about experimenting on the crew and the genocide of all tribbles like someone would talk about the weather.
* Trek of Spock's parents is now an essential part of his character. Why Spock avoided mentioning that his mother was human is left to the imagination, though it is possible that at that point he was just trying to cover up a part of his heritage he was ashamed of. Plus, it's not like he actually lied. One of his ancestors did marry a human female. It's just that the ancestor was his father.
* Trek's computing technology (excluding AI) is absurdly primitive by contemporary standards. TOS has the Federation using hand-sized
* Trek shows, there are typically emergency metal doors that quickly close in the event of such a power failure.
* Trek species such as the Talosians, the Borg, the Xindi and, especially, the Q Continuum.
* TrekStor makes the i.Beat line of MP3 players. They caused a minor controversy when they brought out a black model — and, in combination with
* TrekStor renamed an MP3 player in its i.Beat line — namely, the i.Beat Blaxx — due to the unintended racial connotations of the name.
* Trek) The heroes would run into a new hostile alien species in seemingly every other episode despite never venturing more than a couple hundred light-years from Earth (and usually being no more than a few dozen light-years away). It's also made clear that the Andorians, Tellarites, and Vulcans at this time are small polities that haven't extended far beyond their single home star systems, so don't expect any of them to bring order. Presumably, most of these species joined the Federation by the 24th century.
* Trek. Their first appearance was the first reported visual (and possibly audio) contact with a Federation citizen, whereas by DS9 (less than half a decade later in the timeline) they had been an established economic presence in the quadrant for

decades and had deep-seated ties with Klingons and Cardassians. Also, while DS9's Ferengi were often amoral scumbags, their outright evil TNG forebearers dressed in Klingon-esque primitive, fur-sashed mail uniforms, acted half-feral, executed second officers as a diplomatic act, and were stated to eat sapient beings. Not long after, they started wearing wide-collared suits, dressing more like modern humans than the Feds. Also, in several early Ferengi episodes, Troi claims to sense their feelings. Later on, Ferengi are immune to telepathy/empathy.
* Trek to please Kirk. It's left unclear whether Kirk actually has sex with her, but it is clearly at least a possibility.
* Trek Verse only. Stories unrelated to the new movies' events might reference the mysterious disappearance of a certain famous Vulcan in passing.)
* Trek Verse, the Trill might be an intentional subversion, as they only join with consenting hosts, with the goal of merging their respective consciousnesses.
* Trek, we discover that Cardassians get a bit hot and bothered when somebody strokes their neck ridges.
* Trelane from "The Squire Of Gothos". You want someone to hang out with? Instantaneously pluck your guests from their ship. Said guests try to defy you? Chase them around with the planet you're on.
* Trelane, the teenage omnipotent being who'll hunt you down if you ruin his fun.
* "Trembling Metropolitan Police Headquarters: 12 Million Hostages" involved a mad bomber who sent a clue to his next target to the timer screen of his current bomb…seconds before its detonation.
* Treme. His trombone playing in season one is mimed to pre-existing tracks (though he does it so well you'd never know), but after filming a couple episodes he decided to take lessons, and hopes to be able to do his own playing from season two onward.
* Treme: Made in 2010, set during the aftermath of Hurricane Katrina in 2005.
* tremendous pain to recite every time you referred to it. So instead of saying, say, "all the stuff TropeCo owns, except for this thing and that thing and the other thing and these things and the painting in the CEO's office" every time you refer to what's being sold, you just have a definitions section in which you say "'Assets' means all the stuff TropeCo owns, except for this thing and that thing and the other thing and these things and the painting in the CEO's office" and just use "Assets" (with a capital "A") ever afterward. This also means that you can talk about "assets" (with a small "a") in other contexts and be clear.
* tremendous was frightened of him. This was almost certainly the main reason Gracie was able to escape with a draw in their matchup, as Shamrock (who actually had a pretty good chance of winning) was too intimidated to get any real offense going.
* Treme says that he's written a request for a second line into his will, complete with song list, which will probably be the only one his particular cemetery will ever see.
* Tremors 2: Aftershocks based on sound (being both blind and deaf), it can detect any heat signature, which also causes them to attack all machinery including car engines, disabling it, and trying to run from them in a wide open space is similarly suicidal.
* Tremors 2: Aftershocks, Burt's explosive-laden truck is set to explode and take out the Shriekers, but the heroes don't have a very good handle on how long it was set for. Eventually one of them complains about the delay... and the bomb obliges.
* Tremors 2: Aftershocks: Earl is completely surrounded by Shriekers and is standing in the back of Burt's truck. His response: Set a timed explosive to go off and toss it down in the truck. That's 2.5 tons of Burt Gummer approved high explosives, parked in an oil refinery.
* Tremors 2: Aftershocks. Gradually, the heroes realize that they're blindly attacking anything that radiates heat, being unable to distinguish between food and electronics.
* Tremors 2: Aftershocks is a fan-boy of Earl's, who talks his way into helping on that film's Graboid-hunt.
* Tremors 2: Aftershocks: Justified - when survivalist Burt gives Earl and Grady

some of his MREs to eat, Earl unwittingly bites into the wrong item:
* Tremors 2: Aftershocks" Later though, the Shriekers show intelligence, forming a ladder out of themselves to get up onto the roof the heroes were hiding on.
* Tremors 2: Aftershocks Pedro only speaks un-subtitled Spanish, and the other characters don't translate what he says.
* Tremors 2: Aftershocks = splattered shrieker. Also, shriekers + 2.5 tons of high explosives = raining gibs.
* Tremors 2: Aftershocks. (The car is still rendered undrivable, but it doesn't explode.)
* Tremors 2: Aftershocks. The creatures destroy the radio accidentally because they associate heat with prey.
* Tremors 2: Aftershocks. The protagonists have rigged up seismic sensors to tell them when the subterranean graboids are approaching. While they're at their base of operations, the sensors start going off as if a huge one is headed right for them...until they look out the window and realize it's instead Burt and his oversized, overarmed military truck.
* Tremors 2: Aftershocks truck full of explosives but no one knows what the time delay is. Cue everyone taking cover as Burt runs past yelling that they have to get farther away.
* Tremors 2: Aftershocks, when Earl sets a bomb to detonate the explosives in the back of Burt's truck. The other heroes duck behind cover, only to see Burt continue running right past them, yelling "It's gonna be big!" Burt eventually settles for a trench which will provide sufficient protection from the blast wave.
* Tremors 2: Aftershocks while underground, since it's very difficult to shoot through dirt. When the Graboids turn into much smaller, faster, and more plentiful Shriekers, Burt laments the fact that he's carrying entirely the wrong kinds of weapons to deal with the creatures, and what he did have had been used up in his first encounter with them.
* Tremors 3: Back to Perfection and he opens fire is like a kid on Christmas morning. Knowing Burt though, he's probably disappointed he couldn't get incendiary ammunition.
* Tremors 3: Back to Perfection: Ass Blasters + spear + cannon fuse = raining gibs.
* Tremors 3: Back to Perfection, Burt has rebuilt his survival bunker to be proof against any attempt by Graboids or Shriekers to break in from underground or ground level. Unfortunately for him, the latest threat is the flying Ass Blaster, which comes crashing straight through his completely unprotected roof.
* Tremors 3: Back to Perfection due to being sterile, it's ultimately possible to 'train' him in a sense so it's possible to co-exist with him.
* Tremors 3: Back to Perfection take off and fly by organic jet propulsion.
* Tremors 3: Back to Perfection: While their previous stage, the Shriekers, multiply if they eat, the Ass-blasters go into a food coma when they eat too much. Nancy and Mindy are able to capture one because of this. This leads to a scene where Burt destroys his entire house and everything in it to kill an Ass-blaster before it can get to his supply of MREs (Meals-Ready-To-Eat), fearing that like the Shriekers the creature will vastly multiply when it eats enough food, only to learn afterwards that letting the creature stuff itself would have actually incapacitated it.
* Tremors 4: The Legend Begins, Burt's 19th-century ancestor encounters the Graboids.
* Tremors 4: The Legend Begins ends with Burt's ancestor Hiram gleefully firing off a large Gatling gun he's just been given, though it's just for fun as all the Graboids are already dead.
* Tremors 4: The Legend Begins: Graboid + traction engine + big hook and belt = raining gibs.
* Tremors 4: The Legend Begins of ducks. It was actually a prop built for the film using a triple-loaded 12-gauge inside to produce a muzzle flash; the barrel's inside was sprayed with WD40 prior to shooting to add more smoke. This is because apparently there are very few functional punt guns left in America today.
* Tremors 4: The Legend Begins Pyong is constantly making comments about how

certain dangers and misfortunes weren't present back in China, with her husband disputing this. However, near the end of the movie, she claims that she was the one to talk him into leaving China in the first place and doesn't really want to go back, implying that she doesn't mean it when she makes homesick comments.
* Tremors 4: The Legend Begins series and a prequel to the earlier movies.
* Tremors 4: The Legend Begins, the Old West town of Rejection is largely abandoned after "dirt dragon" attacks cause the local mine to be closed down. Most of its buildings were barely more than tents to begin with.
* Tremors 5: Bloodlines separate creatures, at least in the African Graboid species (it's never explained why they were tentacles before and now they're not).
* Tremors 5: Bloodlines when one of them jumps out of his big brother's mouth and continues pursuing the heroes like some sort of killer land-eel.
* Tremors 6: A Cold Day in Hell and all-black winter clothing. Mac even name-drops the trope while observing him.
* Tremors 6: A Cold Day in Hell and likes to hug people. She has a lot of knowledge about the best way of zeroing rifle scopes, helps kill Graboids endangering her friends, and boasts that she can drop an elk at 800 yards. Valerie's friendliness is also emphasized by her banter with Vargas, who serves as her spotter, between shots.
* Tremors 6: A Cold Day in Hell, Burt is the only permanent resident left, with everybody else having moved away, and even he packs up and leaves by the next (and last) film when he refuses to deal with the US government any longer.
* Tremors 6: A Cold Day in Hell Cutts is introduced as an abrasive, shifty government agent suspected of bio-engineering Graboids as weapons. Then it turns out that he has nothing to do with the Graboids and is in the Arctic trying to find a way to harvest Arctic ice to decrease the risks of global warming and provide a bigger supply of drinking water. He also is outraged when his best scientist is eaten by a Graboid and sets out to seek revenge and help the trapped heroes. Then he admits that he is interested in using Graboids as bio-weapons now that Burt has suggested it and cowardly kicks away one of his men who grabs at Cutts for help while being dragged to his death.
* Tremors 6: A Cold Day in Hell from Burt. He further notes that it's only a matter of time before a Graboid starts smashing through the floorboards to get them.
* Tremors 6: A Cold Day in Hell Valerie wears a pair of cowboy boots made from Graboid skin that was originally a gift her dad gave her mom.
* Tremors 7: Shrieker Island. Then they escape to the neighbouring islands...
* Tremors 7 Shriekers Island sees Burt Gummer give up his life to kill the Grabiod Queen.
* Tremors, a man who'd been trapped by Graboids for days is found high up on a power pylon, dead of thirst. Another man's head turns up half-buried in the ground, face-up under a hat.
* Tremors, and must try to survive. They can't easily leave because there is only one road out of town and it has been blocked by the worms and attempting to leave on foot would be suicide.
* Tremors: As Burt Gummer shows, graboids are not immune to bullets, you just need a big enough gun. One could actually see the defining scene as a deliberate parody of this trope, as Burt and Heather were emptying gun after gun after gun into the graboids to no effect, until the fight more or less became a stubborn pissing contest between a nearly immobile graboid and a couple with a hundred seemingly useless guns. Eventually Burt's stubborn-ness won out.
* Tremors aside, that would literally make them the oldest living species in prehistory, way older than even dinosaurs.
* Tremors, as the characters are usually spattered with the aforementioned gibs.
* Tremors Burt Gummer is out of weapons while fighting a monster infestation. The locals tell him of a resident gun nut with a huge arsenal. When they get there, they discover that the "huge arsenal" consists of 18th-century black-powder muzzle-loaders. Burt, however, being a drooling gun fanboy, is well-versed in 18th-century warfare and manages to organize the locals to Save the Day. (It helps that the actors in that episode were part of a historical re-enactment society.) It also

helps that the shriekers have no concept of tactics or even pack mentality (even wolves know to surround a prey). They just charge at the defenders without regard for their own lives.
* Tremors but is more realistically depicted as dwelling in and moving though water and sewage rather than sand or soil (it lives in the bowels of Bloth's huge ship). It is a large, mindless, constantly hungry beast with a worm-like body, tentacles and sharp teeth.
* Tremors, but realised upon watching the rushes that the Graboids didn't look real enough without it.
* Tremors could appear from. The series was cancelled half way through its first season despite being one of the Sci-Fi Channel's highest-rated series.
* Tremors episode "Night of the Shriekers", Burt Gummer is ironically scolded for inappropriately going to Defcon Five over the presence of Shriekers by someone who is treating the Shriekers as no threat.
* Tremors features the Graboids, although the lack of eyes doesn't bother them because they rely on sound.
* Tremors film ends with a spectacular (audience demanded) kiss between Val and Rhonda.
* Tremors films were inspired by writers/producers S.S. Wilson and Brent Maddock after they were climbing a large boulder in the desert and suddenly wondered "What if there was something that wouldn't let us off this rock?"
* Tremors franchise, Graboids pinpoint their prey using sound and other vibrations, while Shriekers and Ass-Blasters use heat vision that's enhanced by blasts of heat emanating from their mouths.
* Tremors franchise offers In-Universe example. Let's say your hometown was attacked by giant subterranean monsters, who kill half of its inhabitants before being defeated by the other half. What do you do? Make money on it, of course! Over the course of subsequent movies and the TV series the main characters have become famous science and pop-culture personas, being featured in magazines and TV shows, starring in commercials and documentaries, opening theme parks, having the exclusive license and producing video games, comics, action figures and other merchandise based on the monsters. All while continuing to fight said monsters first occasionally (Tremors 2-3) and then on a weekly basis.
* Tremors franchise that are more Comedy-Horrors, the first movie was heavier on the Horror side.
* Tremors game was being developed in 2002 by Rock Solid Studios, for the GameCube, PC, PS2, and Xbox, but the game was cancelled in 2003.
* Tremors has this happen to the doctor's wife after she narrowly escapes the graboid that just ate her husband. The car she's in stops shaking, the camera zooms away from her face as calm music plays on the radio... and suddenly zooms back in when the graboid returns to pull the whole car underground.
* Tremors if need be. The only time they'll leave is when the prey dies of dehydration/starvation or if they're distracted by a sufficiently loud noise/vibration nearby that screams "easier meal" for them.
* Tremors: In the TV adaptation, nearly every episode starts off with some random construction worker/tourist/passer by getting brutally killed by some monster.
* Tremors is nicknamed Stumpy because one of its three grasping tongues got torn off when it first tried to eat Val and Earl's pickup truck. The ripped-off tongue is mistaken for a snake-like mutation when it's found tangled around their axle, and is bought by Walter for $15. We don't see how Stumpy reacted to it, but another Graboid gets one of its tongues blown off by Heather Grummer shooting it repeatedly with a shotgun to save her husband Burt, and it briefly stops attacking them to jerk its head up and smash through their basement ceiling with a loud scream.
* Tremors; its inspiration was in fact the Lambton Wyrm of English folklore rather than any of the other worm monsters mentioned on this page).
* Tremors—have been released straight to DVD, or straight to Neftlix.
* Tremors — Horror film series. Five films, four direct-to-video.
* Tremors mouth by shooting its tentacle repeatedly with a shotgun until it's severed.

* Tremors movie, the people of Perfection use a CB radio to warn the Gummers of impending Bad Things possibly coming their way. Actually justified in this case, since it's made clear that they can't reach anyone outside their valley with their CBs, and it would make sense for everyone to use the same frequency.
* Tremors movie, the survivors find themselves stranded on a rock "island" surrounded by Graboid "sharks".
* Tremors of the franchise, he cannot really be said to be the primary one. The Graboids and their different life cycles are the center of attention.
* Tremors reinvented the trope to drastic degrees. Indeed, the Graboids weren't really wormlike at all except in basic principles, and asserted the predatorial habits that have made Sandworms the monster-movie favorite they are now.
* Tremors. Some even argue Earl's comment about them being from outer space was a more plausible answer by comparison. (Later material stated the Precambrian dating was an in-universe error on the part of the character who did it, and that the Graboids are still prehistoric but originated in the Devonian era instead.)
* Tremors takes place almost entirely during the day. A few scenes did have one of the creatures trap the protagonist trio overnight on top a cluster of boulders (which also protects them as they can't tunnel through rock). The point is that like moles, the eponymous worms, do not need light to navigate their surroundings and will attack regardless if it's day or night. There's a single nighttime death scene, but it's really less terrifying than the daytime graboid scenes because, at night, it's pretty conventional horror movie stuff.
* Tremors, thanks to being protected in an oil barrel and the creature being cut open shortly after.
* Tremors, the characters are trying to figure out a way to get out of town now that the only road is blocked. "Who's best on a horse?" Heroes Val and Earl glumly realize everyone's looking at them.
* Tremors: The first few times the Graboids attack, we just see their tentacles coming out from the ground and think the tentacles are separate snakelike creatures.
* Tremors, the Gummers' SUV is destroyed by a Graboid after its burrowing disturbs the ground underneath the vehicle and sets off its car alarm.
* Tremors. The protagonists have decided to make a run for the bulldozer so they can make their escape, but they need something to distract the man-eating Graboids away from them. Melvin (an annoying minor character) is nearby.
* Tremors: The Series did this a few times, describing how failure to eliminate a Graboid or shrieker quickly will snowball into mass destruction if they breed and/or metamorphose.
* Tremors: The Series, only part of the giant shrimp-monster is ever seen above the water.
* Tremors: The Series two-o'-clock") to tell Tyler from which angle Messerschmitt is flying towards them.
* Tremors: The Series: While El Blanco the sterile albino Graboid appears more often in the background and is the focus of a few episodes, one episode features a normal Graboid as well.
* Tremors The short-lived Syfy series might have been better if it had adapted more than one of the scripts from an un-produced earlier series (a vampire mountain man, an octopus creature in the trees, a winged monster the heroes pursue with sky-fishing methods etc.).
* Tremors. They have to resort to one last desperate gamble to take it down.
* Tremors; three to six large dog-sized "Shriekers" (each capable of rapid parthenogenesis) burst from the mature Graboid at the end of it's cycle, killing it; mature Shriekers pupate, then emerge as winged "Ass Blasters", which lay eggs and are roughy the same size as Shriekers. It is shown that the entire process is asexual, with Ass Blasters developing a new Graboid egg within a matter of hours.
* Tremors TV series, the ass-blaster that was captured alive in the third film escapes from captivity and menaces Perfection again.
* Tremors. Valentine elbows Earl in the stomach to stun him so Valentine can risk his life running to the tractor to save everyone (and risk being killed by the

Graboids).
* Tremors. Valentine says "We need a helicopter. Or a goddamn tank!" Earl realizes that they can use a bulldozer to pull an open semi-trailer and carry everyone to safety.
* Tremors was more horror dominant, but every installment after that struck the balance.
* Tremors. When the graboids start attacking, however, she loses some of her clothing and becomes more attractive to him.
* Tremors, when the Gummers return from searching for signs of the creatures that have been killing people and livestock, Burt Lampshades the lack of any "spoor". Justified because the Graboids live and travel underground, so presumably do their business there, not at the surface. Averted with humans in the very first shot, of Val seen from behind as he takes a leak over the edge of a cliff.
* Tremors, where Melvin the prankster manages to survive to the end of the film, and even appears in one of the sequels and the TV series.
* Tremors while credits start to roll. Definitely an improvement over the original, which can be seen on the DVD.
* Tremors. Yes, the monster's stomping ground is a great big valley, but it's a great big valley that no one can leave because the monsters can outrun them, and the only normal road out was blocked off by a landslide inadvertently caused by the monsters.
* Tremor Trampoline: Floor dolts downward, character gets bounced upward from physics.
* Tremor whose nationality is never stated, but he works for the international crime syndacite Black Dragon.
* Trench 11: An early grenade explosion destroys the entrance and forces the men to find an exit tunnel while the infected roam the halls.
* Trench 11: Chlorine is released into the tunnels and Berton and Meuller have to run for it, as they have no gasmasks.
* Trench 11. Main villain Reiner is a proto-Nazi, complaining that if Germany loses the war Europe will be overrun by Communist Jews.
* Trench 11: Priest is subject to this by proto-Nazi Reiner in order to gain intelligence against the Allies.
* Trench 11 riding a desk and sees this operation as possibly his last opportunity for promotion before the war ends.
* Trench 11: The German who takes a point blank shotgun blast to the head.
* Trenchant Labour MP Dennis Skinner took a leaf out of Disraeli's book when ordered to retract the statement "Half the Tories opposite are crooks."
* Trenchcoat Brigade: John Constantine inspired wearing coats among his knockoffs.
* Trenchcoats, if seen in real-life and not used for obvious comedic effect, are often associated with exhibitionism or a
* Trenchcoat Warfare: When your longcoat hides badass things to be unleashed at whoever messes with you.
* Trenched after a lawsuit was threatened by a European company which owns a WWI-themed board game of the same name.
* Trenched in all territories a few months after its American release due to a trademark disspute preventing the original title from being used in Europe.
* Trencher. They are construction vehicles with giant chain or circular saws. No, you can't have one.
* Trench made the Hot 100. Surely one of them was "Chlorine", which hit #1 on Alternative and was the highest streamed song off the album by a sizable margin? Nope; that song never made it past the Bubbling Under charts. The other three songs ("Jumpsuit", "Nico and the Niners", and "My Blood") were boosted to the Hot 100 upon their release but lacked "Chlorine"'s longevity.
* Trend Aesop: A character learns a lesson about trying to fit in with the crowd.
* Trend Aesop: Please don't give into peer pressure and join in on some dumb fad like the rest of the crowd.
* Trend Covers: Cover becomes so popular other works start emulating it.
* Trends, and the subsequent explosion is assumed to be evidence that Harman either

did it deliberately or was receiving divine punishment for trying to leave Earth's gravity.
* Tren Krom The fact that he tends to assault his victims with his long, red, fleshy appendages while doing this only adds to the disturbing subtext.
* Trent as "Janie." This could also be used to show their particular closeness (though there's at least one example of their other brother, Wind, using this one, too).
* Trent Castanaveras is also modified, in that he had the Tytan NN-II, a "nerve net that's designed to sit in high memory and model what's happening in your brain. It has nearly half a million processors, and makes a discrete connection somewhere inside your brain for every one of them. Once it is installed between your skull and the outer surface of your brain, it doesn't come out."
* Trent does have characterization but never gets a plotline that doesn't involve
* Trent Hamilton got the meaning of USSR wrong when discussing a Soviet Cornet (he thought it stood for
* Trent in the third have had long, cat and mouse games with ICG killers which remain largely off-screen.
* Trent Reznor came out that he did not): It's naturally a reddish brown.
* Trent Reznor has got to this point, what with running two bands (the long-running
* Trent Reznor permission to cover Hurt at first, he describes hearing it for the first time felt as if Johnny Cash had stolen his girlfriend, and loved the legend's interpretation of the song.
* Trent Reznor was getting in the way of new Nine Inch Nails' projects. He still posts plenty of updates, but most of them tend to be news-related rather than personal now.
* Trent's mental health takes a turn for the worse in Season 2; he suddenly becomes extremely clingy, needy, and co-dependent with Gwen, and he gains a bizarre obsession with the number 9 that he ends up prioritizing more than anything else. However, he returns to his normal smooth and easygoing
* Trent's Plymouth Satellite. It overheats constantly, and Jane sarcastically refers to it as "an adventure on wheels."
* trepanations, or holes cut through the skull. This was of course done with primitive implements, yet the bones show signs of long-term healing, which means the patient survived the surgery - and the procedure is genuinely useful for those with brains that are swelling due to trauma, as it can relieve the pressure.
* Treponema, the old woman wasn't sure if she wanted it treated. But she didn't have to worry. Her brain had been permanently "damaged," so the spirochaetes could be killed without reversing the mild disinhibition. In House's words, she was "cursed to feel happy".
* Tres destinos, a Spanish-language soap, which seems to show that the group enjoys a good laugh together about pop-culture.
* Trese, a Filipino comic, features the eponymous character using variations of existing beliefs and supernatural traditions. Examples include trying to bribe a local goblin with imported chocolate instead of the local cheap kind, and using a watch in freezing a suspect in time. One memorable incident involved binding a God of War into eternal combat by making him a high level raid boss in an MMORPG.
* Trese are the children of the god of war Talagbusao and a human woman. Despite this kinship, and although they didn't start out like that, they fight on the side of good.
* Trese, it is only after a major battle with an old war demon that the heroine, Alexandra Trese, and her companions remember that it is her birthday. By this time, a lot of damage has been done to the city, Trese herself is recovering from some battle wounds, and her two sidekicks have very nearly been murdered by their own father.
* Trese massacre on a train, and she's also seen making circles for exorcising.
* Trese), might actually be a (very mild) one: observant readers have pointed out that in reality the two streets do not cross. (On the other hand, it is also possible the creators simply used a fictionalised map of the city.)

* Trese, she just mentions Ibwa by name and says that he "runs a bad crew". It's the mayor who answers about "fairytales of aswang and mermaids".
* Trese). Specifically Cases 1, 2, and 5-13 were adapted, with 9-12 being told during the cold open flashbacks of each episode.
* Trese: The fabric that would become the coat was a baby shower gift for the eponymous prophecy child, having protective runes drawn into it. The coat itself has some snazzy sling-like Chinese-button fasteners.
* Trese - The show's a co-production with Malaysia, the Philippines, Singapore and the United States.
* tresillo are modified numerals, used as letters in some post-colonial Mayan languages.
* Tre somre) (2006), a Danish short film. A man in his 40s is going through a string of relationships with somewhat younger women. One summer, the 14-year-old son of a friend comes out as gay to him. The next summer, the boy, now 15, seduces him and they have drunken sex. The summer after that, they meet again and the man says that they can't sleep together again and must keep it quiet that they once did, but he agrees to give the boy a farewell kiss.
* Trespass (2011), Kyle refuses to cooperate, because he is afraid the robbers will kill them once he does.
* Trespass (2011), the robbers threaten to remove Avery's kidney if her father Kyle doesn't cooperate.
* Trespasser in that it's revealed the organization had been infiltrated by various spies and was falling to corruption after all, although this wasn't known to its leaders or critics at the time.
* Trespasser in the first instance, so this is less of a jarring transition than it would be for some, but it's still quite the shift.
* Trespasser in the most painful way possible, and leaves. You don't even get a chance to ask any more questions.
* Trespasser. Now it has become an organisation with the military power and structure of a country in its own right, and the powers of the continent are deciding what should be done about it. complicating matters is the threat of a new enemy, but one who already has influence within the Inquisition.
* Trespassers will be Prostituted describes the book as "a simple story following the age-old pattern of Boy meets Girl, Girl praises Satan, Boy drowns in Filth". There is no romantic plot-line in the book.
* Trespasser, tell them the Inquisition is disbanded, and then drop the writ (which is a hefty tome).
* Trespasser that live within Deep Roads, at one point. Since the Titans are connected to (and hinted at being) The Stone that Dwarves revere and were created from, Bioware basically said this trope was the case in ancient times.
* Trespasser, their civilization collapsed within decades, if not years.
* Trespasser to see herself in the book and declares that she is "going to read the shit out of this!"
* Trespassing HeroGo everywhere you can in an RPG, even into private homes without an invitation!
* Trespassing to Talk: A character breaks into another's home and waits to confront them when they arrive.
* Trespassing to Talk: Waiting in a character's home or office to confront them.
* Tressa's physical and magical stats are dead even as her default Merchant class. Her skill list also has a decent variety of physical, magical, healing, and support skills. However, all of Tressa's skills have effects that can be done better by someone else.
* Tress MacNeille encountered. He stalked her to the point of her having to cancel appearances in his hometown.
* Tress MacNeille is never named in dialogue. The credits list her as Chillingsworth, but you have to watch the bonus features to learn that her first name is Antonia.
* Tretch Craventail allows him to abandon his own unit at any time and teleport into another, nearby unit.

* Tretonin, a chemical used to remedy the Jaffa's dependence on the Goa'uld for survival. (And made from ground-up symbiotes, at least until they figured out how to make a synthetic version.) Tretonin can also be used by regular humans (that's what the Pangarans originally developed it for), but causes the same side effects of completely replacing the natural immune system and thus making anyone who takes it unable to live without it. For the Jaffa who already lack a natural immune system, this is of course a non-issue.
* Trev Broudy and other roles. In 2002, he was brutally attacked with a baseball bat by three men due to his sexual orientation which touched off a national discussion on anti-LGBT hate crimes.
* Trevelyan's Mission and frequently translates songs and ballads from Earth into the local language, passing them off as his own, impressing the natives, whose own songs are not as well-developed. This is especially evident in tragic love songs, where Ivar utterly dominates (the locals are good at happy or romantic love songs, but tragic ones are not really a thing).
* Trevelyan's Mission (set in the same universe centuries later) focuses on a single character, who in the last novel is revealed to be a distant descendant of the same line but himself did not know it.
* Trevelyan's Mission, who also happens to be a trained combatant and a crack shot. She then tries a different tactic and argues with his wife that it's not uncommon for men to have more than one woman on Earth. Ivar's wife counters that things work differently on her own home planet. Apparently, in Teruxi society, a core belief is that nothing should stand in the way of love or attraction, so all the rules humans assign to such relationships baffle them.
* Trevenant, a Pokémon created when a human ghost possesses a tree, acts as a warden of nature and curses those who encroach on its forests or log its trees, trapping them within the woods so that they can never leave.
* TREVOR and Private Young, although the initial "grab" kills Private Young instantly from the sheer pressure exerted on his skull.
* Trevor and Sypha's friend Saint-Germain is so determined to gain the power to free his lover from the Infinite Corridor.
* TREVOR at first appears to have died of mysterious causes. This turns out to be false in the most horrifying way possible.
* Trevor Bayne surprised everyone by winning the 2011 Daytona 500, just his second start in NASCAR's top level of competition. He has yet to score a follow-up win and lost his ride with Roush-Fenway Racing at the end of the 2018 season.
* Trevor Belmont stays pretty much the same, being brown-haired like the NES game and the second PS2 game in the series,
* TREVOR bone-blades sharp enough to cut through people like a hot knife through butter.
* TREVOR by the time the audience gets to see it, and it isn’t exactly getting any better.
* Trevor can choose to use a Cargobob, earlier stolen from the military, to steal a submersible from
* TREVOR: Downplayed: Dr. Smithe has a combover, and wistfully admits that he will miss the sound of Trevor’s screams.
* Trevor Fergus is officially the owner of a delivery company tasked with delivering Ducklair's sonic weapons to the US Army. He would also skim a few weapons and sell those to Duckburg's
* Trevor) from wandering in, climbing onto the roof, and stealing the attack chopper on the helipad.
* Trevor gains this ability with the Morning Star whip which with one swing makes vampires
* TREVOR: Given that the story takes place in a location where medical experiments preformed, the facility is spotless at the start of the story. This makes the location seem all the more unnatural, and highlights the ensuing carnage.
* Trevor Goodchild does this to Aeon Flux, except he actually stores the microfilm into her false tooth and closes the lid. With his tongue. No wonder she's into him.
* Trevor has a pretty awesome Game of Thrones-esque fur trim cape too, it even

stays mostly intact after getting hit with the Cyclops's
* TREVOR, he appears to watch them with a multitude of eyes through the ventilation system, and it’s not clear where on his body they have formed.
* TREVOR human, he appears to have mutated into something much more horrifying.
* Trevor is reduced to banging his head into a wooden pallet when he realizes that
* Trevor is undeniably demented, but it's never specified where his signs of mental illness come from. Given his hallucinations and weird behavior, he has clear signs of
* Trevor James Goodkind, scion of the wealthiest family on the planet, and one of a long line of mutant haters. Manifests as a mutant, gets kicked out of the family, gets horribly experimented on by his parent's
* TREVOR know what he is ranting and raving about, despite his insistence that he’s already told them.
* Trevor McDonald (born in Trinidad but gained English citizenship in 1960s)
* Trevor Noah, recalls when his mother was shot in the back of the head by her ex-husband. The bullet traveled under the scalp then exited through one of her nostrils. Trevor Noah remarked that once the blood was cleaned off his mother's face, it was clear the damage was fairly minimal.
* Trevor Noah, the South African comedian and show host, tells in his autobiography how he was best friends with his crush for 3 years and how he wanted to ask her out for matric dance (South Africa's equivalent to prom), only to find out that she a) had moved away during summer break, b) to America, and c) had reciprocated his crush the whole time.
* TREVOR: One whiteboard in the room with the security terminal is designated to how many days have gone by without an accident. By the time the story starts, the count is at 4, and it’s already outdated.
* Trevor Rabin. The other members of Rabbitt are mostly forgotten except as a footnote in Rabin's career.
* Trevor revels in finally having found something he can excel at, and is quite proud of it.
* TREVOR seems to have completely lost his mind and is acting purely on instinct, he retains enough cunning to figure out how to maneuver himself closer to his victims.
* Trevor sees himself as a red-blooded American who embraces the corrupt and decadent ideals of the modern USA and gets very angry if anyone points out he's actually Canadian.
* Trevor (short film about a 13-year-old old boy realizing that he is gay, gay main character; subject matter includes LGBT awakening, homophobia coming out story, LGBT youth)
* TREVOR skin does not keep up with his ever-shifting muscles, and constantly tears away from itself.
* Trevor Strnad that decried the illegal downloading of their albums, stating that the fans weren't sticking it to the man by downloading their music but were instead hurting them, as they were in that spot where they were big enough to live off of their music without having to consider day jobs but were nowhere near big enough to be anything even resembling rich and that they needed physical sales to prove that they were still relevant and retain strong label sales; if album sales fell below expectations, the likelihood that the label would start to consider them "old news" would rise significantly and could jeopardize their chances of continuing to receive support from the label. The responses were predictable; plenty of people (many of them musicians) agreed with both the statement and the sentiment behind it, while others took it upon themselves to shower them with abuse and accuse them of being whiny, entitled rock stars who saw the fans as piggy banks and were just getting mad that they weren't yielding enough.
* TREVOR-style experiments, but they are at least somewhat aware of how dark the work they’ve been doing is.
* Trevors World Of Sport: Trevor, the only honourable sporting agent in the world, is considered a very bad liar by his staff.
* TREVOR. The characters that came about as a result of the contest were:

* Trevor the traction engine gets this treatment from various memes and YouTube Poops because of his
* Trevor. Thirteen-year-old Trevor attempts suicide due to the problems of being gay, but his aspirin overdose fails and, thanks to a kindly male nurse and tickets to a Diana Ross concert, he ends the film saying he's "definitely decided to live...till tomorrow", then dancing up the drive to his house.
* TREVOR: While the medical facility at first appears to be well-lit, parts of it become ominously dark.
* TREVOR, with their best guess being that he somehow tampered with the sedatives used to subdue Trevor.
* T-Rex: A Dinosaur in Hollywood follows the artistic career of Mr. T-rex from his discovery to becoming one of the greatest stars in the world. Follows the real life story of how he became a cultural icon.
* T. Rex a song by the jazz-fusion group Chase entitled "Get It On" on the American charts.
* T. Rex Ed Regis, the Public Relations manager of InGen, who did this (and got eaten).
* T. rexes that Rexes get literally addicted to the taste of human flesh.
* T.rexes when hunting the humans. The raptors in J.P.3, on the other hand, are simply trying to recover their stolen eggs and don't even bother eating the one guy that they kill.
* Treximet, a prescription headache remedy, has a woman who says, "My migraines are so excruciating, I just want to take my head off."
* T. rex may have gotten in on the action too, as fossils have been found of badly-injured individuals having been nursed back to health.
* T. rex only seems to play it straight when she's chasing the jeep at a suicidal speed for her species, but it's quickly subverted when the jeep accelerates beyond 30 MPH and she soon gives up the chase. Given that she only kills one human and spends most of her time hunting other dinosaurs, it is possible that she's not really hunting humans for food as much as she's establishing new territory for herself and chasing away potential rivals.
* T. rex predator, i.e. each other, comes along. As both had recently eaten, territoriality trumped hunger.
* T. rex pushes through the ceiling, breaking parts of the glass... but after a few back-and-forward cuts between the dino and the kids, the thing is still intact.
* T. rex really shouldn't have had external genitalia at all, although at least they only protrude slightly.
* T. rex-sized, flightless tyrant serins). Eventually, some of the more derived birds cease to resemble avians at all: the changeling birds in particular develop larval states similar to insects, and through further specialization their more derived lineages give rise to permanently aquatic, gill-breathing fishlike neotenic forms or the botfly-like squicks with parasitic larval young.
* T. rex the technical advisor. The films' general consultant was Jack Horner, who is notorious in the paleontological community for his decades-long crusade arguing that Big T's badass reputation was overblown (specifically, he thought the animal was a big, lumbering, carrion eater rather than a relatively-agile active predator), a crusade that even he is reluctantly admitting turned out to be wrong.
* Trey Parker And Matt episodes for the season, and in DVD commentary for that season, they point out several places where it is evident that they were running on fumes.
* Trey Parker and Matt Stone assign this status to Briann Boitano of all people, in their song "What Would Brian Boitano Do". The lyrics of the song chronicle his exploits, which include fighting grizzly bears in the Alps, beating up Kublai Khan, time-traveling, breathing fire, rescuing princesses and wolfing down unpalatably spicy chicken wings.
* Trey Parker and Matt Stone from Gary that says nothing but nice things about them.
* Trey Parker and Matt Stone have mockingly attempts to convinces that Chinese president Xi doesn't looks just like Winnie-the-Pooh at all. It didn't work (and

the tweet filled with replies with Pooh Bear), but Trey and Matt didn't care about it nor feeling remorse.
* Trey Parker and Matt Stone, including a few incidental female characters.
* Trey Parker and Matt Stone in complete denial. Oh, and Mr Garrison, who's always telling people he's gay, but isn't all that camp.
* Trey Parker and Matt Stone really hoped "Muff Cabbage" would catch on but admitted in the commentary it never did.
* Trey Parker and Matt Stone singing abilities. Usually manifests in the form of musical numbers or hilarious use of horribly improper, but grammatically correct Japanese. Parker has a long relationship with music and studied Japanese in university before making it big.
* Trey Parker and Matt Stone, this occurs when one character attempts to get another to vomit by sticking his fingers into his throat and vomiting himself, which inspires others to vomit in turn, leaving everyone in the room vomiting except the person who originally had to.
* Trey Parker began. He made a fake trailer for film class and was told to make the movie by his teacher.
* Trey's parents from an early episode also qualify. They're amazingly snooty rich people who spend their entire episode looking down their long, snobbish noses at Miley for being 'a bumpkin' until Trey finally tells them that he's ashamed of them.
* Trey Spruance collaborator, primarily with Secret Chiefs 3 (who are not a jazz act, but take influence from it and have numerous jazz-related tracks).
* Trey The Explainer. He commends the film for featuring a racially diverse cast by saying that, though it's still not period accurate, it's still better than other films that portray "cavemen" as all white (centuries before such a skin-tone became a thing).
* TREY The Explainer. He goes with whatever the scientific research suggests but he is especially fond of feathered dinosaurs. He has several videos discussing them.
* TREY The Explainer usually focuses on actual paleontology; however, he has dabbled with this:
* Trey The Explainer: Videos discussing myths and truths about science, particularly biology and paleontology.
* Tri-Ace loves this trope in their optional dungeons. Lots of Fourth Wall breaking abounds, from the developers readily acknowledging
* Triad Assassin and is very ruthless, willing to go where other mobsters won't, and completely determined to rise in power and fame.
* Triad. Since Tequila fought gangsters and Chang is one, it stands to reason that he 1986 Where kid tannen wasn't that honest of a cop.
* Triage during a mass casualty incident can get like this: Do you treat people first-come first-serve, or focus limited resources on possibly-fatal-but-easily-treatable injuries to maximize lives saved, but possibly condemning more seriously-injured patients to an untreated death? In fact triage training comes down to focusing the most effort on the life threatened casualties who are the most likely to live.
* triage. Standard triage tags for injured people have four colours: green for minor injuries that can be safely ignored by first responders, yellow for a non life-threatening injury (such as a broken arm) that can have treatment delayed until resources are available, red for someone who needs immediate attention (such as someone going into shock or having trouble breathing), and black. A black tag on someone who isn't dead yet means they're not to be given any medical treatment except pain medication until everyone else is dealt with because their injuries are almost certainly fatal with the resources available and efforts spent on them would end up unavailable to people who have a higher probability of living.
* triage tag for each patient, if they run out of tags (or if they feel the tags risk getting damaged), they will write the information on the patient's forehead with a waterproof sharpie.
* Triage Tyrant: How bad the injury is doesn't matter to them as much as if they like or value the injured.

* Triage X chose not to dub it when doing the localization, instead simply adding subtitles to the Japanese voice track.
* Triage X follows an entire team of medically-themed vigilantes who kill gang leaders, mob bosses, and other menaces to society.
* Triage X stands at 5'9" tall and is one of the most attractive members of the team.
* Triage X - The method the protagonists use to hide the evidence of their vigilante actions. Frequently involves destroying the entire (abandoned) city block.
* Trial & Error, the frozen yogurt shop in East Peck is also the local forgery store.
* Trial & Error, when Josh the defense lawyer sets up one, his helpers excitedly chant "Murderboard" over and over with motions until he joins in.
* Trial-and-Error Gameplay appearing and then falling down and crushing you.
* Trial-and-Error Gameplay: A video game where it's annoyingly easy to make the wrong choice.
* Trial-and-Error Gameplay, this can come off as a little more frustrating.
* Trial, but lost the coin toss. They do try to kill him after the trial, but by then Batman and the DA manage to escape.
* Trial by Combat) is busy keeping the galaxy running). If the defendant is killed, he was obviously a heretic. If the defendant wins, he was obviously aided by Chaos and is executed as befits an obvious heretic.
* Trial by combat is still practiced in certain rural areas of the empire in
* Trial by Combat, the Gelrakian spectators shout Vindor's name to cheer for their champion.
* Trial by Combat. This meant either death, or a verdict of banishment or outlaw, for the loser, with a risk of death from wounds for the victor too.
* Trial by Combat: When two parties have to settle their legal dispute by violently fighting in a duel.
* Trial by Fire failure or waste of time will result in the above mentioned non-standard game over.
* Trial by Friendly Fire of hitting another target, but risks it anyway.
* Trial by Friendly Fire: Someone must act quickly to stop a threat and the solution requires putting your allies in the line of fire.
* Trial by Friendly Fire: The only way to kill the enemy is by shooting through your friend.
* Trial by Journal, one character does this in the hotel pool at night.
* Trial by Jury: As soon as the Plaintiff enters the courtroom, the entire jury falls in love with her. She does not want them, but manipulates them as much as she can to win her case.
* Trial by Jury by defaming himself, proclaiming that he smokes and drinks to excess and that "I'm sure I would thrash her, perhaps I should kick her." The Judge proposes to get the defendant drunk and see if he would treat her as he said. Everyone else objects, with the natural exception of the defendant.
* Trial by Jury got his big break in law by courting the "elderly, ugly daughter" of a wealthy attorney to get access to her father's money and connections. Once his career had advanced to the point where he got a judgeship, he dumped her.
* Trial by Jury the Judge's ex-wife is described by her father as being able to pass for forty-three, in the dusk, with the light behind her.
* Trial by Jury: "When I, good friends, was called to the Bar" (The Judge).
* Trial by Ordeal: When the defendant's guilt or innocence is determined by being forced into a dangerous life-or-death situation.
* "Trial By Squire" features the squires of several other knights, who all have
* trial for breaking probation in Russia (due in part to leaving the country for treatment after nearly being killed in an attempted assassination by the Russian government), blogger and opposition politician Alexei Navalny gave a speech to the court in which he said: "[Vladimir Putin's] only method is killing people. However much he pretends to be a great geo-politician, he’ll go down in history as a poisoner. There was Alexander the Liberator, Yaroslav the Wise, and Vladimir the

Underwear Poisoner.” He ultimately was sentenced to 3 years in prison.
* Trial law in the DCU has been modified to allow superheroes to testify without revealing their identities.
* Trial of Champions: In the first act of the adventure, you are sold as a slave to Blood Island, the domain of Lord Carnuss, who will put you and 41 other slaves into a coliseum where you are forced to partake in numerous gladiatorial games and combat situations until only one of you remains alive.
* Trial of The Incredible Hulk, a curious scene happens where the Hulk rescues Daredevil from the Kingpin and carries him to safety... exactly like this.
* Trial of the Mystical Jury: The hero has been captured and forced into a trial, but his captors/jurors are not villains. Most likely, they have committed a crime they were not aware existed where they are.
* Trials & Tribulations lawyer winning, so it's still a subversion.
* Trials & Tribulations. Which is still exposed in the end by, again, further pulling the thread.
* Trials and Tribbleations", on the other hand, where she actually has time to prepare, she is shown using a device to paint over her spots instead.
* "Trials and Tribble-ations" uses a framing device where Sisko, having returned from traveling into the past to prevent Captain Kirk from being assassinated, is describing his actions to Starfleet agents who investigate time travel incidents. Sisko defends the actions of himself and his crew until the end, where he admits that he took the opportunity to talk to Kirk and get his autograph, and says that he understands if they file a reprimand for his unprofessional behavior but has no regrets. One of the agents shrugs and admits that, given the chance, he'd have done it too.
* Trials and Tribulations (3-5). It feels like you finally got the murderer captured and have the proof, but then Godot and Phoenix drag it out by an hour or so.
* Trials and Tribulations after another piece of similarly dubious testimony.
* Trials and Tribulations, and looks like a dead ringer for Godot (whose name is pronounced the same as the last syllables of each of Diego Armando's names). It's fairly obvious that they're the same person.
* Trials and Tribulations features a case where the accused may or may not have dancingly descended onto the crime scene.
* Trials and Tribulations for 30%-40% of Case 5. He also shows up in Case 4, but as an NPC. His role outside playability isn't that great either in this game compared to the previous ones.
* Trials and Tribulations Godot objects, just before throwing a cup of coffee over Phoenix's face.
* Trials and Tribulations has a variation in its final case, where, rather than a picture, a notebook with a drawing of the main cast is used to the same effect. In a bittersweet turn, the other page has another group picture of three main/important characters who lost their life.
* Trials and Tribulations has Furio Tigre's scream of rage when you first meet him at the park: [GWAAAAAAAAAAAAAAAAAAAAAAAA] [AAAAAAAAAAAAAAAAAAAAAAAAAAA] (for about seven boxes of text) [AAAAAAAAAAAAAAAAAAAAAAA] [AR!]
* Trials and Tribulations has similar motions like Phoenix which shows the strong influence she has on her protegé
* Trials and Tribulations has Terry Fawles, who became infatuated with Dahlia Hawthorne, the girl he was tutoring when he was twenty and she was fourteen. Years later, he still hasn't gotten over her, despite the fact that she's now
* Trials and Tribulations. He's a victim of a tutorial case in the third game with just a few seconds of screentime. But his attempt to warn Phoenix about Dahlia is what not only saved Phoenix from Dahlia and lead to her arrest but also to Phoenix meeting Mia and becoming her apprentice which in turn made him responsible for a significant part of the original trilogy.
* Trials and Tribulations is basically a pallet swap and a face visor.
* Trials and Tribulations killed him, at least). As a result, the victim did not have a swift silent death but instead gave full display of the poisons' physical

reactions for all to witness, and the police have no trouble in figuring out what killed the victim.
* Trials and Tribulations Let's just say the Judge was not the only person freaked out and awed.
* Trials and Tribulations. Luckily, the plan isn't fulfilled thanks to a third party who knew about it beforehand.
* Trials and Tribulations Mask☆DeMasque, but didn't commit the crime in question. He confessed to have an alibi because at the time of the theft there was a murder in which he was implicated, but which he didn't commit either, and the one who did commit the murder had the same idea and had Phoenix find him as Mask☆DeMasque in court.
* Trials And Tribulations murdered her step-sister Valerie and blamed it on her boyfriend Terry, who killed himself at her request. In the flashback fourth case, she gets away, but in the first case, which takes place sometime after, she commits another murder and blames it on Phoenix, only for Mia (who was also the defense attorney for Terry) to finally prove her guilt and make sure she did not get away this time, resulting in Dahlia being executed for the crime. She tries to get revenge as a spirit later, but that plan gets foiled as well.
* Trials and Tribulations opens with the news that Phoenix not only lost a case but did such a horrible job in the process that some speculate that he deliberately threw the trial. Not remembering this happening at all, he concludes that somebody must've impersonated him, and manages to get a re-trial in order to restore his reputation and find the imposter.
* Trials and Tribulations that it's hard to feel like he should be in prison at all.
* Trials and Tribulations. The former introduces the new prosecutor and the latter revisits a defendant from the previous game, but both have little relevance to the overarching story arc.
* Trials and Tribulations; the initial premise of the fifth case is a trip to a Hazakura Temple, a training temple for spirit mediums. One of the training courses Hazakura offers is the "Special Course," in which the trainee sits on a block of ice while being doused in "spirit water" and chanting a spell 30,000 times.
* Trials and Tribulations. The killer then breaks down and refuses, therefore proving Mia's theory.
* Trials and Tribulations when Phoenix and Maya tell him that Maggey hates him for betraying her.
* Trials and Tribulations. You learn in case 4 that she dived into a river famous for taking corpses when she was a child, but because she appears in case 1 (which chronologically happens after 4), you know she survived.
* Trials in Tainted Space with a large ovipositor what looks like a horse dick with spikes at the tip. The female uses her ovipositor to rend the males sperm sacs to fertilize her eggs and if she's the alpha of the group she'll lay get lesser female to carry them in her. Yeah.
* Trials Of Apollo stanza). The first verse essentially tells him to go to New York (where the Big Bad has his headquarters), and Apollo realizes that he is going to receive the next verse of the prophecy there.
* Trials Of A Workaholic. Why the author even thought that it was sexually motivated, we don't know.
* Trials of Mana, and yes, they're quite a bit skimpier than their Light-aligned classes.
* Trials of Mana at everything, with decent stats and offensive spells. The only really exceptional thing about Riesz is that she can have the best buff or debuff spells among the party, but that depends on which class change she goes through.
* Trials of Mana, every character's introduction ends with them travelling to Jadd while the opening credits roll. Unlike the others, Kevin doesn't take a boat because Mintos has no harbor, and swims his way there. He still arrives at the same time as everyone else, despite being a whole continent away.
* Trials of Mana has a black market located in Beiser, the merchant city. Open only at night, it's the only place where you can buy spell-replicating items.

* Trials of Mana has a normal title screen, but when you actually start the game, you play through your main character's prologue. At the climax of the prologue, your character hops on a boat (or swims across the ocean, in Kevin's case) to set off for adventure, and the credits roll over a tour of the entire world map.
* Trials of Mana, he learns 4 Jutsu attacks corresponding to the elements: Water Jutsu, Earth Jutsu, Thunder Jutsu, and Fire Jutsu.
* Trials of Mana, if you choose Kevin as one of your characters, his nighttime werewolf transformations cannot be interrupted by enemies. "Hey monsters, just gonna go werewolf here, don't mind me."
* Trials of Mana In the remake, a post-game questline involves the protagonists gaining yet another class change which requires going on a character-specific quest to obtain the artifact required for said upgrade.
* Trials of Mana is a male example, with hair in a ponytail that goes down to his waist.
* Trials of Mana is home to many a book, including a "naughty novel" on one of the shelves. In the original cut, Charlotte is the only one who is confused because she's too young to understand half of what's in it. In the remake, the Faerie reads enough to tell her that she should wait a few years before touching it again. Every other character knows what they're looking at, and is appropriately shocked.
* Trials of Mana is the only character to possess healing magic for every single class of hers, and remains by far the best at it throughout the entire game. Her dark-aligned classes can also do decent damage with summons, while her light-aligned classes focus more on party buffs. Strangely enough, the only two other characters to learn healing magic, Duran and Kevin, are otherwise devoted physical powerhouses.
* Trials of Mana is this. Most (if not all) of the script is kept from the original right down to the dialogue, character models and animations are the same as the sprites even in animation (such as the dancing shopkeeps), so on and so forth. While there are a few additions, they're small in number and tend to be additions rather than any actual changes.
* Trials of Mana Jessica. If Belladonna dies, the Choker of Death will kill Jessica in return, leaving Hawkeye unable to just gut the witch like he wants. It apparently also works in reverse, as Belladonna has the choker removed before she attempts to sacrifice Jessica to the Firestone.
* Trials of Mana Kevin. During the day, he's in his humanoid form and a pragmatic fighter. When it becomes nighttime, any battle opens up with him transforming into his wolf form, which gives him a boost to his attack power.
* Trials of Mana method is to ask the beast man for help changing her clothes.
* Trials of Mana: Mispolm, Benevodon of the Woods, takes the form of a giant jack-o-lantern sat atop a mass of roots.
* Trials of Mana. Not too long after the heroes visited the place, the lakeshore village was razed to the ground by the Beast Kingdom of Ferolia. It remains destroyed for the rest of the game.
* Trials of Mana on the Switch in Japan was released in 2017, people from Square Enix were acknowledging a demand for a localization, leading to the official international release of the original version of the game in 2019, plus a full remake in 2020, both featuring an all new translation done in-house.
* Trials of Mana, the Masked Mage, Kevin and Charlotte's final boss, happens to be considered the easiest, posing very little threat compared to the Dragon Lord and the Dark Majesty. This owes to the fact that he's simply a slow-moving wall of health that mostly uses powerful offensive spells on occasion. One of the heroes who happens to be linked to him story-wise can learn an attack that deals maximum amounts of damage to this boss.
* Trials of Mana the strategist. Justified with "I was walking around at the time, so I wasn't in any place". And then the town mocks them for their gullibility. *grumble*
* Trials of Mana (used by the Nevarlan thieves) that uses colourful balloons to stay airborne.
* Trials of Mana wears one. In the remake, both she and Riesz wear leotards in some

of their classes (for example, Riesz wears a leotard as a Rune Maiden).
* Trials of Mana with knives. One of his techs, the "Flying Swallow Toss", involves tossing a barrage of knives at every target on the screen. One wonders where he keeps them all...
* Trials of Mana), you can have a party of all females, all males, or any combination of your choosing.
* Trials of Mana You will never feel safe around a legless rabbit again.
* Trials that Harry overcame relatively easily in the books — getting the flying key in
* Triangle and Robert is an infernal machine powered entirely by Schemes both Zany AND Wacky. Plus the occasional Beam of Pure Chocolate.
* Triangle and Robert. Meat falls from space all the time in their world; what makes the Starham special is that it's properly cured. It's powerful enough to cause some pretty major havoc. (This is not a joke.)
* Triangle and Robert Not only does the Cartoonist interact with the characters, his presence has altered their universe — everything has been badly drawn and monochrome since he showed up. Unsurprisingly, there are anti-Cartoonist protests in the characters' world.
* Triangle and Robert to distract the cartoonist and keep the Sentries off-panel. This sometimes works, though never for too long. (It can also backfire: at one point the Sentries are gone for quite a while, and when they return, each one has to take a couple of weeks explaining the plot-important stuff he's been up to.)
* Triangle appears to be one of these, but its "six victims on a haunted cruise ship" beginning gets subverted.
* "Triangle-A-Rooney" leaves Beck and Hart alone - but has Johnny Nimbus standing next to them with
* Triangle Heart 3: Sweet Songs Forever, although it still doesn't make any sense unless you play the game first.
* Triangle Heart 3: Sweet Songs Forever got it from somewhere. Like Shuuko, she abandoned her child to relatives, but getting her back didn't diminish her fighting skills, and she becomes a high-ranking member of the Hong Kong special forces.
* Triangle Heart 3: Sweet Songs Forever, replacing kunais with technomagic cartridges.
* Triangle Heart 3: Sweet Songs Forever. They're usually bodyguards, but occasionally do some assassination work as well.
* Triangle Heart 3: Sweet Songs Forever to Nanoha's adopted daughter Vivio, anyway.
* Triangle Heart 3: Sweet Songs Forever, who ended up getting her own series that has completely eclipsed her debut game.
* Triangle Heart series, where it's the rest of the Takamachis that live a secret battle-hardened lifestyle while Nanoha is an ordinary little girl.
* Triangle Man dying and turning into a tree and both marshmallow people transforming into inanimate marshmallows. And so Triangle Girl
* Triangle Shades from his days leading the Squirtle Squad and has been known to pull them out from time to time.
* Triangle" when a certain character we know and kind of love practices confessing his love to Buffy by talking to a mannequin wearing one of her sweaters and a blonde wig. He makes it about four sentences into the imagined conversation before it degenerates into mutual (half-imagined) verbal abuse, and he winds up beating it over the head with a box of chocolates.
* Triangle, with his last breath one of the murder victims manages to write "Jes" on the mirror using his blood. Too bad, Jess (the killer) sees it first and rewrites the message to her advantage.
* Triang Relations: A listing of all the possible love triangle dynamics involving only 3 people
* Triangular world-plates with triangular lakes in the middle, each orbited by a tiny sun and moon. Jennifer Diane Reitz loves this trope; her sci-fi setting spans multiple universes, and each has its own laws of physics, which manifest mostly in bizarre world shapes.
* Triangulum Galaxy. They're an ancestrally arboreal species and primarily live in

space-adapted derivatives of their homeworld's arboreal plants, similar to much larger Dyson trees, which they sometimes outfit with reactionless drives to turn into immense, interstellar ships.
* TRianThology ~Sanmenkyou no Kuni no Alice~ have one. Starting with the main character Ibito, his friend Hidaka, Ichou, and the girls Noriha, Yukina, Hinata, Hinako, Miho, and Karen.
* Triassic World: Diana is the only person to survive a building full of genetically engineered dinosaurs.
* Triassic World: The building the film is set in is designed to completely lock itself down in the event that a dinosaur escapes its holding cell.
* Triassic World: When things start to go downhill, it's kicked off by a security guard trying to warn everyone before getting his head bitten off by a dinosaur.
* Tribal Carry: Captured by unwelcoming natives, a character is tied on a pole by their wrists and feet and carried away.
* Tribal Carry: Tribesmen who capture characters will often carry them to their village like game on a pole.
* Tribal Hunter inflate when fed a power egg, and then start floating like balloons till defeated.
* Tribal Hunter's main protagonist Munch has this, along side a few enemies. While Munch's can allow him to vacuum up items and defeated enemies, though he can get an upgrade late in the game that allows him to suck up most undefeated enemies at the cost of not gaining xp for defeating them, enemies that employ their version of vacuum breath only use it to suck up Munch to eat them (and/or feed them in the case of the bee dragons).
* Tribal Rage has everything you could ask for in a car: turrets, mounted machine guns, AP machine guns, flamethrowers, rocket launchers tank slugs...
* "Tribals" have become a mainstay of the franchise, usually characterized by mistrust of advanced technology and an inherent tendency to
* Tribal societies that, historically, used exile as a punishment for crime usually presumed that those outcast would die from exposure or starvation. But, in regions and seasons when dangerous animals were common, expulsion from the group probably resulted in this trope for more than a few such outcasts.
* Tribal Trouble pits Vikings against natives, with three tiers of raw material for building increasingly powerful weapons: wood, iron, and... chickens.
* Tribbles. Like the aphids example in the RL folder, they're born pregnant and are something of a
* Tribe book, when Spencer and the tribe are done with Spencer's latest "test" in wood shop, Peashooter decides to test Sporkboy's reflexes by turning on the table saw. He ends up slicing off the tip of Sporkboy's finger.
* Tribe cats are named after the first thing their mother sees when they are born, and this results in several-word-long,
* Tribe Of Hats who have this as their hat. They're all animals evolved into humanoid creatures by the High Evolutionary.
* Tribes 2, including your character's voice. One of the options for a Human Male player model is "Iceman." It sounds as you might expect.
* Tribes allowed players to build up tremendous speed by "skiing" downhills.
* Tribes: Ascend allows you to purchase gold which can be used to unlock new classes, weapons, support items, EXP boosts and loadout slots. Playing the game earns you EXP which can be used to do this as well, however most unlocks require a ludicrous amount of EXP to trade for the unlocks — some of the strongest weapons in the game require up to ONE HUNDRED THOUSAND EXP in order to initially unlock. A typical match can earn a player anywhere between 500-2000 EXP. At least item upgrades are significantly less expensive....
* Tribes: Ascend. One of the Doombringer's most powerful defensive weapons is their forcefields - not only does it absorb weapon fire, if an unfortunate or unaware enemy comes at your flag from the wrong angle, they can slam into the barrier hard enough to kill themselves.
* Tribes, in which disgruntled Marine DI Tom Drake continually butts heads with drafted hippie Adrian, leading both men to learn about and gain respect for their

"opponent".
* Tribes. They can be further customized with a variety of packs that draw from the armor's energy supply (or in the case of the energy pack, give increased recharge rate), such as a shield pack, repair pack, cloaking pack, or sensor jammer pack.
* Tribes: Vengeance. All weapons for heavy armor seem to be the front half of regularly accessible weapons for other classes slotted into the front excluding the mortar launcher which is heavy exclusive.
* Tribes: Vengeance's spaceship as it makes an uncontrolled reentry and, naturally, starts falling apart. Being the badass she is, however, she surfs the falling debris all the way to the surface, jumping off to the next one just as the piece she's currently on burns up.
* Tribes: Vengeance, true to its subtitle, is driven almost entirely by someone's desire for revenge and the protagonists are rotated all the time.
* Tribes: Vengeance universe) has a grappling hook pistol, which shoots out a hook at extremely fast speeds and latches onto any surface except for players. You can use the grappling hook to pull extremely fast turns when flying down mountains, use it to latch onto vehicles, and if you have insanely good aim, grab weapons and ammo off the ground while moving.
* Tribes: Vengeance when the Imperial princess Victoria is kidnapped by the Tribals while space-traveling. The Tribals in this case are just as technologically advanced as the Imperials, but living in the harsh conditions of fringe planets made them adopt many customs viewed down upon as barbaric by the Imperials, pre-conditioning Victoria to fear and loathe her captors (at first).
* Tribes: Vengeance, where Mercury's hit on Daniel is called off just before he takes the shot.
* Tribes (which either came with the base game or one of the most popular mods ironically played more than the real game itself) killed you if you stood on them when someone was coming through. It also would kill you if you were too heavy.
* Tribe Twelve clone, but after the funeral submission, it begins to improve noticeably, in just about all respects. The acting is especially noticeable.
* Tribe Twelve clone, but eventually found its own voice after the funeral submission, especially in "Night Recordings."
* Tribe Twelve features the video titled "Unknown Caller", where protagonist Noah Maxwell receives a call from the Observer in his dead cousin's broken phone. Scared by the first one, Noah ends the call, just to be called again. After listening to the message, Noah panics and completely destroys the phone.
* Tribe Twelve guys get in the car Slenderman appears a few feet away from the front of the car. They expect that he will teleport or speed run to the car. He doesn't. Instead he throws (or worse, drops from a great height) a random member of the Order onto the car's front glass. -Insert screaming here-
* Tribe Twelve has a pretty nightmarish face at the end of COMECLOSER.
* Tribe Twelve has fewer of these as the majority of the series occurs indoors, but does include "Submission 4" and "Nature Trail Visit".
* Tribe Twelve in INTERCEPTION and reveal as a future/alternative timeline Noah make his identity a major spoiler.
* Tribe Twelve. Noah's investigation didn't attract Slendy's attention — it just made him aware that he was on Slendy's list all along.
* Tribulation, and their sister Eileen doesn't even remember whether it happened or not (or so she says).
* Tribulation film series, Tom Canboro is being chased through a hospital by a One Nation Earth agent who uses his mind powers to close all doors in the hallway so his prey cannot escape — all except for one room that Tom enters, which turns out to be a chapel which provides for him a means of escape.
* Tribulation has, among its many screw-you's, lava pit traps. These tend to be very large and only some of them have visible markings on the ground where the terrain is actually solid.
* Tribunal Almalexia. The out-of-universe reason for this is, of course, to prevent you from flying over the surrounding city walls and discovering that the city basically floats in the middle of generic ocean, instead of being surrounded by an

even larger city and miles and miles of mainland, as the lore says it should.
* Tribunal deity, his creations and advancements have never proliferated outside of his city.
* Tribunal each. (Giving them advice can increase it to 67%.) Even if the date is successful, one of the men offers you nothing as a reward.
* Tribunal expansion who insists he's never met any witches; it's just really hot out.
* "Tribunal" featured the son of a Holocaust survivor attempting to bring a suspected concentration camp commandant to justice, with his ex-wife offering somewhat reluctant assistance in the matter.
* Tribunal, making it impractical for the player to wield. (Even if you buff your strength enough to pick it up, it breaks after one strike.)
* Tribunal, since the next step of the plan is killing you. Since you'd presumably defend yourself either way, the monologuing doesn't give you any hint about how to stop the evil plan that self-preservation wouldn't already point to.
* Tribunal Temple has banned necromancy and considers practicing it punishable by death, despite it being legal (with certain reasonable restrictions) elsewhere in the Empire. This is rooted in their religious beliefs which include significant ancestor worship.
* Tribunal Temple's himself. In the few instances we get to see or hear about them in action in the game, they almost exclusively work alone. One exception is a Fighter's Guild quest which has you aid a rookie Buoyant Armiger in clearing out a necromancer's den.
* Tribunal", the Cardassian attorney, Kovat, urges Odo to help O'Brien confess to a crime he never committed because, "Think of the children, Sir. Allow them to see a glimmer of enlightenment."
* Tribunal. The quests in the second half of the Tribunal main quest are slightly different depending on which side you report to, though the ending is ultimately the same.
* Tribune does this a lot on local newscasts of their owned channels for shows airing on WGN America.
* Tribute bands that imitate a more sophisticated original than, say, a guitar rock band, especially when synthesizers are involved, have to choose between very detailed faithful reproduction, everything being played live on stage and a band line-up and stage setup that doesn't get out of hand. But, again, they can only pick two.
* tribute by wishing people would make "4chan meme[s]" of her pictures and quotes.
* tributes one throughout Central and South America, with "Ramses" being a particularly memorable one in Bolivia.
* Tribute to Fido: An author writes a tribute to a real-life animal in their story.
* Tricentennial: featured the Daedelus (or John F. Kennedy, or Leonid Brezhnev - apparently spaceships are also prone to renaming), which was powered by nuclear bombs.
* Triceratops that's trying to kill them, and the protagonists only make it through because, for the most part, the two dinosaurs are more interested in killing each other.
* Triceratops was also a good example, it was only marginally faster than T. rex, but in an all out fight, the trike would win 6 times out of ten.
* Trichogramma are incredibly small and parasitize the eggs of other insects. They are used extensively as biological control agents.
* Tricia are Fetch-class ghosts, who are able to possess mirrors. Among their powers, there are a variety of tricks to scare anyone who looks in the mirror by distorting their reflections. While they are stuck in the mirrors, they both can make a clone of anyone who looks at their mirror, then take control over the clone and go for a walk to spread the chaos further.
* Tricia Helfer dyed her dirty blond-brown hair platinum to play Six on the reimagined
* Tricia's Obligatory Art Blog paleontology diatribes, Disney movie reviews, and gardening. And she frequently links here, which is neat.

* Trick & Treat: Well, not an episode, but basically the whole game. Still fits the trope, though.
* Trick-and-Follow Ploy: Where you find out the location of the enemy's secret base by tricking an ally of his to go there and deliver some kind of communication.
* Trick Arrow reveals the original Caladbolg looked even more like a drill, mounted on a hilt that made it overall resemble an enormous lance more than a sword.
* Trick, a story about a amateur song writer who spends his night with a go go dancer.
* Tricked and let Steve go on his merry way. In terms of preventing the situation that makes up the climax of the book, better mental health awareness probably would have been a lot more help than gun control advocacy.
* Tricked, Coyote asks him to magically create a gold vein under some land so Coyote could build a mine. It wouldn't have been impossible for Atticus, but the geological impossibility would attract unwanted attention.
* Tricked Into Escaping so she can be framed for a murder. When she's thrown back in the slammer, her attorney then announces that he has good news: "You're no longer facing trial on the traffic violation."
* Tricked into Signing: A character is tricked into signing an important document.
* Tricked-out Healbot Paladins in 5th Edition actually get three different kinds of healing magic, all touch-based. Two work by default, one requires a specific career path.
* Tricked-Out Shoes that stimulate his feet with electronic pulses, they are also quite stylish. Whenever the story involves Shinichi, there is also something to be said of his navy sneakers.
* Tricked Out Time: Changing the past while making it look like you didn't.
* Tricked to Death: Intentionally deceiving or misleading someone into getting themselves killed.
* trickery instead. Vetinari notes that Moist is more uncomfortable with a sword in his hand than when having one pointed at him.
* Trick, Gabriel is trying to pee in the bathroom at a gay club. But a drag queen with a vendetta barges in and starts telling him a long story about Mark, the go-go dancer Gabe is trying to land. During this Gabriel is increasingly nervous and can't pee (he asks her to turn around and she says, "Pee shy? Don't worry, Miss Coco's here to help." — she turns around, then turns right back for the next salvo). Finally the drag queen delivers the final, climactic invective against Mark, and, in a bit of auditory punctuation, Gabriel is suddenly able to pee ("Good boy!").
* Tricking a criminal into revealing the location of a key piece of evidence (such as a body). One unlikely version is that the police forge some evidence to make it seem the victim's been seen around; killer goes to check on the place where the body is hidden;
* Tricking one of the inmates of an insane asylum into inviting you in apparently counts.
* Tricking the Shapeshifter: Greek god Zeus learned that his wife Metis would bear a son who would overthrow him, so he tricked her into shapeshifting into a fly, and swallowed her whole. Thus he tricked Fate as well.
* Tricking the Shapeshifter: If you can't defeat a shapeshifter in one of their forms, convince them to transform into something you can.
* Tricking the Shapeshifter: Tricking a shape-shifter into assuming a form where they can easily be defeated.
* Trick is this in spades. The man is so off his rocker that he would have trouble holding down a job at McDonald's, let alone become a detective with the Tokyo police, even if he's in a comedy series. Then, in the season 2 finale, when the cast goes to a forest that makes hair grow, his natural black hair grows back, displacing what must be gallons of bleach, and he not only becomes competent, but downright intelligent. One can only imagine he started bleaching his hair after becoming a detective...
* Trick Moon: Both Prince and Mage are only ever referred to by their respective titles.

* Trick Moon, however, and in one case his attempts to guide Trickshot nearly led to Pocket getting hit with an arrow.
* Trick Moon: Mage used to be part of Prince's group before joining Dr. Bleak. Prince considered him a friend, but when brought up Mage remarks "then I guess that makes one of us". Whether or not he meant it is left ambiguous.
* Trick Moon: The villain Dr. Bleak is seated on a throne with his entire body in silhouette.
* Trick or Treat (1986), the resurrected demonic rocker Sammi Curr shows up at Eddie's friend Roger's house, pins him against the wall, and this exchange takes place:
* Trick or Treat and starts banging on the locker room door, but the bullies locked him outside. The girls all laugh at him, with the exception of his crush Leslie who doesn't find his humiliation funny.
* Trick or Treat Beat to turn into a bat and fly over trees and ledges.
* Trick or Treat, Eddie turns on the TV to a news report about his favorite rock star. Unusual in that he missed the beginning, so doesn't hear the main point of the story (that the guy just died) until after the report's retrospective.
* Trick Or Treat has a ghostly rock star coming back to life near Halloween
* Trick or Treat, he arranges for a woman to do a piano recital, and both she and the audience are led to believe that this will be the first time she would ever perform and that she was being given a hypnosis-aided crash course in how to play at a professional level. It turns out that she had been hypnotized to forget that she'd been playing for years, and the point was to give her more confidence in her existing ability.
* Trick or Treat into offering her assistance to the boys. First, she attempts to speak diplomatically to Donald, but, after he yanks on her nose and douses her with a bucket of water, she finds the "quacking rogue" so offensive that she has Huey, Dewey, and Louie help her concoct a potent potion to jinx Donald with.
* Trick or Treat is an electric ghost, whose weakness is water. Fine enough, but when your movie's villain is shown being hurt by having his foot stuck in a toilet, he loses all credibility as a threat.
* Trick or Treats has a babysitter taking care of a bratty child who's father escapes from a mental asylum
* Trick Pony's only Top 10 hit was not "Pour Me", but rather the somewhat less-remembered "On a Night Like This".
* trick projectiles, including poisons, electronic disruption and less-lethal options
* Trick 'r Treat), and will go out of his way to kill the culprit, even if they do adhere to the rules.
* Trick 'r Treat celebrating a variety of different holidays, like Easter and Father's Day.
* Trick r Treat even includes Sam himself almost killing Andy when Evil!Andy used the money to buy booze.
* Trick 'r Treat has a busload of zombie kids in their Halloween costumes.
* Trick 'r Treat has Principal Wilkins and his son Billy carve a jack-o-lantern from the severed head of Charlie, who was killed by the former with poisoned chocolate.
* Trick 'r Treat is a malevolent being that appears on Halloween, doing trick or treating (said tricks killing people) and has a head that looks a lot like a jack o'lantern.
* Trick 'r Treat is busy preparing for Halloween by jamming razor-blades into fun-sized chocolate bars, citing that he is forgoing the usual partying he does on Halloween in favor of passing out candy to trick-or-treaters due to not having a costume.
* Trick 'r Treat, Mr. Kreeg walks into his bedroom to find that someone has written "Trick 'R Treat, Trick 'R Treat, give me something good to eat," all over the walls.
* Trick 'r Treat: Sam has a pumpkin-like head under his mask. Notably, the face also shares some features with a skull.

* Trick 'r Treat s an anthology horror film that takes place on the same Halloween featuring things like poison candy, vengeful ghost and werewolves.
* Trick 'r Treat who is surrounded by loud, promiscuous friends who want to get her laid. However, none of them were in danger at all. It turns out that they're a pack of bloodthirsty werewolves, and that all along they were actually looking for a man so that Laurie could eat him. Though her eventual victim is actually a serial killer, and she does technically fight him off.
* tricks her husband Proetus into believing that Bellerophon has tried to rape her. Instead, Iobates repeatedly sends Bellerophon on suicidal missions, like slaying the Chimera, where he continuously succeeds.
* tricks High Lord Aquitaine, an Archmage-tier power and political enemy of Tavi's, to go into battle so he would be killed and there is no evidence pointing to him at all. Lampshaded by Max, who calls the two of them "sneaky little gits."
* Tricks Of The Trade. Interestingly, while the song was an ironic one in the original play (the duke being the "fickle" one), it is appropriate here as Lana is indeed the "fickle woman".
* Trickster. Additionally, some real money items will get you insane bonuses like a ridiculously fast ground speed and increased EXP gain, that said the game does gives players free "samples" of the speed and EXP increasing items once a player reaches certain levels.
* trickster" and turned her into a gargoyle. Demona's other wishes did nothing but backfire in similarly inconvenient ways. In the end the status quo is restored, except for Demona turning into her least favorite thing during the day: a human, because she wished not to turn to stone during the day. He takes great pleasure in this, especially since Demona is very mean to him. Demona's transformation is never ended, even after the finale. An additional burn for Demona is the fact that seeing Elisa in Gargoyle form appears to be what brings Goliath (for whom Puck has already acknowledged Demona is "still holding a torch") to the conscious awareness that he is attracted to her.
* trickster died, the guys who carried his coffin goofed up, and the coffin fell into the grave, standing upright instead of lying down. The priest decided this was OK: "He lived in a weird way, so he shall be buried in a weird way."
* Trickster duology - Nawat is a crow who becomes human after falling in love with the protagonist. At first he continues to act somewhat like a crow, but she doesn't start to return his affections until some time later, once he's started to act more human.
* trickster figure the Judeo-Christian God, which Captain Picard finds laughable. Later in the same episode, Q claims that he merely knows God, and was there when He created humanity.
* Trickster Girlfriend: A character's love interest plays pranks on them and answers all the questions with snark and riddles.
* Trickster God: A deity who represents trickery and deceit, often fooling and manipulating both their fellow deities and mortals alike.
* Trickster God Barbatos, who lives among humans as Venti, has vision bearers who are free spirited and desire freedom, Morax, who you meet as Zhongli, gives his to people who face their trials with perseverance. Part of the reason the Archon enacted the decree is because nobody would die without their vision and if crippling depression occured because of it's loss, it is because they where using it as a crutch. Electro vision users are either lacking in ambition like Lisa and Razor, or self reliant without it like Keqing and Beidou.
* Trickster Goddess. He promises to teach the art to Anthem after revealing the truth.
* Trickster God, looks like Pan, but his name and the fact he was banished from Dunmanifestin for "the old exploding mistletoe trick" suggest Loki.
* Trickster God than Sleipnir's origin story. We feel bad for Sleipnir's dad.)
* Trickster God. This is particularly common in Greco-Roman mythology.
* Trickster God turned into a human woman who had several children before being permitted to return to her original form.
* Trickster God who enjoys sleeping around from time to time. He has frequently

used sex to get into the good graces of people who possess knowledge he wants.
* Trickster Mentor and confesses his feelings to "Yutaka," still completely oblivious to the fact that Fujimaru isn't actually male.
* trickster Nasreddin Hodja sometimes portray him as a clever person who pretends to be foolish to teach people lessons or get away with doing things he shouldn't (then again, others portray him as kind of a dim bulb in general).
* Trickster's Duet a knight-in-training, and her other brother Thom follows after his namesake in studying magic.
* Trickster's Duet), but she's not as hardy as her mother the knight and doesn't take being hit hard as well.
* Trickster's Duet duel with Mithros and the Great Goddess in the skies and Dove rides above the city on a winged horse to inspire the rebels.
* Trickster's Duet is Aly-sexual, possibly because he's actually a crow who was turned into a human and real crows mate for life.
* Trickster's Duet is the daughter of a legend and leads a life that's both idle and frustrated until she's dumped into another country's burgeoning civil war, where she gains a real sense of maturity about spywork.
* Trickster's Duet, Nawat is the first boy Aly meets who's her own age while she's in the Copper Isles. And when we say boy, we mean crow who can turn into a boy.
* Trickster's Duet takes place in a lush tropical setting with a flirtatious and highborn protagonist, but with a lot of grit and technical stuff, like crawling through disgustingly polluted harbors and human ugliness that she has to deal with (and occasionally exploit).
* Trickster's Duet we're introduced to what is probably the most fantastical weapon in Pierce's books. As a raka freedom fighter and spy, Junai has to be more covert; therefore, Junai's "staff" sprouts foot-long blades at both ends when she twists the grip.
* Trickster's Duet when Nawat Crow and his band get rid of some people by stripping them naked and putting them in the middle of the jungle.
* Trickster's Duet, while the previous three ladies are quite straightforward and honorable. Her story also takes place outside of Tortall, a first in the series.
* Trickster's Duet who discovered the youngest darking when it decided to go and play with the three-year-old king it was spying on. It's all Aly can do to stay in character and not immediately start banging her head against a wall.
* Tricksters like Eulenspiegel or (less) Nasreddin Hodscha. Being not gods, they sometimes have to run afterwards.
* Trickster's Queen, a royal heir is killed when a suspicious storm sinks his ship.
* Trick's Ueda Jiro, virgin physicist professor, took a correspondence course in karate that somehow turned him into a kung-fu machine.
* Trick tells the story of candy people and their Halloween parties. It starts normal and funny. Then it get more darkier and edgier as it progresses. The users interact with the characters in order to make the story progress.
* trick-the-one-inept-guard bit again. Despite the number of times they were separated from their communicators, the thing was never seen before or since. You'd think it would be standard issue.
* Trick the victim into thinking they're under threat by faking a break-in.
* Trick thing as Mark and Gabriel were originally planning on a one-night stand only but ended up forming a genuine emotional connection somewhere amidst their continual interrupted meetings.
* trick weapons forged from siderite. Siderite is a real-life metal found in meteors that becomes magnetized after it's heated, and these blades take advantage of that by using the magnetic field to hold together in their "whole" forms. They also do minor magic damage.
* trick weapons, the Threaded Cane, is a silver, bladed cane than can be wielded like a shortsword, and when it transforms, it segments into a deadly-sharp whip.
* Tricky Business (although it does have its moments), is about an illegal casino ship that is also a base for drug dealers, things go wrong, etc. On of the POV characters is a pretty young lady who works as a cocktail waitress, hates her job, and her mother always tells her to quit because it's so dangerous... Makes perfect

sense, until the very last part of the book when it's revealed that "cocktail waitress" was just a disguise: she is actually a badass undercover cop, and now everything suddenly sounds a lot smarter.
* Tricky Business, he once showed up for a job only to see the owner (a lawyer in a diving mask) continuously diving into the pool to retrieve the items that his wife also continuously throws into it from the house. They greet him quite civilly and get back to screaming at each other (the lawyer's mistress apparently forgot to remove her underwear from his car).
* Tricky Business in that he is not personally getting his hands dirty (he just takes the ship where he's told and doesn't ask too many questions), but knows he could still be arrested as an accomplice.
* Tricky Business in that there was no attempt to cause drama when the heroine picks up her kid at daycare, is insulted by a particularly stupid soccer mom, and storms out. Then she returns five seconds later to pick up her shoes and goes out again, in complete silence.
* Tricky Business smart thing to do, the wife retorting that the only thing smarter was to keep a pair of his girlfriend's panties in the car...
* Tricky Business, suffers from constant flatulence, to the point that people can instantly detect her coming by the smell of her incessant farts, and at one point in the story, when she is about to attack Jock with a knife, she is described as a very tall, very blond, very angry, very farty woman waving a very big and sharp-looking blade.
* Tricky People, Carmen cries in Yello Dyno's arms after she tells him about being sexually abused by Reginald Charming.
* Tricky People. Given the film's deadly serious treatment of Charming and his victims, Wendell's presence seems downright bizarre.
* Tricky People plays this after Yello Dyno accosts Reginald at the mall.
* Tricky powers by the energy of the Improbability Drive, who seeks to get revenge on Hank by killing and reviving him over and over.
* tricorder's contract that anyone who could make a working Tricorder was allowed to call it that; a now defunct Canadian company produced the "TR-107 Tricorder Mark I." It was about the size of a huge novelty universal remote, was done up to look like a TNG tricorder and loaded with the appropriate sound effects, and could detect EM fields, barometric pressure, temperature, light values and color values.
* Tri-D projections are holographic in nature, hanging freely in the air.
* Tri-Edge/Azure Kite. The dude is just... plain... unstoppable. Pretty much every appearance he makes involves someone getting Data Drained and comatose. He's only defeated twice in the series, which barely slows him down at all.
* tried, it didn't work out. Many years later, she still comes back to the particular spot where she lost her virginity just to reminisce.
* tried parents must be in accord. The more a king's wife cares for her new subjects, the better a son she will have. The goblins also steal elf women in order to shore up magic, as goblin women tend to be sterile.
* tried so hard to win a race, she threw her jockey at the risk of disqualification, kept right on running even after the race was declared for Storm Petrol, and ultimately injured her vital organs in a collision with an aqueduct.
* tried to ascend to the heavens then kicked the ladder down after them — which also made magic a lot harder to use for everyone else. The questions of where and when all this happened are unsolvable due to the sheer affront to reality that occurred when the Ladder fell.
* tried to backtrack in at least one Q&A) take the two 'verses being one for granted.
* tried to be one of these, but was revealed that the citizens had killed the children, elderly and the sick to ration their supplies which failed miserably. The characters had hoped to use a boat to make their way to a secluded island. But things go south fast before they could even attempt it with only three of the cast ultimately surviving to the end of the story.
* tried to betray him by taking all the Golden Weapons for himself, their power disintegrated him, opening a vortex through space and time that Garmadon uses to

escape the Underworld.
* tried to bring the Orks into their federation, but the greenskins proved to be utterly unwilling to cooperate, and gave the Tau their first taste of full-scale interstellar conflict. Then the Tau met the Kroot in 844 M38 while driving the Orks from the Kroot's home system, which led the Kroot to agree to serve the Tau as auxiliaries. The Tau's first meetings with the insectoid Vespid didn't go very well, since the aliens' mindset made them utterly disinterested in the Greater Good, but once the Ethereals in charge of the delegation directed technicians to build "communication helms" to facilitate diplomacy, the Vespids who donned them suddenly became very keen to join the Tau Empire.
* tried to cut off a finger in order to get the ring... only to die of fright when he woke the not-quite-dead woman! In some versions of the story, the robber merely flees in terror, and it's the woman's husband who dies of fright upon answering the door to see his recently-buried wife.
* tried to donate Raw Dry Nourish that the CEO ate the mixture, they still refused.
* tried to do this to prevent the Yeerks from enslaving the Hork-Bajir race (by way of a virus that only affected the Hork-Bajir), but eventually failed.
* tried, to escape from an amorous Apollo, while Callisto got raped by Zeus disguised as Artemis.
* tried to fire her once, but he couldn't fill out the termination paperwork without her. She also has a dark version of this trope and can't get out of her job even though she wants to. It was revealed once that she has an MBA, but her secretary job creates a stigma.
* tried to get revenge for being forgotten in his next appearance... five years later.
* tried to hurt your kid? Or another family member of yours? Or even one of your friends?
* tried to kill him/her at the end of the first game to prevent more bloodshed, the Boss just laughs in his face before gunning him down.
* tried to kill his ex-girlfriend and her new boyfriend this way. Unfortunately for him, he got the wrong house and landed his car on top of a couple who were sleeping in bed. Miraculously enough, the mattress was able to keep the car from crushing them, and their only injuries were burns from the engine.
* tried to make him stop mourning for Sati and marry Parvati eye and incinerated Kama with an eyebeam (Parvati found another way to become his wife and asked him to resurrect Kama). Scorching gaze of annoyed ascetics is a recurring motif for Hinduism, but mortals' anatomy doesn't change.
* tried to not be the Slayer plays a pretty central role to Buffy's character arc throughout the franchise.
* tried to prevent the broadcast of the emperor's surrender announcement. A number of people, including the commander of the guards, who tried to stop them were killed, but the mutineers were ultimately stopped and the formal announcement of surrender was broadcast the next day.
* tried to restore an ancient Spanish fresco of Jesus, only to end up making "a crayon sketch of a very hairy monkey in an ill-fitting tunic." The woman was a trained painter (though not a trained restorer), but was found out and interrupted before she could finish the restoration. But so many people flocked to see her work it raised a lot of funds for the church.
* tried to rob Dr Venture's ship and hold Rusty for ransom but when he saw how upset he was they put on a makeshift festival to cheer him up that they continued to do for another forty years.
* tried to serve as the group's dad, which Katara even lets him know he's not good at it.
* tried to shoot a wart off his finger with a gun. He shot off most of the finger. But hey — at least he got rid of the wart!
* tried to talk with two inanimate objects in a row while others tend to their little military business.
* tried to throw his second duel with Jeagar, because he was feeling sorry for the guy, whose wife and son were watching. Unfortunately, Jeagar was also trying to

throw the duel (he needed to lose to get his family into protective custody without simply surrendering like a coward) and lost first.
* tried, yelling out "Harvey! I'm Batman!" just beforehand, but no one could hear him over the screaming of the others.
* Triela has a crush on her handler Hilshire. She refuses to reveal her feelings as she's well-aware that at least a part of her feelings are conditioned by the treatment that made her a
* Triela's backstory is that she was in a child sex trafficking ring and nearly died due to being in a
* Triela's doesn't seem older than twelve, but is already in medical school.
* tries again and this time succeeds, creating Vanamonde, a similar intellect that is sane and friendly. It is suggested that Vanamonde's ultimate destiny is to battle the Mad Mind, at the end of time when the prison containing it fails.
* tries and then attempting suicide, ultimately being diagnosed with Borderline Personality Disorder.
* tries, but Gilbey's heard it before and jumps straight to the punch line ("Mice are never amusing"), leaving the middle of the joke unsaid.
* tries, but thinks the smoke bomb causes the disappearance. As such, he's still there when the smoke clears.
* tries, but this doesn't even last the first chapter because Courtney saw the two of them together.
* tries committing crimes" - Brockman clearly isn't fooled, but doesn't press the issue.
* tries, despite the fact that neither Megatron nor Starscream actually care. It later turns out she just acts like the whore to whoever happens to be in charge at the time in order to secure more power for herself.
* tries. His rehearsal is intensely awkward to begin with, and when he talks to them for real, his nervousness means that his already-awkward speech goes sideways immediately.
* tries, it might have worked. She says, over and over, in the exact same tone:
* tries living as a lonesome cowboy. She finds she still misses Sapphire, however, and grouses "Turns out I'm no good at not needin' nobody."
* tries. She uses a smoke bomb, but everyone can still see her running away once it disperses — in her second appearance, she trips.
* Trieste to the bottom of the deepest ocean in the world, Challenger Deep in the Marianas Trench. As they passed 9000 meters deep, they heard a window crack, shaking the whole vessel. They kept going, reached the ocean floor at 10,900 meters deep, and made it back to the surface safely.
* tries. The other sees through it and either sticks to their original "point" or just immediately declares victory by "virtue" of their opponent "agreeing" with them.
* tries this way, by gathering children and telling them fairy tales where he's the hero and Jack is the bad guy. It doesn't work, but it made for some of the best moments on the show.
* tries to arrange an escape for John Frith, but Frith refuses to take it.)
* tries to be nice to people: Sansa, Tyrion, her son Tommen, and Myrcella. She also understands that doing everything in her power to protect and prop up Joffrey isn't such a good idea. Then Joffrey dies, she immediately forgets her past kindness, and goes on a petty revenge binge that ultimately leads to her unleashing the biggest atrocity in recent Westerosi history just so she can be queen.
* tries to be this and is very confident about it, despite being liberally slapped around by a man half his size on fairly regular basis. Everyone else in King's Landing, including his own mother, are rightfully pessimistic on that.
* tries to be this due to fear about the amount of damage he could do with just one act of bad judgement.
* tries to be this to his grandson Tommen when the latter becomes king in season 4, but a combination of Tommen's own weak will, the Tyrell influence, and the rather critical snag of Tywin dying at the end of said season, severely limit the effectiveness of his attempt.

* tries to break into the hospital to finish reading the book. Dash runs afoul of two battleaxe nurses, an angry doctor...and an adorable little trainee filly.
* tries to cheat by getting early details about the Appeal round of the episode's Showcase. When she misreads it and it gives her no lead whatsoever, her team just resort to legitimate methods and win anyway.
* tries to claim her hair just spontaneously changed color spontaneously change color at a later date as a side-effect of her magic burnout.
* tries to communicate with some street thugs in their native language: "Hello, Merry Christmas! I'm, uh, Excel! You are dog!"
* tries to convince them that what they're doing is wrong and they're both extremely grateful to him for it.
* tries to do this when he finds himself in the same situation, but utterly fails. Oolong realizes to his horror that he's delicious.
* tries to get beaten up. All his insults go over their heads until he notices one of them is wearing a Millwall scarf.
* tries to get Deidara to surrender. She traps him into an explosive paper cocoon and before detonating it says that "at the very least, [she'll] make [his] demise into a work of art" just to rub salt on the wound.
* tries to get Tony to remove the security protocols on the quinjet that require a mission authorization code to start up while claiming he can't tell Tony what he's up to because it's classified. Tony replies that he knows damn well Steve isn't going on any mission because the DIA (who currently have jurisdiction over the Avengers) have been contacting him thinking Tony had been sending the Avengers on unsanctioned missions; therefore the information isn't classified at all. That and the fact Steve needs help getting around security designed to ensure the quinjet is only used for official Avengers business proves in of itself that he's using it for personal reasons.
* tries to help and that it might be a good time to find a control panel to be unusually interesting.
* tries to improve Peter's webbing formula by adding powdered vibranium. When Peter and Tony point out that not only does he go through massive amounts of the stuff, which is not reusable, but vibranium is prohibitively expensive even for Tony Stark, Shuri admits she does resort to using vibranium for all her problems. In her defense, not only is the metal incredibly versatile, but her country is sitting on a literal mountain of it.
* tries to kill Miranda, and depending on your choices may or may not succeed.
* tries to Kill Paul with Fire. He certainly reduces the table Paul is holding to ash. But Paul's only response is, "That was lovely! Do it again!" Had Sapsa known that Paul had cheerfully endured dragon fire earlier in the book, he might not have made the attempt...
* tries to kill the heroes and eventually hatches his own plot to destroy the world.
* tries to play off the vampires behind the club he works at as being "really big rats" to the new girl (who's later revealed to be Tara). When she points out the blood on his neck, ash on his shirt, and new leather jacket, he makes up increasingly ridiculous claims, eventually claiming they're "really, really big, high jumping rats who smoke and have bad fashion sense."
* tries to read it House to know he took the guitar. The faking it was only for his own amusement.
* tries to rob and murder Daylen in an alleyway, which ends with said beggar's severed head pinned to a wall with a dagger.
* tries to take over your mind. This is represented as the screen slowly being replaced with a picture of SHODAN and your crosshairs continuously veering away from SHODAN herself, with the effect getting stronger over time. If the screen completely fills with SHODAN's picture, then you have about 3 seconds of frantic, completely blind firing to try to squeeze out a win before you lose.
* tries to turn the entire world into a totalitarian state by turning every unstable dictatorship into a nuclear power, while infecting everyone with language-triggered diseases so they cannot to take Skull Face out.

* tries to. When The Ring tries to corrupt Samwise by exploiting his desire to be a gardener it shows him that he could turn all of Middle Earth into a garden for him to tend. Sam shrugs it off by noting he'd need an army of gardeners to handle that much work, and what would be the point of gardening if you didn't do it yourself?
* tries, wears a nice suit (complete with cufflinks), and will sometimes recite poetry and make literary references. Those references betray his lowbrow taste in literature, and he's had more than one tantrum at ringside.
* Triexians have two names connected by "na", e.g. Krelis na Then and Arex na Eth, or sometimes "ko", as in Nexa ko Tor.
* Triexians have two names often connected by "na" (e.g. Krelis na Then, Arex na Eth, Ferin na Yoth), or sometimes "ko", as in Nexa ko Tor. The first name appears to be the one used formally. The first name is almost always two syllables, the final name a single syllable. The Triexians' Edoan cousins seem to have only a single name.
* Trifarix being a council of three of the most powerful leaders in the vein of the triumvirates) and the Empire (being an expansionist empire that incorporates native warriors into its legions).
* "TRIFILING GNOME. YOUR ARROGANCE WILL BE YOUR UNDOING!, YOU FACE JARAXXUS! ERADAR LORD OF THE BURNING LEGION!!!"
* Trifles by Susan Glaspell it becomes obvious that the relationship between Mrs. Wright and her husband is a textbook case of this trope, with the apparent tipping point that led her to kill him being when he killed her canary, who was her sole companion and source of joy.
* Trifles", the happy and free spirit that used to be. Essentially, "Minnie" died and was replaced by "Mrs Wright".
* Trifles, this is the reason as to why John Wright was murdered. Being the abusive spouse that he was, he took that up a notch when he killed his wife, Minnie's, canary, taking away her last bit of joy in her life while married to him.
* Trifles, where, it's mentioned that, before her marriage, Minnie was a free spirit, who loved to sing and wore pretty clothes. Before and during her marriage, she kept a canary to which John killed, said canary representing herself from years ago and the the Minnie that was "killed" by her marriage. Likewise, the caged bird is meant to represent a woman's place in 19th/early 20th century society.
* Trifluoronitrosomethane is a toxic gas with a characteristic deep blue color.
* Trifonic as a hidden track, when purchased as a download from their online store.
* Tri Force Heroes, and where the heroes must save Princess Styla from being stuck in an ugly full-body leotard that she can't take off.
* Triforce of Courage; Farore, the Goddess of Courage, created the lifeforms that inhabit Hyrule.
* trigger aggressive arguments and the person owning it is likely to be on the receiving end.
* triggered the guy when he saw another coach (innocently) touch a student and led to him stabbing the innocent teachers.
* trigger event was caused by the sadism of a young hero, although really this just supports her argument.
* Triggerfinger", when Rick, Glenn, and Hershel are attacked by a group from Philadelphia, Hershel wounds Sean and he gets mauled by a group of walkers that were attracted to the gunshots.
* Trigger Happy bodyguards) and being killed, leading to Frank's one-man war on criminals, even after those originally responsible were long dead.
* Trigger Happy than most White Knights and Liechtenstein doesn't seem to be in much danger after he adopts her. (That, and he's seen trying to train her into gun handling too.)
* Trigger Happy TV featured a person disguised as a statue in a park who would sneeze every so often when people came near.
* Trigger Happy TV for a boost over a wall, since, he claimed, he'd locked himself outside.
* Trigger Happy TV had a recurring sketch featuring a Scandinavian man asking random people on the streets very poorly worded and outrageous questions or

statements, with a thick Scandinavian accent.
* Trigger Happy TV in the "fat guy" pranks, usually forcing bystanders to squeeze past them when not blocking them off outright. That Dom Joly and his cohorts made no effort to disguise that they were wearing obvious fat suits made it that much funnier.
* Trigger Happy TV is to fill an elevator with people in animal suits, taking up all of the room except for the unsuspecting person either already in the elevator, or trying to enter.
* Trigger Happy TV one of the actors posed as a grieving niece, sprinkling the ashes of her uncle from a ship. She made sure to say just enough to let the father of a nearby family know what was supposedly in the urn before spreading them. She had also positioned herself so that the wind carried said ashes towards the family.
* Trigger Happy TV pranks was to get a random passerby to do something embarrassing for him, and then walk away, leaving them on (hidden) camera looking confused. He'd do it standing under a giant billboard with a picture of himself, and the words "Don't Trust This Man".
* Trigger Happy TV was Dom Joly standing in front of an enormous picture of himself labeled 'DO NOT TRUST THIS MAN' and talking to people, giving them directions and such.
* Triggerheart Exelica, and spin them around as a shield, or toss them at an enemy hammerthrow-style.
* Triggerheart Exelica: Triggerhearts Exelica, Crueltear and Faintear.
* triggering an eruption only on the volcanic island where their lab was located.
* Trigger is a similar case. He kept being presented as though he was the
* Trigger Knight: It is anyone's guess why the knight is running through a field, beating up monsters, with a limited amount of time before she fades away.
* Trigger Mortis being put into a box and buried alive. Luckily, he managed to sneak a knife with him, which allows him to dig his way out of the slow suffocating death.
* Trigger Mortis has Bond observe the hordes of pretty girls clamouring over the winning racers. However, he thinks that he would feel extremely uneasy if he was in the same situation, as he prefers having a single strong and independent women to multiple ones fighting for attention.
* Trigger Mortis manuscript on which the novel was partially based, the driver 007 was asked to protect was real life racing legend Stirling Moss.
* Trigger Mortis, on orders from from SMERSH, plans to slow down the USA's space program by making it seem that one of its rockets malfunctioned and destroyed a large part of New York.
* Trigger Phrase stuff actually works, the doctor again says "Did I forget to tell you? It's my birthday" and gets another free drink, the bartender unaware that he's already poured him one.
* triggers if they'd been molested. But some could watch it all day, and then the mailman comes by wearing the same brand and color of shoes their abuser preferred.
* Trigger Star, Hash belongs to the Offensive Ethnic Stereotypes Union (African-American chapter). He can actually be kicked out for displaying evidence that he's got an actual personality.
* Trigger Star: Sauerkraut and Avocado's idol, Exlax The Mighty. Not only are they cousins, but they were also lovers.
* Trigger Star sports dual master's degrees in literature and finance.
* Trigger Warning plot, he meets a minor character who was killing terrorists at the same time as him, Dog, who suddenly reveals himself to be his long-lost uncle. Dog then regales him for several pages about his backstory, the secret government initiative that allows him to roam the country killing bad guys at his discretion, and the suped-up truck he drives while doing so. Dog then recruits Jake to team up with him, and the book ends. Guess we'll have to wait for a sequel to learn about their thrilling adventures!
* Trigger) which had depictions of rape, allusions to it, and the game addressing it as such have not been reclassified, and this has only thus affected several recent games.

* Trigger words (of sorts) are used in business. These ones tend to be simple one-word phrases that typically increase interest rather than any sort of hypnotism,
* Triglav, at least at distance. She too was slated for mass production).
* Trigon the Terrible isn't just referred to as a god, but the Literal Manifestation of ALL Evil that has ever existed. Think Dormmamu, but in the DC Universe instead of Marvel.
* Trigon tried to hold this over Raven in the 4th season finale if only to make a cruel point that she's his biological daughter.
* Trigueño) or "Indian". Nowadays, the Dominican Republic is richer than Haiti and Haitians often live there as illegal immigrants and second-class citizens.
* Trigun above, some goon is using Vash's name to cow a town into submission, Vash shows up, disarms the goon, and is regaled as a hero. Unlike Fist (and most other examples) it's rarely revealed that Vash IS The Humanoid Typhoon (to the townsfolk anyway) but he still makes it fairly obvious the goons aren't the real deal.
* Trigun. After the anime ended, he started having anime-only characters cameo in the manga, and cribbed the anime's climax to use in his story several years later.
* Trigun, after Vash saves a town from marauding escaped convicts and then lets the townsfolk turn in the bounty (despite the fact that the townsfolk themselves had originally sicced the criminals on him), he's delighted when a local sandwich shop owner declares that he can have unlimited free food. Meryl naturally points out that he could have bought a sandwich factory if he had kept the money.
* Trigun almost always spoke with a monotone (or simply very calm) voice.
* Trigun, although it was sort of out of Yasuhiro Nightow's control: the original magazine the title was serialized in folded, and when he was hired by Young King Comics a year later they asked him to restart his old series instead of creating a new one.
* Trigun and has to really bow down when he wants to hug her, especially in the manga.
* Trigun and his black...leather...body-armour...stuff. You have to assume this stuff is really practical desert wear for some reason. Although he also just likes the coat because the red has sentimental meaning for him.
* Trigun and once, while drunk, said she has a separate stomach for dessert.
* Trigun and Taun-Taun-esque pack birds. The closest thing the series has to humanoid aliens are the Plants, but they are man-made.
* Trigun, and while he has a lot of angst none of it stems from this fact. He's a happy and goofy guy when his brother's not giving him grief.
* Trigun anime and Dr. Nebraska in the manga (he has to wait until the fifth episode of the anime).
* Trigun anime, its implied Meryl has feelings for Vash, but by the end of the story its never made clear whether he feels the same way.
* Trigun anime, Monev the Gale used a variant of this. Breaking into a jail to capture Vash, rather than using the cell door Monev punched through a wall and grabbed Vash by the throat, all in one move.
* Trigun, a one-eyed woman, a transvestite, a samurai, a man with split personality, their own musician...) As long as they were sufficiently villainous and ruthless, Knives didn't care since he doesn't care enough about humans to discriminate.
* Trigun appeared to take place on wild west Earth at the beginning, but the twin suns, five moons, and purple night sky caused by three or more moons shining at one time is a tipoff to the contrary...along with all those alien-looking people and weaponry...and those giant Plant systems.
* Trigun are genetically modified alien creatures with some astonishingly human characteristics.
* Trigun are put on, you know things are switching from humor to drama. Notable examples include his fight with the Nebraska Family after they almost kill innocent people, and his first run-in with Legato.
* Trigun at least twice he hangs it up, only to come back with basically "I don't have time for this Emo idiocy! I have to save the world!

* Trigun: Badlands Rumble claims that she's allergic to idiots. Sure enough, when Vash touches her hand, her arm breaks out in hives and she needs to treat it with medication right away.
* Trigun: Badlands Rumble, Wolfwood is found nearly dying of dehydration because a water vending machine refused to accept his crumpled bills.
* Trigun. Besides the replacement arm, other parts of his body have apparently been "repaired" with non-organic material. Idem his brother.
* Trigun carries a semiautomatic version that fires expanding projectiles with enough force to knock over whatever they hit, including armored trucks.
* Trigun, comfortable with their future tech. When Vash goes back for repairs and upgrades, naturally trouble follows him.
* Trigun complains quite loudly when a number of bandits smash his doughnut into crumbs.
* Trigun continued for nearly 9 years after the anime ended, finally finishing in April 2007. From Volumes 2-3 of TriMax, including the equivalents of episodes 20-21, the manga takes new directions with plot and characters, while retaining parallels in the plot — sometimes revealed in the manga years later — that Nightow had probably intended from the beginning.
* Trigun: Distances are measured in "Iles," which are just "miles" with one letter removed. Not to mention, the unit of money is called "Double Dollars", represented, of course, with "$$" (seems like just a waste of time and ink really).
* Trigun, Dominique pretends to be able to do this. In fact, she uses hypnosis to suspend the awareness of anyone in her line of sight and make them freeze in place.
* Trigun, during the final battle between Vash and Knives, Vash is almost defeated, until he remembers the literal "forgotten weapon" of the Cross Punisher, which he brought with him, but then never used until the last moment.
* Trigun, episode "And Between the Wasteland and Sky": Vash the Stampede is trying to stop the sandsteamer he's riding from going into a canyon wall, and his companion, who knows the steamer's layout, has gone into a breakdown. In exasperation, Vash grabs him and headbutts him repeatedly — into the ground like a tent spike, it's worth noting, as well: "What! Are! You! Getting! All! Senti! Mental! For! You! Little! Squirt!" It should be noted that said squirt had just cold-bloodedly manipulated Vash by pretending to be pathetic, drugged him unconscious, and then systematically betrayed everyone on the steamer to bandits who were going to kill them all, and they only had about half an hour before it went over the cliff. Because Vash is too nice a guy to behave like that without extreme provocation.
* Trigun event, Vash is told of what happened to a city he accidentally blew up. Vash himself managed to avoid killing anyone... but the now-homeless people were forced to trek out into the desert in a desperate hope for survival, and most if not all of them explicitly died of starvation and thirst. As tends to happen when random civilians are forced to flee into the desert by the destruction of their hometown.
* Trigun, everyone in the bar bursts out laughing. It helps that the diminutive Meryl had just dragged him across the room by his ear, taking the impact away from anything he could've said. Vash greatly enjoys the mixup.
* Trigun features a cat skittering across the screen every episode, some times more obviously than others. Said cat is named Kuroneko-sama ("Lady Black Cat"), and was actually the first character designed for the series.
* Trigun figures, and is the creator of the Assemble Borg line of figures.
* Trigun, flashback sequences show a fleet of ships that left Earth looking for a new planet with a healthy sample of the human population frozen on board. These people eventually reproduce to colonize the entire old-west-style setting of the series.
* Trigun forced them to crash-land. In the 100-odd years they've been eking out a living on the harsh surface, human population figures have been in gradual decline and the people have become harsher and more violent as they've adapted to the environment.
* Trigun had a town that was dealing in smuggling girls who were selling their

bodies as potential organ donors and as prostitutes.
* Trigun: Happens to Wolfwood and Milly. (From Wolfwood to Milly: "You're comfortable.") This makes Meryl and Vash have to sit next to one another as they express annoyance at their companions' behavior.
* Trigun has $$60,000,000,000 on his head for the destruction of a city. This paradoxically causes even more damage due to the hordes of reckless bounty hunters that are constantly chasing him. Eventually the Bernadelli Insurance Corporation declares him a "human act of God" to avoid paying claims on the damage he causes, incidentally cancelling the bounty.
* Trigun, has a Wild West society with advanced technology, but here it's explained as humanity doing what it has to in order to survive on the desert world it's stuck on.
* Trigun has multiple examples, but the biggest one is the sand steamer, a massive land ship. If the vehicle is pushed to unsafe speeds, the brake controls fail and the boiler overloads. There's no way to shut down or vent the boiler from the control room. The room with the emergency reset switch is behind a door that's shut with heavy bolts that are so stiff it takes multiple people pushing on the wrench to unscrew them, and there's at least eight. The room itself has no ventilation and becomes so hot that protective suits must be worn. It's filled with a maze of steam pipes so dense that an adult human can't fit through them. The pipes are so hot that they instantly cause second or third degree burns through heavy-duty protective garments if touched. Brilliant Dynamite Neons' plan to crack the steamer open to get at the contents of the safe seems frankly redundant, the whole ship is in danger of doing that all on its own.
* Trigun has the insurance girls and several groups of bounty hunters looking for Vash the Stampede. Each of them is using a different description of Vash that is technically accurate, but is also vague enough that it also describes one of the bounty hunters ("blonde man with red coat"). Confusion ensues.
* Trigun has the Tomas, weird cross-breeds between ostriches and non-avian dinosaurs.
* Trigun, has this for most of the anime and around a third of the manga; all we know about him is that Rem found him in space.
* Trigun, has Vash wondering why Brandon and Mika look like the people he knows in his era and ends up assuming that nobody there knows why. In truth, both series are created by Yasuhiro Nightow, and Brandon/Grave and Mika look like Legato and Meryl respectively.
* Trigun has Wolfwood shoot Livio in the hand, leaving him with horrible, jagged bones sticking out. Livio stabs himself in the opposite arm with them later.
* Trigun heavily lampshades the way danger always seems to find Vash. Also played with heavy drama with the Gung-Ho Guns, because they want Vash to fight them and willing to annihilate entire towns to make him willing to go for the kill.
* Trigun. He's a little less formal about it than Kenshin, because he hasn't got a vow, this is just his lifestyle, and he only learned to fight out of necessity, so he doesn't have quite the same type of warrior ethos as a proper knight or samurai.
* Trigun, hired gun and man of the cloth. Though not without sin, at least he doesn't preach what he doesn't practice.
* Trigun hitting targets, Vash wound up so hungover he couldn't fail and won anyway.
* Trigun, in stark contrast to the manga, has a tendency to focus very heavily on the human elements of its story while confining many of the other backstory details to subtle cues that might go unnoticed on a first viewing.
* Trigun intended to carry out his mission this way, but he had far too much in common with Vash; that and circumstance led to them becoming virtual blood brothers.
* Trigun. In the anime his hair is one of the ways Meryl and Millie track him, and in the manga he earns the nickname "Spiky". For his early style, which points strait up, apparently without the aid of gel, and in spite of gunfights, dust and sand.
* Trigun: In the anime version, Vash is hit by this big time when Legato forces him

into a no-win situation where he can either kill Legato or let the townspeople Legato is psychically controlling kill Milly and Meryl. Extremely reluctantly, Vash shoots Legato and then passes out. When he wakes up the next morning and remembers what he did, he starts screaming.
* Trigun in the episode "Fifth Moon". Several months later (the next episode, "Goodbye For Now"), Wolfwood finds him hiding under an assumed name and talks him back into his old life.
* Trigun is about Vash trying to stay alive while keeping the 12 Gung Ho Guns at bay as they come at him.
* Trigun is an obvious example, though the sincerity of his perversion is up for debate as many of his apparent emotions act as covers for his overwhelming inner pain. This aspect of his personality is also mostly absent in the manga as he never really demonstrates significant attraction to any characters.
* Trigun is a non-sequitur, but far less mind-wrenching than the subtitle/genre description: "Deep Space Planet Future Gun Action!" The fact that this was perfectly accurate a descriptor of Trigun as anyone could come up with only makes things sadder. Various possible meanings of the actual title are hotly debated among fans. Some took the title to refer to the fact that Vash has three guns: the one in a holster, the cyberarm that turns into a gun in emergencies, and the Angel Arm cannon.
* Trigun is. Especially in the manga. He fakes being passed out in order to avoid the "favors" of prostitutes, spends an inordinate amount of his free time thinking about his dead mother figure, doesn't want any woman to see his scars, and avoids any kind of romantic or sexual relationship, be it with Luida, Meryl or Jessica.
* Trigun), it does have canyons that suggest more plentiful water in the past.
* Trigun. It's a bright and sunny day, the kids are playing with Vash. Then out of nowhere, Legato. He killed and ate the friendly shopkeeper Vash was just speaking to, and feels it would be a downright shame if the little girl Vash just bought an ice cream for would have to be next. The entire scene is completely horrific, but what cements it as this is the opening shot of the usually lighthearted and goofy Vash looking legitimately terrified for the first time in the series that clearly indicates exactly how bad things are about to get.
* Trigun, it's implied that Kaite does this to Vash in episode 7 "B.D.N."
* Trigun It's not called "Deep space planet future gun action!!" for nothing!
* Trigun. It's not certain if this is also the case in the anime, where he's still nuts, but it's not clear if he was raped.
* Trigun) kind of damage that Vash's adventures (and the Gung-Ho Guns' relentless campaign to kill and/or demoralize him) cause.
* Trigun. Legato adds mass to his shoulder with a human skull. Brilliant Dynamites Neon's shoulderpads are both nearly the size of his torso, and they glow.
* Trigun, Legato often demonstrates that in a world where one has to generally pull a trigger to kill someone, the ability to break bones and control people with thoughts is rather potent.
* Trigun make sense in context, though that context is debated (see below).
* Trigun manga, in an interesting variation of this trope, showed a sign in one city counting the number of murders and serious injuries that had occurred that day.
* Trigun manga, Vash and Knives follow a girl who appears on the ship into a closed-off medical room. Things go downhill from there.
* Trigun manga, which (brownness and its ambiguity) makes sense given the setting, though Nightow switches to greyscale skintones for dramatic effect so often it's hard to tell what's significant.
* Trigun Maximum butchers entire communities without any apparent emotion.
* Trigun means he's suffered at the hands of his more persistent opponents.
* Trigun: Meryl's derringers are neither taken seriously as a threat nor used to deliver meaningful damage over the entire course of both series. This is because Milly's stun-gun can be used with impunity, but since Meryl's little guns can't invoke Rule of Cool or the beaten-up-by-bullets effect and she's not a killer, they aren't allowed to actually do much of anything. Still good that she doesn't go

around unarmed, and she does take some useful actions; the derringers themselves are just useless. Even though a real derringer can kill you very dead.
* Trigun Millie and Nicolas then stroll along, pretending to be a happy expecting couple as the slave's pursuers pass them by.
* Trigun movie, "Badlands Rumble", first premiered at SakuraCon in Seattle, Washington, a few months before its Japanese theatrical release, presumably at least partially because of the show was significantly more popular in the US than Japan. Somewhat unusually for this trope, it was shown raw (aka in Japanese with no subtitles)
* Trigun. Neither version portrays Knives as particularly sane or mature, however.
* Trigun, one of the Roderick Thieves, Nagi, gets a bit slap-happy when he sees one of the slaves they've just captured eyeing Legato for too long. The Vice-Chief is pretty sure he knows what about Legato is making Nagi so antsy.
* Trigun Rai-Dei the Blade, one of member of the Gung-Ho Guns villains group. A warrior who's adapted the way of the samurai (in a western steampunk world)... with a few adjustments.
* Trigun, responds by calmly drawing his backup pistol and shooting himself in the head without a word.
* Trigun, Sandworms are apparently the dominant native species on the planet; in the manga, they play a fairly major part in the story, because they are sentient and able to communicate with one another telepathically.
* Trigun's Dominique the Cyclops has what she calls the Demon Eye. Hidden by a metal shutter over her right eye, the fake eye can temporarily put all who are near in a trance for a few moments.
* Trigun sends him to his death, but manga Legato...alas, poor monster.
* Trigun: Set in fictional planet known as No Man's Land, the plot follows Vash the Stampede, a famous gunman who is constantly fighting bounty hunters seeking to obtain the immense bounty on his head.
* Trigun set out to terraform a new planet, but unfortunately ended up crashing onto a desert world (losing much of their tools and resources in the process) and what resources they still have are almost solely devoted to surviving. Due to this, the work has barely even started at the time of the series, and it's implied they'd already been there for several decades or more.
* Trigun setting), on some very rare occasions, uses two weapons at once.
* Trigun's eyecatch at the beginning of a break had a distinctive guitar fill; the one at the end of the break had the same riff played backwards.
* Trigun sometimes engaged enemies in this because of his aversion to killing.
* Trigun starts off very far on the silly side and although it gradually becomes more serious as the series progresses, it never completely loses its sense of humor.
* Trigun suffer from repeated punches to the face. He gets better, though.
* Trigun takes this to ridiculous levels. He's so pure it's utterly contagious.
* Trigun talks in her sleep. Her words become more amusing when she's asleep due to being drunk.
* Trigun that can produce fresh air, water, and other essential resources that are not readily available naturally on the planet. Several plots throughout the series concern attempts to destroy, disable or plunder the Plants. Moreover, there's no apparent way to make new Plants, and the means to repair them are limited, so the society will give way to attrition eventually without some change in the status quo.
* Trigun (the anime) is silly, stupid and episodic, with only vague allusions to the fact that Vash's story is remotely deep or complicated. With the arrival of Nicholas D. Wolfwood (episode 9), Legato Bluesummers and the Gung-Ho Guns (episode 12), the story arc of the series actually begins.
* Trigun: The bad guys are attempting to send the sand steamer (essentially, a giant track-less train) over a cliff.
* Trigun, the only person on the planet he didn't intend to kill, and Legato apparently felt that if Knives had no one living to care about, he might find some scrap of affection for his chief minion. And Knives breaks his spine when he finds

out.
* Trigun, there was Project SEEDs, a series of generation-ships, with most of its occupants in cold sleep while it searched for another habitable planet.
* Trigun. They originally planned to pass over Gunsmoke, as it was only barely habitable, but unfortunately one of the sapient genetically-engineered beings they were using as a power source chose that time to strike against humanity, causing the ships to crash on the planet's surface. The tiny percentage that survived were forced to cannibalize their ships to create viable habitats, and by story's present date, over a hundred years later, very few signs of the original ships or their technological advancements remain.
* Trigun, though it's probably more to due to his horrific scars and missing arm, that didn't stop Vash acting like he was being perved on, however.
* Trigun, though kicking a rocket fired from an RPG by the terrified mook, AFTER singing that, into the ceiling DID work.
* Trigun to create the illusion of teleporting. Vash figures this out and breaks this by causing pain to himself, which breaks the hypnosis long enough for him to counterattack.
* Trigun: Vash introducing himself to Wolfwood: "I am known as Valentinez Alkalinella Xifax Sicidabohertz Gombigobella Blue Stradivari Talentrent Pierre André Charton-Haymoss Ivanovicci Baldeus George Doitzel Kaiser the Third", adding, "Don't hesitate to call."
* Trigun Vash offering his services as a bodyguard to a pretty girl. She thinks that someone might be out to kill her, and he jumps at the opportunity to have a little fun. She books two hotel rooms for the night, one for each of them, but she secretly switches her room with Vash's just to play it safe. While Vash is laying on his bed, a grenade flies in through the window and blows the whole room apart, launching Vash and his bed outside into the street. Vash asks if he could then sleep in the same room as her, not caring if this trope is put into effect or not, but she denies his request by saying that he already has a bed...
* Trigun, Vash possesses a special revolver that has a hidden function of grafting to his arm and mutating it into an energy weapon of mass destruction. When Vash tries to stop Knives at the city of July, Knives exerts some control over the gun that forces Vash to destroy the city against his will. The same thing happens decades later in another city, leaving Vash emotionally devastated and fearful of causing more harm. So...why doesn't he just destroy the gun?
* Trigun: Vash's left arm was shot off by his twin brother, forcing him to get a replacement. It converts to a gun when he wants it to.
* Trigun: Vash The Stampede is only really named 'Vash,' although he seems to have accepted 'The Stampede' as a legitimate surname since it became his most common epithet. He's also known as 'The Humanoid Typhoon,' 'The Walking Disaster Area,' 'The Demon of July,' and 'The First Human Act of God,' though the latter is only for insurance purposes.
* Trigun: Vash the Stampede once slid out of ropes to protect a young woman from bandits. Said bandits caught him before he could get back into them... the second time.
* Trigun, Vash uses Wolfwood's cross punisher as his gravestone. Considering its shape, it's very fitting.
* Trigun, where Legato uses his powers to force several dozen police officers into the back of a small personnel carrier. He even has a line about how the human body can fit into surprising amounts of space when given the proper motivation. Meanwhile, the truck is so full that blood is gushing out the bottom as the officers smash themselves into hamburger.
* Trigun, where the main character Vash is the one that has a bounty on his head. A sixty billion double dollar one at that. However, there are many unimportant side characters that are bounty hunters in there, and most of the destruction that follows Vash around is caused by people interested in the price on his head. The secondary protagonists, Meryl and Millie, seem like bounty hunters at first but are in fact insurance agents sent to minimize the massive collateral damage that bounty hunters after Vash always cause.

* Trigun, with Nicholas D. Wolfwood and Milly Thompson. He dies in the same episode he sleeps with her. She makes it to the end.
* Trigun, Wolfwood finally seals the deal with the girl (Milly), who he's been flirting with for a while... and bites it the very freaking next day. She, of course, is more of a main character, and stoically toughs it out with her pal, who's much luckier in the guy department.
* Trigun yelling insults in SD form is possibly even creepier than his non-SD moments.
* Trilby's Notes does this; it waits for map transition before randomly shifting you to the bad world.
* Trilby's Notes is slightly subtler, and some players may not even notice, but you try walk away from the hotel entrance, you'll simply reappear at the the other side.
* Trilby's Notes is the woodcutter's son. According to the Evil Bible within the game, it is because he is innocent, but the book tends to downplay the bloodshed, to say the least.
* Trilby's Notes series. At first, it seems the hotel is rather normal, but then the protagonist begins warping into a much darker and messed up version.
* Trilby's Notes Trilby (whose real name is never given) uses the name Terrance Railby while he's undercover. One character sees through the ruse and makes fun of him for expecting to not be noticed.
* Trilby's Notes, you randomly teleport twice, once to the past and the other to the distant future.
* Trill have a given name and family name like most human cultures, but joined Trill replace their surname with the name of
* Trillian Astra, after a heated argument regarding a) the treatment of Random Dent, and b) whether or not the chosen pastimes of either them is more or less pathetic and laced with schadenfreude than the other's.
* Trillion: God of Destruction: Cerberus is the loyal pet to the Overlord's family, and one of the only survivors against Trillion's miasma, which reduced him from his imposing, tri-headed visage to something resembling a fuzzy football. Should the story progress to a certain point, he will take to the field against Trillion.
* Trillion: God of Destruction has this as a potential skill your Overlords can obtain. It only allows you to travel up to three tiles, but it doesn't cancel out any passive skills that require you to stand still, thus giving you more flexibility in your fights.
* Trillion: God of Destruction is the only survivor of Trillion's onslaught against Heaven.
* Trillion: God of Destruction segments are less varied due to the ever-looming threat of Trillion.
* Trillion: God of Destruction: Zeabolous is extremely protective of his sister Elma. He shows considerable animosity towards Uriel whenever he tries to make a move on her.
* trillions or tanks and are still less powerful (but don't overheat).
* trillions. She also intends to wipe out the Cooper family and Murray for the same reason as Clockwerk.
* Trill Symbiotes are fantastically long-lived, but to different ends: to permit the
* Trilogía de las Tierras, the only thing they can do is to protect themselves and wait for their end.
* trilogy and tells them that Yoda was the greatest House Elf to ever live, declaring he took care of thousands of Jedi by himself. As a result, they not only venerate Yoda, but the oldest House Elf serving the family gets to imitate him.
* Trilogy Creep: The tendency of some trilogies to have additional, unexpected installments.
* Trilogy, Khameleon and Chameleon's stances would reflect who they were currently copying.
* trilogy of Digimon fanfics franchise appear or are mentioned in these stories. In fact, the only thing related to Digimon is the name, but even that is improperly

used, as Peter Chimaera uses it for a single character, rather than a collective term for multiple species of digital beings, as it is in the real franchise.
* Trilogy of Terror II features a mother who brings back her son from the dead with black magic, only to have him turn against her. It is then revealed at the end that her son never came back, he's actually a demon who was sent to punish her.
* Trilogy of Terror II hard to reconcile how different things look between the two films.
* Trilogy of Terror — Horror anthology series. 2 films since 1975.
* Trilogy of Terror: Millicent is killed by the voodoo doll intended to kill her evil sister, due to said sister being a split personality.
* Trilogy of Terror revolves around an unhealthy obsession of a student with his female teacher.
* Trilogy of Terror: These are trapped in inanimate objects by magic, but can interact with the world if the gold chain sealing them in is removed. They have fangs, and are capable of possessing the living.
* Trilogy of Terror: The segment "Julie" has Chad Morgan, a sexual predator who blackmails his English professor into dating him.
* Trilogy of Terror, which comes alive after a certain necklace is removed from its neck and starts vehemently chasing the main character.
* Trimps added a new Heirloom tier which didn't allow to reroll bonuses, making hunting for the perfect ones a weeks' long quest. Sixteen days later, Patch 4.81 brought up the odds somewhat by giving each Heirloom of that tier a bonus empty slot.
* Trina Echolls is doted on by her father Aaron, and when he finds out that her boyfriend has been hitting her,
* Trina is missing from the most episodes of the cast. She is absent from four season 1 episodes ("Robarazzi", "Beck's Big Break", "The Great Ping-Pong Scam", and "Sleepover at Sikowitz's"), two season 2 episodes ("Beck Falls for Tori" and "Jade Gets Crushed"), and three season 3 episodes ("Opposite Date", "Cell Block" and "One Thousand Berry Balls").
* Trina Robbins is mostly known for her feminist underground comix and activism supporting women in comics. She also designed
* Trinary logic systems do exist, and are most notably used in databases. The third value, though, is not "maybe". but
* Trine games, is the longest entry yet, and has been received enthusiastically.
* Trine gauntlet that forces you to sit through a loadscreen every time you fail it. The creators later admitted that they had ran out of time and the final level was tested only by a single outsider. Fortunately a patch made it less frustrating.
* Trine has an achievement for completing a level using just a single character of the trio.
* Trine — in particular, Pontius the knight had his shield conveniently acid-proofed before the game began—but it's still a bright green colour and destroys almost anything put in it.
* Trine this; with the Wizard able to create objects and move then with the power of his mind, the Thief's grappling hook and ability to jump higher leaving the Knight to take out the numerous creatures that attacks the group. Only the Thief also has a bow which can be very powerful once upgraded a few times leaving the Knight to be rather useless. Other than breaking blocks of course.
* Trinidad amidships. She managed to make it to Murmansk and be partially repaired, but an air attack on the way back started a fire that led to her being scuttled.
* Trinidad and Tobago whose team is on the movie poster and DVD cover. Trinidad and Tobago does not have an ice hockey team.
* Trini Kwan and her successor Aisha Campbell wield twin daggers known as the Power Daggers.
* Trinity (2008) become keystones to immense cosmic power. After being banished from their reality and transported to another universe, they become their new dimension's Trinity and assume power as gods. At the end of the story they become “normal” again.
* Trinity (2008), eventually becoming an Army colonel and superpowered agent

answering directly to the President of the United States code-named "Interceptor".
* Trinity (2008) has a group of villains perform ever-more elaborate thefts of items as the part of a magical ritual. They steal items related to the Trinity of Superman, Wonder Woman and Batman:
* Trinity (2008) Wally West states that his kids are prone to do this:
* Trinity, Aberrant's sequel, people without psychic powers are known as "neutrals".
* Trinity adventure series resulting in the creation of a new Prometheus Chamber, which triggered all eight Aptitudes, and the creation of a new psi order from the disenfranchised of the original orders.
* Trinity also replies to Neo's surprised exclamations of "God!" and "Jesus!".
* Trinity and Beyond: The Atomic Bomb Movie. More than justified, since it has pretty much an hour of nuclear explosion footage. I definitely heard Dies Ira, and I think I heard Die Valkyrie.
* Trinity, as recounted in "America Offline": a young Aberrant (a superhuman) with power over the oceans was concerned about climate change in Florida, her home state, and attempted to stabilize the Gulf Stream. Unanticipated resonance resulted in massive ocean waves that killed millions of people, including the Aberrant herself.
* Trinity because that seems to be how long they think Epic Series should last these days.
* Trinity Blood: Abel's self-esteem drops dramatically after he fails to save a colleague (who had just revealed that she was in love with him) from being crushed by rocks in a cathedral collapsed by the bad guys. It gets so bad he completely slides into apathy, convinced that he isn't capable of saving anyone, up to the point when he attempts to quit AX. He shakes it off sharply when he learns that Caterina is now in danger and rushes off to save her.
* Trinity Blood) after failing to stop Isaac von Kampfer, who dropped a building on his partner Sister Noelle and destroyed half of Barcelona. Leads to an interesting situation in the light novels: Abel insults Archbishop d'Este by implicitly accusing him of terrorism, but since Abel technically no longer works for AX, his boss Caterina has the opportunity to stay clear of the whole mess. (She still stands up for him.)
* Trinity Blood. At the time of the main plot, he still faces many centuries of incarceration, however.
* Trinity Blood Cain Nightroad and most dress in clear black suits that very strongly resemble SS uniforms.
* Trinity Blood certainly fit this trope! Whilst Abel and Hugue at least attempt to restrain their lovely locks, Isaak just lets his easily floor-length (and he's tall, so that's a lot of hair!) barnet wreak havoc on humanity. Or vampiremanity.
* Trinity Blood, character backstories and world information, were published a year after his death. Nobody bothered to take over the anime, which ended with a 1st-season cliffhanger, though. The manga adaptation ended with 21 volumes in April 2018 which ended the same way as the anime.
* Trinity Blood displays this trope every now and then in his interactions with Abel. Especially in the manga, he is often heard uttering the phrases like, "Does not compute." Of course, it's questionable if this is because Abel has an extensive vocabulary or simply because he's crazy. However, Tres also fits into the "brutal honesty" classification quite snugly. Considering Tres is a robot, it is more like he is one of the wolves.
* Trinity Blood, Father Tres once frees Abel this way when the latter is tied to a chair.
* Trinity Blood has a fleeting scene where Catholic nun Esther is used as a bait to catch a criminal. Blatant fanservice, that.
* Trinity Blood. Her murder changed his character forever and he mourned her alone in a cave for 'centuries' afterwards. While Abel later forms strong bonds with other female characters, no one else compares to his memory of her.
* Trinity Blood. He's still the kind of guy who proposes killing a small child for simplicity's sake, and lacks emotions of any kind. Probably one of the only example

who actually acts as unemotional as a walking computer would. A few minor events suggest that Tres does some of this intentionally; he's certainly not as emotionless as people think.
* Trinity Blood is an amalgamation of the Byzantine Empire, several Eastern European nations and has some slight Arabic/Ottoman influences. Their capital is called Byzantium, their language is a mix of Russian and Romanian and their currency as called Akçe (the same as the Ottoman Empire's).
* Trinity Blood is a slightly milder version. He drinks tea with 13 sugars in it, but he'll eat pretty much anything regardless of its sugar content. Tea was the only food or drink he could afford at the time, so he put lots of sugar into it to make it more substantial.
* Trinity Blood is urged to confess his attraction to a human, as humans grow old and die too quickly.
* Trinity Blood novels drop several hints about Father Tres Iqus not being human, however it is only officially revealed when he is shot through the arm and his circuits are revealed.
* Trinity Blood's New Humankind empire. The living 'Terrans' are second-class citizens, but most of the ruling vampire nobles try to treat them decently.
* Trinity Blood subverts this beautifully. Deitrich is described as having "the face of an angel and the heart of a devil". Despite his beautiful appearance, he's evil. In addition, during the final battle in the anime Cain's ultimate form resembles a heavenly angel, while Abel's ultimate form resembles a demon from hell
* Trinity Blood: The Crusniks, who eat vampires. Though three of the four Crusniks to ever exist have been friendly to humanity (to an extent), including the hero Abel Nightroad.
* Trinity Blood, the Methuselah can normally keep their thirst for human blood under control using an artificial substitute. However, sadistic enemy Dietrich once got Ion to go horrifically bloodthirsty while locked in a cell with good friend Esther.
* Trinity Blood, the Vatican is one of the two major world military powers, the other being the vampire-led Empire. The latter, being based in Byzantium, bears a certain resemblance to the home base of the post-schism Eastern Orthodox church.
* Trinity Blood uses the gloves as well, but sharing a fairly high number of visual cues with Hellsing mentioned above.
* Trinity Blood while Abel and Ion traveled around the world to stop Cain. The manga is said to end at that part as well. So even if one would continue the series with the notes left by Yoshida, the resolution between Abel and the humans vs. Cain and the Rosenkreuz Orden remained unsolved because the last notes stopped at the final battle between the two brothers without the result.
* Trinity Blood whose body is comatose, she's been inside the ship for so long that she often refers to the parts of the ship as if they were her own appendages.
* Trinity Blood wielding android Tres Iqus who has all three styles pretty much nailed (given that Gunslinger is actually his callsign this isn't at all suprising).
* Trinity Blood with detailed schematics of the airships and all sorts of other machines seen in the show.
* Trinity Blood with specific emphasis on the idea of "What makes someone a human?" The show/manga/novels use both androids and vampires to explore this question.
* Trinity Blood, with Vatican States = Italy, Methuselah Empire = Ottoman Empire, and Albion = England.
* Trinity Broadcasting Network, one of the largest religious broadcasters, has two sister channels targeting children and teens/young adults with inoffensive, usually pro-Christian programming.
* Trinity, Clairvoyants ('Clears') don't get to throw bolts of lightning, conjure fire with their minds or teleport an enemy into a dozen different directions at once. Their 'flashier' abilities (like precognition) are depressingly unreliable. They have one major edge, though: They can easily find out where exactly somebody or something is. Combine that with, for example, some knowledge of ballistics and a mortar and you have a very, very frightening combo.

* Trinity comfortable using them (the fluff explicitly says that many biotech devices are sold with normal-looking exterior shells), computers are still better as hard tech, and if Psions get attuned to too many biotech devices, they develop junkie-like symptoms.
* Trinity defending a racist hate speaker from angry rioters. The issues were cancelled by DC due to the increasingly volatile political situation in the United States following the election of Donald Trump, including at least one incident that bore superficial similarities to the riot in the story.
* Trinity from the 2019-2020 competitive season, evoked this trope with the right side of her costume. The sparkling green beads were arranged vertically to represent the glowing green rain of the Matrix's digital code.
* Trinity had a really cool paper sun dial for you to construct, as well as a tongue-in-cheek comic book on the history of the atomic bomb (which doubled as hints to the time travel mechanic), as well as instructions on how to make an origami swan.
* Trinity have this locked down. The Player's Guide includes an example of the Transmassion power (teleporting anything not including yourself through space) called "The Upeo Death Drop" which consists of teleporting an enemy to a location that is as far away as you can see with the naked eye... straight up into the air.
* Trinity) late to stop an alien spacecraft from crashing on a city, he mentions in narration that he was delayed because he was stopping a comet from destroying Pluto.
* Trinity. Like "Asia Ascendant", much of "Brainwaves" had been written by cancellation, and it too was released as a free pdf.
* Trinity, Morpheus, and Seraph all dual-wield during the battle in the Club Hel coatroom.
* Trinity movie got a new dub in 1980, also including cuts, to make it a comedy (although the movie already was funny on its own). Both versions are available on Blu-Ray as well.
* Trinity nuclear-bomb test was clearly going to be a bit tricky; as an Army security officer put it, "you might as well try to hide the Mississippi River". Nevertheless, they tried:
* Trinity, one of the psi orders is China's Ministry of Psionic Affairs, which specializes in the practice of telepathy; as such, the Ministry has a number of functions in the Chinese government. Its relationship with its home country, and with the rest of the world, is understandably complex.
* Trinity: Ronon and Teyla in black coats. The show's two most badass characters in long, black coats - simply badass. And while everyone wears BDUs off-world, Ronon tends to wear a coat instead.
* Trinity rulebook tended to do Space Clothing Done Right, with unusual but generally not bizarre or impractical garments.
* Trinity said that the Oracle had told her she, Trinity, would fall in love with the guy who was the One from the prophecies. When Trinity fell in love with Neo, she used this to justify her belief that Neo was the One. But maybe she only fell in love with him because she thought he was the One? She was so fixated on the idea of the prophecy that she was unable to fall in love with anyone else, but once Morpheus announced Neo as
* Trinity's Child, this is why the Soviets launch a limited nuclear strike on the United States. The Soviet premier explains that they can no longer afford the conventional arms race with America, so a limited nuclear war is necessary to damage the U.S. enough to deny the Americans a clear win of the Cold War. As a concession, the premier notifies the President that he is willing to accept a U.S. counterstrike that inflicts equal damage on the Soviet Union.
* Trinity series, being another year-long weekly, has a similar problem - except this time it's 52 issues over three volumes.
* Trinity series, where the titular character Trinity and his brother Bambino pretend not to know each other so that they can cheat at cards. The scheme falls apart when a professional gambler accuses Trinity of cheating, which Trinity was doing by giving everyone at the table increasingly good cards, but his brother

ended up with the best hand.
* Trinity set in the 22nd century. Computers in that RPG are only one step under true AI, are small enough to fit in a pocket, and are presumed to have most of the capacities of 2011 smartphones. The smallest unit of memory described is the "bloc," able to hold "a large library." The only notable limit on what computers can do is the "Comm Crunch," which states that cellular bandwidth is in very short supply (so the GM can arbitrarily throttle the PC's communications, as needed by the plot). This seems eerily prescient for a game from the 90s! Zeerust only arises in the presumption that computers would still have keyboards, would be strapped to your forearm, and would be called "computers" not "phones."
* Trinity Seven, Arata notes a drawing his cousin Hijiri did when they were younger, and noticing the yellow sun on it. After Lilith shows up, he asks Hijiri again what color the sun is. She says it's black. He points out the color discrepancy with the drawing from earlier. "Hijiri" then turns out to be a grimoire his cousin left in his care right before disappearing, and the world they were living in was a fake one, and Arata begins his quest to save his cousin.
* Trinity Seven has their time to shine and intimate moments with Arata. There's also a few mages outside Trinity Seven who are also in love with Arata and they get decent amount of focus too.
* Trinity Seven. The first is against Liselotte to buy time for Mira to scan their opponent's abilities and spells, and the second is when fighting Lugh to give Arata and the others more time to get back before it's destroyed.
* Trinity Seven while being scolded by Lilith, Arata says, "This is difficult," to Arin, who's usually the one saying that. She does not find it difficult to agree with him.
* Trinity: Souls of Zill O'll. Matter of fact, boldans are pretty much a walking shirtless RACE.
* Trinity: Souls of Zill O'll so that he can one day fulfill that prophecy.
* Trinity: The Shatter Effect, was featured at E3 2003, only to be canceled a few months later.
* Trinity, the United States of America will socially collapse due to conflicts with the super-powered aberrants. The military and key corporations take control from the broken civilian government and establish the Federated States of America, a fascist nation where the voting system is rigged to give the wealthy and corporations the lion's share of votes in all elections. All media is censored and civil rights are purely at government discretion. The FSA also annexed large chunks of Canada and Mexico as part of a resource grab.
* Trinity Universe are fond of this. Especially the prinnies and Etna.
* Trinity Universe because she loves incredibly hot foods and adds fiery sauces to everything she cooks. She even gets an ass-chewing from Tsubaki when her cooking causes Kanata to drop unconscious.
* Trinity Universe does this, with the Demon King (Kanata) and Valkyrie (Rizelia) arcs. Their paths do intersect at various chapters, and eventually both sides will join together. You have to play both arcs to piece everything together, which will lead you to the game's True Ending.
* Trinity Universe" literally happened in this universe; General Zaroff was a Minoan, and Rainsford founded the Theseus Club after killing him and finding out about the Society whilst rifling through Zaroff's belongings.
* Trinity Universe refers to him and that the metaphor for the response to his sexuality is deliberate.
* Trinity Universe. Unlike the previous game, this one doesn't wait until the end of the game to use this trope. It'll attack the fourth wall every so often throughout the whole game. Of course, that should be expected since Etna, Prinny, and Flonne are in this game.
* Trinity) was essentially the G.L.C., L.E.G.I.O.N., and Darkstars in a jurisdiction dispute.
* Trinity was to learn from the worldsoul, the sentient soul of the planet Earth itself.
* Trinity was written after the Internet existed, and presumes that practically

everything is wirelessly connected. It also assumes a "Communications Crunch", in that bandwidth has become very scarce, and people might find that they can't get on the 'Net at a given moment, because other people are prepared to pay more for the bandwidth. Given current issues with net neutrality, this isn't too unlikely a future.
* Trinity were the first humans to become psions, and their psychic powers are noted to be significantly more powerful than later psions, as the process that created the proxies differed in important respects from the one used for other psions.
* Trinket barely ever contributes to the group's exploits in a meaningful way. On the contrary, the group frequently has to go out of it's way to make sure he isn't left behind since he's too big to fit on the flying carpet, or to save his bacon when Vex actually does send him into the fray (which she usually avoids; he could get hurt, after all!). Subverted once the "pokeball" is acquired, as Trinket can be easily carried and only come out when needed.
* Trinkets but shown to be a destructive, debilitating addiction. Elodie especially struggles with it.
* Trinkets: Elodie is gay, played by Brianna Hildebrand, who's stated she likes both men and women (while just going by "gay"). Sabine too is gay, played by queer and non-binary actor Kat Cunning.
* Trinkets. Elodie's exotic new girlfriend Sabine is free-spirited, outgoing and definitely far more experienced sexually, but it doesn't work out as they're too different.
* Trinkets girls that are sexually experienced and the lesbian that's a clueless virgin at first. The other two lesbian women on the show aren't promiscuous either.
* Trinkets. In the third episode, Moe suggests that Elodie try this in order to feel more comfortable with her body before engaging with a sexual partner. Elodie shoplifts a sex toy to use.
* Trinkets I've Picked Up Over the Years: Bob maintains a collection of historical artifacts, not because he's an antiques dealer but because he personally collected them. At the time when they weren't antiques.
* Trinkets: Moe is very unhappy when she finds out Tabitha and her brother Ben are getting involved and says it's really not okay (possibly because Tab's like her sister). She comes around eventually.
* Trinkets: Tabitha is a biracial girl, like actress Quintessa Swindell. Moe's also mixed race, as is the actress playing her, Kiana Madeira.
* Trinton Chronicles. At the end of the story a huge fireworks display is shown over the city with a good old fashion Happy Halloween scrawled in the sky.
* Trinton Chronicles brings us several mentioned but non-obvious examples.
* Trinton Chronicles features at least two true-to-life god entities and one specific to the TC universe; Isis & Hermes are prominently mentioned and one actually shows up (in a way)to help out one of her believers. The other one, Gralla, appears only in dreams and through telepathy but one gets the idea that if she manifests physically no one would be to surprised.
* Trinton Chronicles has 5 main authors and 2 part-time authors; 15 main characters, 20-something secondary, and over 100 throw-away characters.
* Trinton Chronicles has three so far since 1999, and rumor states may end up with a 4th.
* Trinton Chronicles it seems like everybody has some sort of supernatural power, ability, or trait. Some are more powerful than others, but it's so commonplace that if you lack powers, you're more of a freak than if you happen to be born with powers, also magic is a normality and anyone can learn it, like any kind of science, but it takes special people with the drive to do so.
* Trinton Chronicles nearly everything runs on a blend of scientific principles and mystical energies. Robots can use pre-stored spells, magical items can double as personal protective shields, and even whole rooms can be enchanted to move objects around according to sorting needs.
* Trinton Chronicles of the story. The current story takes place during the actual month of December and features decorations and the similar themes of Christmas.

* Trinton Chronicles only one person, Coatl, actually has this power and seeing as how its a super rare ability in this world, she keeps it well hidden from everyone she doesn't trust.
* Trinton Chronicles series compiled from the message board RPG of the same name over 10+ years.
* Trinton Chronicles: Summoning summons lasting things, where the summons stay around as a new character and beat the crap out of whoever, but they aren't magic spells instead being actual supernatural powers to do the summoning although the rules of marking / making a pact with are about the same.
* Trinton Chronicles there are two characters who fit this, one is Robert who took actual schooling on robotics and the other is Brandon who's super power actually allows him to understand machines.
* trio against a wall. At the end of each one, Naruto, Sasuke, and Sakura triumphantly flash the peace sign and declare, "He fell for it!!"
* Trio ** "Da Da Da" Those crazy Germans. The refrain is "Ich liebe dich nicht, du liebst mich nicht". It is only at the end of the song that they say it in English: "I don't love you you don't love me".
* Trionfo di Afrodite, are based on classical texts and sung in both Latin and Greek.
* trio of Ineffectual Sympathetic Villains, but the third guy, Mulsajo, whose distinguishing characteristic was that he wore a pink shirt, was even more ineffectual than his comrades and was blown up with a grenade midway through one of the earlier story arcs, leaving just his two buddies to carry the mantle of constantly failing.
* Trio of Towns won't kiss the protagonist on the lips until they get married.
* Triops are small crustaceans that have survived for as long as 400 million years. Much of their body structure today is similar to their ancestral fossils. Their secret of having survived for so long is being able to lay many eggs that are able to
* trio. The guy was married to a wife and they both registered a partnership with the second woman, who is a partner, but not legally a wife.
* trio they turned their misogynist attentions towards Apache's wife and daughters.
* Trip advises Ash that they should keep Goh oblivious about the existence of the Infinity Train. Mostly out of concern for his safety; given Goh's tendency to fixate on plans
* Trip For Biscuits: PI agency investigate alien phenomena, with hilarious results.
* Triplanetary). Later in the same book, there is a tractor-beam tug of war between enemy ships, and physics does come into play because the tug of war ends not due to any of the tractor beams failing but because one ship was using a tractor beam to anchor into the ground, but the opposing ship pulled so hard the plug of earth caught in the beam simply got pulled out of the ground. Later still, the trope is played with again: this time combining a shaped energy shield with inertia to penetrate another shield.
* Triplanetary mentions the first and fourth Jovian Wars, which resulted in the formation of the Triplanetary League from Venus, Tellus, and Mars.
* Triplanetary originally published by Game Designer's Workshop and now in SJ Games' hands. One of its primary features was hex-mapped based vectored movement system.
* Triplanetary, our iron is the most valuable substance in existence for the alien Nevians.
* Triplanetary series, the Nevians come up with a way to transmute matter into (tremendous amounts of) energy, but the problem is that it needs iron, which is incredibly rare on their world. They power an interstellar spacecraft with the few pounds of it they can manage to scrape together to go out looking for more, which they find ... in the form of a spaceship from Earth. The Nevians and "Tellurians" get off to a rather rocky start because of this, but eventually become friends.
* Triplanetary that his American readers might one day be enjoying sushi.
* Triplanetary, the planet Nevia is so scarce in iron that ten pounds of it is an unimaginably large quantity; this scarcity, combined with the Nevians' development

of a method for total mass-energy conversion of iron, gives iron a value so starkly indescribable that the Nevians invade our solar system in search of it.
* Triplanetary to fuel their atomic star drives. Humans rapidly copied their tech and developed atomic iron star drives of their own. The problem is that there are two ways of getting energy out of atoms; fuse light ones together, or split heavy ones apart. As atoms' weights move away from the extreme light and heavy ends you get less and less energy out as you fuse or split them, and in the middle there's an element that's the atomic energy equivalent of a deflated balloon; fusing or splitting it releases no energy, and you actually need to pump energy in to change it in any way at all. That element is iron—the absolute worst possible choice for a nuclear fuel. At the time the specifics of the nuclear binding energy curve wouldn't have been well known, so there's every chance Smith chose iron simply because we use a lot of it on Earth, making it a good candidate for a material avaricious aliens might want to steal.
* Triple 9. Irina even comments that her sister is not very smart, but extremely good-looking, and that can make up for a lot of other deficits in today's society. Elena blindly follows all of Irina's orders, even when they concern her son.
* Triple 9, Michael attaches bombs to two of the guards in the Homeland Security building to ensure the cooperation of them and the rest of the guards. He blows up the ankle of one them to show he is not bluffing.
* Triple 9 opens with the crew knocking over a bank to steal a safety deposit box. A large chunk of the latter part of the film is devoted to them planning and then executing a heist on a Homeland Security safe building.
* Triple 9, Russell and Michael are ex-navy SEALs. On watching the video of the bank robbery, one of the cops comments that these guys have had tactical training.
* Triple 9, the gang decide that they only way that they can pull off the second heist is to create a 'triple 9' ('officer down') call. This will make every available police unit converge on the scene of the call, drawing them away from the gang's target.
* Triple-A baseball's Las Vegas Aviators, sounds like it averts this trope... but doesn't. The naming rights are owned by the Las Vegas Convention and Visitors Authority. The hint of the sponsorship is that all park signage contains the CVA's trademarked "Las Vegas" logo.
* Triple-A: Lehigh Valley IronPigs, Scranton/Wilkes-Barrre RailRiders
* Triple Crown Champion: A lot of wrestlers achieved this feat in the decade.
* Triple Crown Champion: Bayley becomes the first ever woman to achieve this feat in May 2019. Alexa Bliss becomes the second on August of the same year.
* Triple Crown Champion became the first ever wrestler to achieve this feat in 1980, and the only one to do so until the following decade.
* Triple Crown Champion: Several more wrestlers have achieved this feat, and in different promotions at that.
* Triple-dog-dare). Depending on where you were sprayed and how hard, it ranges from vomit-inducing stench to eye-watering, nose burning, "Someone please kill me now!" type pain. It can also cause temporary blindness in certain cases.
* Triple Frontier's compound. Their getaway isn't as easy as initially thought since they got a little greedy and stole way more cash than they can handle.
* Triple H 2004, both men were knocked out and neither was able to make it back to his feet. This happens in about half the LMS matches.
* Triple H (51 years old, though he has semi-retired due to his duties as head of Talent Relations and eventual successor to the WWE empire.)
* Triple H. Although he wasn't purely non-action, back then he did completely rely on her.
* Triple H always spits out the contents of his water bottle during his entrance, so he often spit-takes onscreen.
* Triple H and actually didn't show up until December to exact his revenge.
* Triple H) and decides to phone HBK. His music starts... and then his voice comes out from the other end of the phone... singing a voicemail message to the tune of his own theme music. Hunter apparently had no idea that this was Shawn's message and he promptly proceeded to completely lose it.

* Triple H and DX. From addressing his real life romance, marriage, and baby, to the mantra of his heel Authority run being "best for business", to flubbing a line on live TV and addressing it, he does not let up, not even in video game form.
* Triple H, and trading his DX music for the Corporate theme and, eventually, "My Time". Even his mood lighting changed (from DX's green flood, Corporate red to his signature ominous multicolored flicker).
* Triple H a pre-match handshake. Eddie pulled his hand away at the last second, then mocked him by turning around and slapping his own ass.
* Triple H, a supposed incident where Kane was in love with a cheerleader named Katie Vick, but then she died, and he promptly had sex with her corpse. The low point of this angle was a supposed "video" Triple H produced of Kane committing the act—-it was Triple H in a Kane mask, climbing into a coffin with a cheerleader mannequin, pretending to have sex. Ended with Triple H reaching over towards her head, grabbing a handful of spaghetti with sauce and throwing it at the camera, proclaiming that he "screwed her [brains] out".
* Triple H. At heart, he was always a jerk, he just got A LOT more mic time as he rose to power.
* Triple H at the time and they were married later that year) came under intense scrutiny from Smarks.
* Triple H becoming an actor depleting WWE's main event talent until guys like John Cena and Batista were ready. Or that Vince McMahon has always favored not only the larger wrestlers but the ones who can exude the most over-the-top personality even before Triple H was in WWE.
* Triple H betraying Triple H for the Corporation and how he was all alone with none of the other DX members coming to his aid, it's no surprise that Triple H decided to sell out his buddies in DX.
* Triple H. Both times. The first by making Triple H tap out, and the second by making Shawn Michaels tap out.
* Triple H but eventually developed into a fairly normal, non-pretentious guy who just happens to be very rich.
* Triple H buzzed his long hair off in 2012 due to his backstage role as Executive Vice President of Talent Relations requiring a more professional look.
* Triple H couple but became a real one behind the scenes. They kayfabe split up in 2002 and would occasionally tease at revealing the real marriage before they finally did so in the late 2000s. Widely seen as a successful power couple, they are one of the most famous examples in wrestling today.
* Triple H divorce later, they started dating in real life and were later married. Nowadays the couple has three daughters and is still married, with their marriage even being acknowledged in kayfabe as well.
* Triple H do his theme songs wasn't enough of a clue, according to reports, he personally scouts relatively obscure metal bands to do a lot of WWE and NXT's theme music.
* Triple H even stated that "Ain't nothin gonna stop Kane tonight!" Too bad he was wrong and Kane lost the match.
* Triple H explicitly forbade showing him in a "prone or defenseless position". Guess how that one went.
* Triple H for the WWF Championship, at Summerslam in 2000. The storyline collapsed eventually when Triple H played his real-life creative control card and nixed the planned ending where Steph would leave H for Angle.
* Triple H had all but zero chance of losing his belt on free television to a jobber, several near falls in Taka's favor drove the crowd into a frenzy until Triple H was finally victorious with a Pedigree.
* Triple H has been quite guilty of this lately (King of Kings going back on his throne, you know the deal)
* Triple H holding a sledgehammer. Orton suggested they both drop their weapons and just go at it like men. Triple H agreed, both men ditched the hammers they were carrying, and then, after stepping into the ring and removing his jacket, HHH pulled another full-sized sledgehammer out from behind his back and proceeded to chase Orton away. Now, yes, the second hammer was concealed behind his back the

entire time, held by a special rig, but the fact that someone managed to pull off the illusion of Hammerspace on a live television program was impressive.
* Triple H in 2001. In 2002, he both won the Royal Rumble and became the inaugural WWE World Heavyweight Champion.
* Triple H inside. He does very noticeably use his fist to cover the head of the hammer since a real hit with the hammer would likely knock out some teeth.
* Triple H. In the second incarnation, the Outlaws were added and they're considered a classic part of the group. Some even forget that Rick Rude was even associated with them.
* Triple H in trying to take them out of power are all good business decisions. Perhaps they meant good for their own pocket books. At least during the McMahon-Helmsley Era in 2000, also led by the two, they openly admitted to screwing people over intentionally and only covered it up when they were backed into a corner.
* Triple H is a case even in kayfabe, since his full name is Hunter Hearst Helmsley, but he's rarely, if ever, called that anymore. He's still called "Hunter" on occasion, and he and
* Triple H is a great example. During his career, he's stood roughly 6'4, weighing around 270 pounds and is as muscular as almost any other wrestler you can think of. Despite this, he doesn't use power moves and isn't billed as being any stronger than the average male wrestler.
* Triple H is a perfect example of both. As a heel, he can't win a match clean to save his life, yet as a face, all he needs are his fists and maybe a sledgehammer in order to take out his opponents.
* Triple H is pretty much the lightning rod for the fans wrath, regardless of whether or not he had anything to do with it. Considering he's married to the head of the WWE's creative department (and, if you believe some of the nastier rumors, closer to Vince than his own son Shane,) he's always accused to steering the company to always benefit himself. Have a favorite wrestler who isn't being pushed? Triple H is holding them back because he's "threatened." Crappy storyline? Triple H is burying someone he doesn't like. The blame has indeed continued on now that he has become WWE's head of talent - which would make sense given that he is officially the one running WWE's shows now, except that word around the company is that Vince still micromanages and meddles in the shows' affairs. It's supposedly gotten to the point that even Triple H is getting frustrated with Vince's meddling - ironic given his reputation for having been a
* Triple H made an offer to Roman Reigns to join the Authority but he refused.
* Triple H; nowadays known for his behind-the-scenes work in the industry)
* Triple H. Once the decision was reversed, Triple H told Hebner he was fired and beat him up.
* Triple H pregnant. Also during the writer's strike when Triple H came out, made a bad joke and then remarked "Who writes this stuff? Oh yeah, they're on strike!"
* Triple H, probably before all the political stories came to light. That is, if the dirtsheets are to be believed...
* Triple H seemed to have this attitude a few times after crushing defeats.
* Triple H's extended run of jobbing after the Madison Square Garden Incident).
* Triple H's little cubicle that he calls the "Cole Mine". Despite the serious tone that a match involving Undertaker would usually have, seeing Cole's property go to pieces makes you laugh just a little.
* Triple H's nastiest tyrants, earning himself monikers such as 'The King of Kings' and 'The Cerebral Assassin'.
* Triple H's valets and caused him to lose numerous matches because of the subsequent distractions. Finally getting fed up with it, Triple H challenged the retired Hennig to a match; Hennig accepted. However, on the night of the match during an episode of RAW, Triple H ambushed Hennig backstage before the match and seemingly injured his knee, preventing him from continuing. Then-Intercontinental Champion "Wild Man" Marc Mero decided to fight Triple H in Hennig's place, putting his title on the line. In the match's climax, Triple H attempted to cheat using a steel chair, but Hennig ran in for the save and took the chair from Triple H... only to wallop Mero with the chair, allowing Triple H to pin him for the title.

Afterwards, the duo revealed that the entire debacle was a plan to put the title on Triple H (and return him to a prominent stature within the company), while embarrassing Mero for stealing Sable from Triple H.
* Triple H tie the knot and started a family. This in turn likely helped Triple H move from working the ring to working the front office of WWE as the VP of Talent and Live Events (and indeed, he will likely become Vince's successor when the time comes).
* Triple H used to call his "the big bazooka" and "my soldier that stands at attention", mainly to irritate then-Commissioner Sgt. Slaughter.
* Triple H voiced confusion on whether the group was a regime or a faction (both terms were used throughout the stable's history) and settled on "Fac-gime."
* Triple H was Hunter Hearst Hemsley, American blue blood from Greenwich
* Triple H was this to him in 2005 after Triple H lost 3 straight ppv matches to him, even handing Triple H his first pinfall loss inside the Hell in a Cell (he had been in 5 before that, winning 4, and was not involved in the winning decision of the other).
* Triple H... While Shawn quickly reverted back to being a full-fledged face, Hunter has remained heel since that day in August.
* Triple H who would seize any advantage; Trips has been known to carry around a sledgehammer. Orton spent several months prior to the match systematically destroying the McMahon family (of which Triple H is a member), and Orton hates his opponent with a passion (and routinely uses cheap shots and outright cheating to gain an edge). Both of them fight more or less fairly. While Triple H would have lost the title if he was disqualified, Orton had no such restriction.
* Triple H XXV. In the process, Triple H even referred to his marriage as "the worst-kept secret in the business".
* Triple H, yet as a face, all he needs are his fists and maybe a sledgehammer in order to take out the rest of the roster.
* TripleJ parties are now thrown all over the world. Not bad for an indie music station.
* Triple-layer, really: The C and R were removed because it wasn't the normal Critical Role.
* triple-pronged one is broight out for the three cockroaches when the same happens to them.
* Triple Shifter: Someone doesn't get enough sleep because they're too busy with multiple jobs.
* Triple Shifter: When you're a civilian by day and a superhero by night, how do you sleep?
* Triple Subverted. Zombies, when decapitated, need one more shot to kill them... or just a few seconds, and then the body falls down by itself.
* Triple Threat Comics, uses this power to battle villains such as Mr. Slumber.
* Triple Threat", Ember's sneezes trigger uncontrolled fire-breathing, which can be somewhat destructive. It doesn't help that she claims to have an allergy to feelings. At the end of the episode, such a sneeze melts the celebratory ice statues. She comments they should make more things out of rocks.
* Triple Threat/Fatal Four-Way — This match is similar to the Elimination match in that more than two wrestlers are involved. However, unlike the Elimination match, only one pinfall or submission is needed to end the match, whereby the wrestler who gets the pin or submission is declared the winner. A title is (almost) always on the line for these matches (the main non-title variation being a number one contender's match for when several wrestlers are feuding over who deserves the next title shot), and there is a good possibility that the current title holder will lose the title without being the one getting pinned. Naturally, there will invariably be multiple near-falls where the third wrestler breaks up the pin or hold. Also, you can count on one wrestler being "knocked out" or otherwise indisposed for much of the match and win it at the last moment after both his opponents have beat the living crap out of each other.
* Triple Threat, is not clear to Payu and Long Fei, nor to Collins and his crew. Jaka uses Payu and Long Fei to get to the mercenaries, and after seemingly teaming

up with the mercenaries, eventually helps the duo to defeat them. Ultimately, Jaka's allegiance is to vengeance for his wife and village.
* Triple Threat, specifically, is one of the most interesting type of matches when you take wrestler alignment into account:
* Triplet, the "Hidden Worlds" of Shamsheer and Karyx are only accessible though a set of tunnels to other dimensions. The natives of these worlds appear to be human, and are presumed to have been planted there by whatever advanced civilization created the tunnels, but no one's sure. And since the tunnels prevent carrying any technology (or even clothing) through them, doing genetic testing would require dragging one of the natives naked and screaming back through the tunnel. As one of the explorers notes, that's currently considered "unacceptable procedure."
* Triple Whammy: in the episode "Proxy Prexy", Marty runs for condo-board president to act as a mouth for Frasier's ideas, and tensions rise between the two.
* triple-wields — that is, use nine swords at once, or at least create the appearance of this.
* Triplexes since they used up so much fuel and water they were almost completely empty once the train hit the peak, with barely enough left to make the journey back down without exploding due to lack of water.
* Tripocalypse plays with this trope by having unnamed NPCs Punch Out God as part of the prologue (and promptly get out of the spotight), which allows the setting to exist in the first place.
* Tripod Attack to unlock the "cool menu," which lets you double your damage, armor, and shields. Completing all the achievements involves beating the game and all the challenge modes.
* Tripod novels is to convert Earth's atmosphere into something they can breathe.
* Tripod sleeve notes written in this style. (For example, the track listing is headed "A Complete Listing of the Songs from Self-Saucing: For the benefit of those prevaricating upon the purchase of this Audio product.")
* Tripods trilogy, the Masters' domed cities are maintained at higher internal gravity than is normal for Earth, making life comfortable for the alien Masters and extremely arduous for their human slaves.
* Tripod Versus the Dragon: Scot and Yon play the evil Twin Wizards by wearing party hats and carrying torches to light their faces.
* Tripping Down the Rabbit Hole) after being nearly killed by Apocalypse World Michael, he discovers that he now possesses the powers and limitations of the 'local' angels, such as his wings being actually visible and no longer able to smite demons by snapping his fingers. Unfortunately, Gabriel soon learns that angel blades are still a valid weapon when he discovers that someone has smuggled a collection of blades from his universe to this one, particularly when an unknown party is melting those blades down to make bullets and has already killed the 'local' Gabriel.
* Tripping Over You about improvising some kind of lecture, but spares them both the experience.
* Tripping Over You and flirting with Liam, before and after they get together, and never misses a chance for an innuendo. But when Liam asks him to cut down on the PDA, Milo concedes, and he doesn't even bring up the subject of sex because he doesn't want to push Liam to it and instead waits until Liam himself articulates an interest.
* Tripping Over You follows the lives of two British boarding students in love.
* Tripping Over You It is just as perplexing to the main characters in the audience.
* Tripping Over You It would seem the apple doesn't fall far from the tree, as the uptight Liam falls in love with the upbeat, laid-back Milo.
* Tripping Over You: Matt has no complaints about his office overlooking a gym with plenty of picture windows.
* Tripping Over You, Milo and Liam get theirs early on, in chapter 2. Their now established relationship arguably sets the course for the further comic.
* Tripping Over You. Milo nearly strangles himself with his tie out of nerves before Liam explains that his father is just as anxious for Milo's approval.

* Tripping Over You, this is a point of contention between Liam, who likes to grow his hair out, and his father Eli, who thinks it's unmasculine. Fortunately, Eli drops the unpleasant "makes you look like a poof" comments after Liam comes out of the closet.
* Tripping Over You to his father, his dad promptly shows relief and comments that he was afraid that Liam was sneaking around because he was doing drugs. He promptly reveals that he's also angry about the whole "dating another guy" thing, but prioritizes the fact that Liam wants to quit law school. Eventually, his dad calms down a little, and it's implied that his real problem with the situation is that Liam didn't tell him about it sooner and instead lied about what he had been doing for so long.
* Tripping Over You to phrase his declaration in a way that Liam can even understand. Milo is invited to help out in what he thinks is a date between Liam and a girl. As he has a crush on Liam, he tries to dominate the evening, and then finds out, to his chagrin, that the date is not between Liam and the girl, but between Archie and the girl. Confused and mortified, he flees to the loo, and when Liam finds him there, he begins to try to make Liam understand.
* Tripping the Light Fantastic is apparently about the relationship between science and society.
* Tripping the Rift, and they tell him it "needs work and sounds forced".
* Tripping the Rift: Chode, a disgusting purple alien and incredibly hot Six. Then again, Six is a sex robot that he owns, and we have no definition of Chode's relative attractiveness by the standards of his own species (as opposed to us humans, who aren't really qualified to judge). Also, an episode claimed that men and women are both held up to unreasonable standards for attracting the opposite sex; it's just that with women it's looks and men it's money. Six's interest in Chode is also explained in that he had her upgraded beyond being merely a sex bot allowing her to become the ships science officer and treats her with the closest he can manage to respect. Apparently, he's treated her better than anyone else has and she's perfectly capable of walking away if she wants to.
* Tripping the Rift: Chode is always naked. Interestingly other members of his species like his grandfather do use clothes, so go figure.
* Tripping the Rift; Chode is so cheap, the escape pod's stealth mode simply produces a starprint curtain that surrounds it.
* Tripping the Rift episode "Miss Galaxy 5000" has Six competing in one of these.
* Tripping the Rift. Fortunately, the crew are able to con the Gypsy into undoing the curse by claiming they cursed her with ugliness (the "mirror" they show her is really a video tablet showing T'Nuk in the Gypsies outfit, miming her).
* Tripping the Rift had Darf Bobo tell one of the judges for his daughter's supermodel contest that he's kidnapped his wife, and if he knows what's good for her, he'll vote for his daughter. Upon seeing the picture Bobo provides for evidence, the judge tells him that's his mother-in-law, and that Bobo's free to kill her.
* Tripping the Rift has a reporter covering the new phenomenon of "evil" that Chode has introduced. He is explaining the concept of "stealing" when someone demands the microphone, and shoots the reporter when he refuses to hand it over.
* Tripping the Rift have crazy misadventures in the non-controlled areas of space.
* Tripping the Rift, including the main protagonist Chod who is a purple monster with three eyes and tentacles.
* Tripping the Rift is, according to its creator Chris Moeller, supposed to be funny because he doesn't think clowns are funny at all.
* Tripping the Rift is ugly, crude, disgusting, sarcastic, depraved, and his crew never misses a moment to lampshade it. Not lampshaded yet is that his name, Chode, sounds much like the stretch of flesh between the testicles and asshole, which is where his mentality seems to reside.
* Tripping the Rift: One of the main characters is the alien responsible for the original incident.
* Tripping the Rift Six always wears outfits that shows off her back (and front, as well as most of her body).

* Tripping the Rift. The crew saves the day by turning back time Superham-style: by flying the ship around a star counterclockwise really fast. While they're setting up, they discuss the inconsistency of the rules of time travel and the problems with changing the past.
* Tripping the Rift: The space ship was both sapient and afraid of wide open spaces...
* Tripping the Rift, the three voice actresses for Six, and the occasional guest star during Seasons 1 and 2.
* Tripping the Rift to settle for worshiping the engineering geeks who designed them.
* Tripping your opponent via Drop Toehold, Dropkick to the knee, etc. Not as impressive as a Clothesline, Spear, etc.; nor as flashy as a Hurricanrana, Missile Dropkick, etc.; but much harder, if not impossible, to avoid. This especially comes in handy against
* Tripp is able to understand the Amazons because of a translator device put in his ear.
* Trippy Finale Syndrome: The finale takes place in some trippy and abstract realm.
* trippy transitions, showing various Pokémon performing some actions. The first time, it's easy to think that it's part of the actual short, and not a transition.
* Trip's Servine apparently doesn't mind Ash's Snivy whipping him until he collapsed. Granted, Servine was under the effects of
* TripTank reveals that aliens' fascination with probing came when they abducted a drug trafficker and tried to implant a probing device inside his anus, only to find that there was already something up there—a bag of cocaine that he was smuggling. Every subsequent probing has been part of a quest for more cocaine.
* "Trip to the Archives" is placed in between "Croak & Punishment" and "Snow Day".
* Triptych Continuum, and in small amounts unrefined platinum leaks the magic back out. But large chunks of unrefined platinum, or damaged platinum wiring, simply absorb magic without being able to discharge it, until there is so much magic stored up that the platinum chunk can't hold it anymore and explodes in a building-levelling blast.
* Triptych Continuum: at the start of the story, Celestia and Luna are so mutually depressed as to have their emotional state manifest through their magic, creating storm clouds in the Solar throne room.
* Triptych Continuum bits, as they were discontinued some centuries ago. Even then, though, it's not even the metal which qualifies as expensive: it's the fact that the ancient coins are A. extremely rare, and B. contain a note on them reading, 'Good for nearly all Princess labor, Public or Private'.
* Triptych Continuum) causes overpowering horror and confusion in normal ponies. Chaos children have the opposite effect, finding it beautiful, while non-ponies simply see a moving picture, with no supernatural effects either way.
* Triptych Continuum disease being guaranteed in the offspring. Celestia saw that part coming — but wasn't quite expecting centuries of the spell's use to push Equestria into a mare majority.
* Triptych Continuum entirely inaccurate." Applejack isn't exactly looking to just find a decently healthy earth pony stallion to stud her and then raise the foals on her own — but romance would pretty much have to fall on her head if it was going to get her attention, and with Apple Bloom seemingly on track for a non-farming mark and Big Mac impossible to herd into dating, her current top priority is to make sure the farm has a next generation.
* Triptych Continuum Glimmer appears to have computer terminology as its title theme.
* Triptych Continuum has Rhynorn's Flu, a unicorn disease that in addition to normal flu symptoms causes field scattering. Whenever a unicorn with Rhynorn's tries to use magic, their field will scatter sparks of magical energy everywhere. If the field is being used for standard telekinesis, these sparks will randomly accelerate anything they hit, while the fallout from true spells can be even worse.

* Triptych Continuum, in Chapter 30, after Rarity discovers Gentle reading to Twilight:
* Triptych Continuum is that her field dexterity score is rather high: in essence, she's very good at micromanaging.
* Triptych Continuum it a Secret. (Applejack realizes some of the stories are probably just that: scare tactics to get younglings in line — but over the course of Equestria's history, having at least one fatality would seem to be guaranteed.)
* Triptych Continuum: It's how Gentle and Twilight are positioned, when he reads to her, as described by Rarity:
* Triptych Continuum like carrying things and putting food into their mouths.
* Triptych Continuum, Spike gets a spam flood, and the story ends on a pun on spam (canned meat):
* Triptych Continuum: Stile has one with Allie Way. They're described as having breakups as regular and nearly impossible to reconcile as a seven-ten split.
* Triptych Continuum The Bounce Test has its chapters' names relate to mirrors:
* Triptych Continuum, there’s also the discovery of a disease that amplifies the mark magic until it renders the pony unable to do or think of anything that is not the exercise of their talent.
* Triptych Continuum There is also a more rarely seen pro-Diarchy media which is equally mindless in its support of the government.
* Triptych Continuum the Secret is a secret, just that this is what Earth ponies have been doing for centuries.
* Triptych Continuum. This results in a course where your putt swerved right because microridges in the soil told it to, the rough is hidden by illusion, and the wind does in fact hate you — with every countering element steadily growing stronger as you move towards the end. Celestia silently sums it all up somewhere around the sixteenth hole.
* Triptych Continuum to come up with a spontaneous working: the odds are somewhat improved for those acting from the heart of their mark. But it's only a chance, and most of the other options work out to 'fully uncontrolled magic surging into the world.' It's the closest thing unicorns have to a chaos effect, and those who don't touch their dream just might die all the faster.
* Triptych Continuum Triptych itself, all the chapter titles can be linked to art.
* Triptych Continuum way for a unicorn to boost his or her magical strength. The drug's effect manifests as a boost ranging from fifteen to fifty percent of the user's original strength, but that strength is obtained by cannibalizing the rest of the body, which means that the stronger drugs have a good chance to kill the user when they run out. In addition, boosters are highly illegal, and all known variants produce visible side effects.
* Triptych Continuum, with the Celestia Meter (Adjusted) for raw power and the Luna Meter (Adjusted) for manipulative ability. Basically, strength and dexterity for horns. Both range from 0 (nonexistent) to 10 (alicorn).
* Triptych Continuum, Worthy's Chocolate was the oldest chocolate shop in Equestria. Its founder and the first few generations of the family gave Worthy's Chocolate a reputation for perfect chocolate. Over the centuries, they expanded their operations and became renowned across all of Equestria. But in the last couple of centuries, the Worthy family prioritized making bits over making chocolate (with Cutie Marks to reflect that). It all came crashing down when new customers actually tasted their chocolate and realized it was terrible — a consequence of embracing automation, cheaper ingredients, and unskilled labor. The Worthy brand name had lost its appeal and became a joke. By the time the fic takes place, the first and now last Worthy's Chocolate shop is closing down for the night for the last time.
* Triptych, set in Atlanta, Georgia, the detectives are hunting a killer who bites out his victims' tongues.
* Triquetra Cats, anthropomorphic Proud Warrior Race which demands all members at a certain age enlist in the military.
* Triquetra Cats, nanites are a miracle cure for most any medical condition however

each use increases your chances of contracting a disease called NCDS (nanite cellular disintegration syndrome) where the nanite user's cells can no longer support themselves and break down.
* Triquetra Cats. One of the squad leaders in the Antreyki military IS the General's daughter, despite being competent as a military leader, she also tends to be a flaky party girl and she was placed there as an attempt to straighten her out.
* Triquetra Cats takes this trope to the extreme with Splio Beasts — animals which are ultimately the genetic crossbreed of every known member of the animal kingdom all mixed into one.
* Triquetra Cats. The lizard people and bird people may have reptilian and avian traits and features, but they are still mammals.
* Triquetra Cats (the main characters fall under the costume only definition)
* Trisana Chandler, from the same series, doesn't quite faint, but once she starts learning to scry and see visions, they give her severe headaches. She also has a tendency to fall down when she comes out of her trances because she loses track of time and stands still in one spot for hours and hours, resulting in wobbly legs and cramps.
* Tris' friendship with other Dauntless members not named Christina, Will, and Al are sacrificed so the films could focus more on her budding romance with Four. It is also why when Uriah meets Tris in the Candor headquarters in
* Trisha considers Hohenheim to be nameless considering the circumstance he got his name.
* Trisha does this in Episode 59 by pretending that she's actually talking with her mother as soon as Brittnay asks her if she's speaking to Mackenzie on the phone.
* Trisha Elric's grave also appears periodically, most notably in the chapter 'The Father Before the Grave,' when Edward goes to the cemetery to visit his mother's tombstone and meets
* Trisha gives her blessing when Hohenheim decides to go on a journey
* Trisha Hershberger in which she vlogs naked about a variety of topics. The show has attracted some interest from the nudist community who praise it for demonstrating that simply being naked is not inherently sexual.
* Trish and Lita were involved in some teasing with Christian & Chris Jericho that was ultimately revealed to be an example of
* Trish and Lucia, Dante's allies in the first and second games respectively also qualify and even have very similar origins. Both were created in the image of humans by the villains of their respective games to be obedient minions. While Trish pulled a
* Trisha Paytas came out as genderfluid in 2021. This followed a controversial video from two years earlier in which they claimed to be a trans man; Paytas now claims they didn't know the right terminology to describe their identity back then.
* Trisha Paytas: Known for her dramatic vlogs and her 'Mukbang' videos. (In)famous for creating scandals and being a self-confessed troll.
* Trisha Yearwood), all of which only got to #2. "Georgia Rain" also proved more popular in the long run than its mere #15 peak would indicate.
* Trisha Yearwood's song "She's in Love with the Boy", young couple Katie and Tommy go to the drive-in, where "They're too busy holding on to one another to even care about the show."
* Trisha Yearwood (this was before they were married), but only on the Canadian charts.
* Trisha Yearwood - "When a Love Song Sings the Blues," "When We Were Still in Love"
* Trish has more success using her own celebrity status to sweet talk the right people into revealing the security firm that Kilgrave has hired to protect him in case Jessica uses the sufentanil to knock out his powers. As she explains to Simpson:
* Trish Hidge of the mayor's office once held a press conference in front of a brightly painted truck for the purpose of denying said truck existed. Most questions involved pointing at the truck. She later admitted that the conference

was held for the purpose of practicing her denial skills. Then denied having any denial skills.
* Trish lampshaded this once when Vince McMahon complimented on her match. She pantomimed dialing a phone and said, "Hello, 911? I'd like to report a robbery. It looks like the women have stolen the show."
* Trish Stratus as a manager with an athletic build, but little actual fighting ability of her own, was shown as a submissive type for most of her early tenure, and then stepped up her in-ring work in a BIG way. She's now remembered as fondly for her impressive matches as for her impressive looks, and is in WWE's Hall Of Fame.
* Trish Stratus) but along the way earned numerous amounts of respect for her desire to improve. So in Trish's case, the fans came for her beauty and stayed for the wrestling.
* Trish Stratus: Has came out of retirement a few times, most recently in 2018. Joined the WWE Hall of Fame in 2013.
* Trish Stratus in particular credits him with helping make her career. Behind the scenes, the women say that Fit would always fight to get them more time for matches.
* Trish Stratus is naturally brunette but bleached her hair blonde when she became a model and that was what she was known for during her WWE career. Two years after she retired she went back to her natural brown colour. She became blonde again in 2016.
* Trish Stratus Lita. While not acknowledging how much time had passed since her turn, Trish pretty much nailed the irony of the situation.
* Trish Stratus meant that she was always put back into the face role. Whenever she makes a return to WWE, she's always a face.
* Trish Stratus naturally blamed Stratus for the degradation of their division even though she was just as serious about trying to move past titillation for its own sake as they were.
* Trish Stratus. She's also said that she can be sexy with her clothes on.
* Trish Stratus. They may have some onscreen rivalry in the past but both have an extremely close friendship over the years to this day. Lita is even the godmother of Trish's son.
* Trish Stratus where he mentioned their history together and led to Stratus having a return match against him that night.
* Trish Stratus, where he recycled the "filthy, dirty, disgusting..." line (though leaving out "nasty, skanky") on her, sending her running from the ring.
* Trish Stratus wrestling experience and gradually takes over the entire division, much like Trish had a few years before?
* Trish Tales takes place in a world where living action figures have been created, and are sold as pets.
* Trish Talk about her killing Kilgrave, Jessica throws an unclaimed pizza still on its metal plate, embedding it on the wall and states, "a heroine would denounce you for planned murder, a vigilante would beat the shit out of you for it! Choose which one you want me to be?" She then proceeds to steal a pizza yet to be delivered, and later enjoys it with Trish.
* Trish the demoness from the first game spends most of the game as this since she works for the
* Triskaidekaphobes note another contributing factor to why he never won a Super Bowl title:
* Tris may be an incredibly powerful "weather witch", but in order to summon rain, she has to
* Tris' mother, Natalie, is revealed to be a Dauntless before her Aptitude Test. In the climax of the first book, she saves Tris from being condemned to death by drowning and fights alongside her in the race towards the Abnegation safe zone, culminating in her
* Trisolaris is expected to be destroyed for good within a thousand years, hence their need to colonize a world outside its solar system. The fleet they're sending to invade Earth

* Tris quickly learns that people are more willing to share information after they've been shot.
* Triss, it's the good guys vs. Princess Kurda and her vermin vs. three giant adders.
* Triss picks up two crewbeasts who've done something stupid and actually bangs their heads together.
* Tristana acts a downplayed Vaporizer, thanks to her giant cannon and emphasis on basic attacking.
* Tristan acts black when Kaiba lampshades a scene in which Tristan is
* Tristan and Iseult (also known as Tristan and Isolde). The legend of Tristan and Iseult is an influential romance and tragedy, retold in numerous sources with as many variations. The tragic story is of the adulterous love between the lovers. The narrative predates and most likely influenced the Arthurian romance of Lancelot and Guinevere, and has had a substantial impact on Western art and literature since it first appeared in the 12th century. While the details of the story differ from one author to another, the overall plot structure remains much the same.
* Tristan and Iseult, and nobody in the court can figure out an antidote.
* Tristan and Iseult, in order to discover if Isolde was having an affair with Tristan, she was forced into a ritual where she would swear and grab a hot iron, which would burn her if lying. She swore that the only men who had ever been between her legs were her husband and the peasant who carried her across the river, who tripped and accidentally landed with his head between her legs. She was telling the truth and thus the iron didn't burn her. She just didn't mention that the peasant was Tristan in disguise.
* Tristan and Iseult work out. Tristan, King Mark's young nephew, drinks it with Iseult by mistake. They fall madly in love and sleep together, and they continue to commit adultery after Iseult and Mark's wedding.
* Tristan and Isolde contains two characters named Isolde, both of whom pursue a romance with Tristan. The two are typically called "Isolde of Ireland" and "Isolde of Brittany" to minimize confusion.
* Tristan and Isolde has the titular British knight, Tristan, who is in love with the fair Isolde.
* Tristan and Isolde is credited by many as being possibly the origin of the concept of romantic love in the Western world.
* Tristan and Isolde story portray the love triangle this way: Isolde (A) is married to Mark (C) but in love with Tristan (B), who is in love with her, but is also loyal to Mark, who is his uncle.
* Tristan assumes they're in outer space. Then Bakura summons Dark Necrofear, a gaunt, sallow and thin figure...
* Tristana, the Yordle Gunner, including towers, before exploding. If she continuously fires her cannon at a marked target, it becomes "primed" and deals even more damage once it explodes.
* Tristan distracts Yami Bakura by throwing him the unconscious body of Mokuba, long enough to let him hit him for a K.O. It was one of the rare action scenes that didn't involve children's card games in
* Tristan Jones, the first man to sail a boat from the Dead Sea to Lake Titicaca, the highest and lowest bodies of water on Earth. He also spent months trapped in an iceberg in the Arctic Circle, and continued sailing even after losing his leg. That is,
* Tristan MacAvery had a massive fallout with Matt Greenfield, resulting in him no longer getting work at ADV Films. He hasn't worked in anime since, and his role of Gendo Ikari in
* Tristan MacAvery is best remembered as Gendo in the original dub. He had some other decent parts at ADV around the same time, but nothing nearly that big, and he hasn't been heard from in over 20 years. He apparently retired from voice acting after a fallout with ADV co-founder Matt Greenfield.
* Tristan Mack Wilds auditioned for the role of Randy Wagstaff before being cast as Michael Lee.
* Tristan und Isolde, the second act love duet has its would-be climax in B major

crushed by a deceptive cadence accompanied by Brangane's piercing scream.
* Tristan watches Isolde sleep after she's been injured in a sword-fight.
* Tristar repeated the feat). The death toll is not shown but is likely enormous.
* TriStar's winged horse. When the studios merged, they just used both logos rather than change them.
* Tri-Stat. All of these games included a lot of additional information of their respective shows, including an up-to-date episode guide up until the time the books were released.
* Tristifer Botley does this toward Asha Greyjoy based on some experimentation when they were barely more than children. His projected ideal woman has little to do with the flesh-and-blood claimant of the Seastone Chair.
* Tristram, Argavaine and Gareth are female in the space and contemporary arcs. Isolde is female in all arcs, and this makes no difference to Tristram's story. (However, Gareth's paramour becomes male in the space arc.)
* Tristram Shandy: A Cock and Bull Story. Gillian wants to get away from her most famous role, and is later annoyed when her scenes as the widow are cut from the movie. Many, many more layers of meta in this film.
* Tristram Shandy consists of digressions within digressions within digressions, and so on. Notably, the titular narrator starts the tale with the story of his conception, but he gradually gets so sidetracked chronicling the circumstances surrounding it that he first gets around to the story of his birth well into Volume 3.
* Tristram Shandy has a chapter-long aside about a war between France and Switzerland that starts when the countries disagree about what to name the French heir.
* Tristram Shandy (like following the death of a character with a completely black page.)
* Tristram Shandy — which is also the longest sustained attempt at subverting the trope.
* Tristram's is the draining and replacement (thereby, healing) of Life Energy.
* Tris tries to comfort Al privately about his fear of being cut. He bluntly tells her "I just hate anyone who's better than me."
* Triton Bloom aka Trowa Barton raised by mercenaries after his parents' deaths and his sister's disappearance.
* Triton Bloom, who works in a circus as a clown, but is as far from goofy as one can get.
* , Triton claims children of Poseidon all inherit his black hair, green ocean eyes and pout. Su and Lee agree with this after seeing him with his demigod sister Rhode.
* Tritone. Because it's dissonant, it must be the devil! To clarify: The tritone is not just dissonant. It is the most dissonant interval in existence. It is also the interval between the base tone and the semi-tone between the ultra-consonant perfect fourth and perfect fifth in a scale. The interval is also exactly three whole tones (three being a holy number in Christianity, representing the Trinity, the cardinal virtues, etc.) Both these aspects of course make it extra satanic.
* Triton gets disgusted over SpongeBob's breath as the latter talks to the former.
* Tritter, with his main victims being House, Wilson or Chase. Helped by David Morse being unbelievably creepy in the role.
* Triumphant Reprise: A happier version of a previous song that was depressing in tone.
* Triumphant Return!, Matt says, "Me being the smart guy I am, I decided to do a little digging." He then picks his nose, and says, "No, not that kind of digging."
* triumphing against the heroes as Miracle Queen, leaving her as a social pariah who's one infraction away from getting booted out of Francoise Dupont for her bullying.
* Triumph of the Will-inspired imagery goes (one hopes) right over the kiddies' heads.
* Triumph of the Will Nazi propaganda, and deliberately appeals to the audience's passions with dramatic, soaring music.

* Triumph of the Will. While most mature viewers would recognize the Nazi iconography it's doubtful they know the original source.
* Triumph of the Will you to think of this movie when you thought of them - and scenes from this movie are among the most commonly used shorthands for the Nazis.
* Trivago has some played-to-the-point-of-overkill ads. In Brazil, not only they brought back the "Mr. Trivago" to
* Trivially Obvious. Chances are pretty good that unless it's a limited series or the production has been a complete disaster, the crew probably started work on the second season well before the first started airing. If the show looked promising enough to air, the producers weren't going to have the cast and crew sit on their haunches for months on end until the first reviews and ratings finally started coming in.
* Trivial Pursuit: A combination of luck and knowledge. Entire books have detailed not only strategies for choosing categories and both asking and answering questions, but also the game's inaccuracies and ambiguities.
* Trivial Pursuit: America Plays (2008-09; produced by Wheeler-Sussman Productions and Hasbro for syndication, with interactive components based around webcams and video recordings)
* Trivial Pursuit - found the name of the Egyptian god Ptah funny, mostly because it was so out there.
* Trivial Pursuit, on account of having to reach the center space by exact die roll in order to receive the final question. If the die doesn't cooperate, or the final question is missed, this can go on for hours. Add to the fact that many editions of the game contain pretty antiquated trivia to people shy of their fifties.
* Trivia Murder Party 2. If not, however, the host will drop everyone on the heavier side to their doom.
* Trivia Murder Party. Each finger represents an answer choice, meaning as long as you're alive you cannot choose that answer. So if the finger you cut off corresponds to a right answer on a later question, well, sucks to be you.
* Trivia pages are inherently concerned with trivia, they don't require a subpage for it.)
* Trivia: The only soldier to escape possession is Tucker, due to the fact that the RT crew decided an evil Tucker would be too obscene to broadcast.
* Trivia: While almost all fake fast food signage shows the pickles hanging out of the sides of burgers, anyone who was paying any attention when they were trained for grill knows the pickle goes hidden in the center so it can be reached by a bite from any direction around the burger.
* Trivium's sole Top 10 on mainstream rock was "Until the World Goes Cold" in 2015, well after their peak in popularity. As such, it's not nearly as well-known as songs like "Pull Harder On The Strings Of Your Martyr", "Down from the Sky", or "Anthem (We Are The Fire)". In fact, even of their 2010s material, it's not their most well-known. That honor likely goes to "Strife" (which peaked at a comparatively low #24).
* tri-wielding!), that he uses on whatever he feels like. He's skilled enough to deflect bullets with it, playing into his iconic line, "A sword without subtlety is but an iron bar."
* Tri-Wight, which shows three Skull Servants crawling out of the grave to fight again. It is supposed to show that death is not a permanent thing for them.
* Trixie as well, at the end of "Magic Duel". Although she gives a heartfelt and very sincere apology, she is still as hammy and conceited as ever. Just more apologetic, that's all.
* Trixie Belden had several comic book stories. One involved a female suspect hiding out as a guy. The crook forgot that female shirts tend to button on the opposite side. Because a woman just can't prefer to wear mens' shirts, even back in the 1940s when the print series began.
* Trixie Belden. Never mind that Dot was canonically portrayed as likable and talented, Trixie herself admitted Dot was amiable and her jealousy of Dot was her own personal fault, and Jim and Dot expressed a mutual romantic interest in each other. Here, none of the Bob-Whites like Dot at all, Dot is jealous of Trixie and

rude to her, fixated on scoring Jim as a boyfriend, and continuously portrayed as "easy" and "loose" (ie, wearing a bikini to swim while the other girls wear one-pieces) in an attempt to villanize her.
* Trixie Belden series, there's almost always a new villain in every book.
* Trixie Belden series. Trixie Belden lives on Crabapple Farm just outside Sleepyside, New York. With her best friend Honey Wheeler, they hope to one day start the Belden-Wheeler Detective Agency - but in the meantime, they get lots of practice solving all the exciting mysteries that take place around Sleepyside.
* Trixie Belden takes place in New York, and mentions many of its famous landmarks.
* Trixie Belden, the title character and her bestfriend, Honey, plan on opening the Belden-Wheeler Detective Agency when they're older.
* Trixie Belden; Trixie begins flirting outrageously with the latter out of jealousy at how Jim is getting so cozy with the former.
* Trixie carries a small pistol strapped to her leg as a surprise weapon. Only in her
* Trixie dons a dark cloak in lieu of her purple magician's costume when she obtains the Alicorn Amulet, which turns her crazy and evil. Once the protagonists remove it from her, she eventually returns to her usual costume and personality.
* Trixie elicited this response from a lot of fans. Sure, she was a lying egotist who humiliated people on stage, but getting her home and livelihood smashed in addition to getting outed, humiliated and shown up by Twilight Sparkle was a bit too much.
* Trixie falls into this role as the series goes on. She's decent at magic and intelligent but does neither of these things nearly as well as Twilight Sparkle, she's artistic and creative but but not as much as Rarity, she's loyal but not as much as Rainbow Dash, she's an entertainer but not as good at it as Pinkie Pie is, she's honest and keeps promises but not as well as and is far more unpleasantly blunt than Applejack, and she has compassion but not nearly as much as Fluttershy. She's also not
* Trixie gets furious when Twilight tells her she won't be taking over the defense.
* Trixie initially thinks being assigned to Ponyville is a case of this, not helped by finding letters from the previous occupant telling her as such (and the occupant before him, and the occupant before them, and so on), causing her to try and spite Princess Luna by making the next twenty-four hours miserable for everyone around her. Then Luna tells her this
* Trixie is commonly depicted in fanfics to be an illusion specialist - although canonically she is far more versatile.
* Trixie is paired with a rock for a class project when she and Timmy are the only living beings in the room without partners.
* Trixie is shown again talking in her sleep in "Road to Friendship". According to Starlight Glimmer, she's rehearsing her whole show all night long.
* Trixie Lorraine (who's in her early 30s) and Faneul H. Peabody (who's in his 50s but
* .) Trixie offers to sleep on the floor, but Twilight refuses, and insists that the bed is big enough for both of them. (It's not.)
* Trixie. One of the blind bag glitter ponies bearing Trixie's color scheme and cutie mark was named "Lulamoon", presumably because the name Trixie couldn't be trademarked. Fans took it as either a last name or a stage name. The fifth wave of blind bags went with the former.
* Trixie Rabinowitz via her newest "nerd-wrassling" technique: the "Justice Wedgie Choke-Slam".
* Trixie's a stage magician by trade, yet when her power was tested by an Ursa Minor it proved rather inadequate. Later her power output was boosted by an artifact to around Celestia or Luna's level, she was capable of using, with ease no less, spells which Twilight considered far outside her range. And she's just a performer.
* Trixie slowly becomes an associate of the Mane Six, after Twilight's forced to take her in, due to her experiencing a rather...

* Trixie Tang briefly became this to Timmy after he wished they were the only two people on earth in "Just the Two of Us!"
* Trixie to get it back. In the end, Trixie reads the letter for real and to Timmy's surprise, she loves it, only to reject him because she assumes the letter thinks she's even prettier than his mom.
* Trixie treats her knowledge of the Fourth Wall like dark magic, using it to supplement her magical abilities. She doesn't seem to have quite the same level of access as Pinkie, however.
* Trixie Vs... before they're interrupted by Trixie laughing at Fluttershy's misfortune, prompting this reaction.
* Trixie when they're in the middle of using them, stopping the process.
* Trixie which Twilight can't do and she is forcefully removed from Ponyville. She returns for a rematch and uses a false amulet and smoke and mirrors to fake three even more powerful spells in order to get Trixie to steal the powerless amulet and removing her real one.
* Trix Rabbit: In one commercial made to promote new Trix friendship bracelets, the kids tell the rabbit that even though he can't have Trix, they can still be friends, giving him one of the bracelets.
* Trix Rabbit the most infamous example. There's a reason he's the page image.
* Trix Rabbit to put a hurting on some smart-assed kids and take their cereal. General Mills has actually played this to their advantage by holding voting contests asking kids if the Trix rabbit should get to have some cereal; the results in three of the contests in 1976, 1980, and 1991, was an overwhelming victory for the "Yes" side.
* Trix Rabbit. Who doesn't want him to get that cereal, kids watching the commercials included?
* Trix Rabbit with the fact that he will never ever get to eat the cereal.
* trod over the line. Everything about himself was fodder for his stand-up—including his heart attack and non-Hodgkins lymphoma. Sadly, he died in 2010 of injuries sustained in a car accident.
* Trogdor!! The Board Game and the world in which said dragon is the focus of.
* Trogdor!! The Board Game casts the players as the Keepers of Trogdor, who help the ferocious dragon Trogdor the Burninator and guide his actions as he rampages across the kingdom of Peasantry, burninating the countryside, the peasants, and the thatched-roof cottages.
* Trogdor!! The Board Game, players team up to help Trogdor the Burninator devastate the land of Peasantry in this cooperative game.
* Trogdor!! The Board Game uses this as a game mechanic. If Trogdor gets hit by a knight or archer when his Trog-meter is empty, it triggers "Trogdor's Fiery Rage", where he goes on a rampage before fleeing the battlefield, moving randomly and automatically burninating any tile, peasant, or cottage he touches. Players can actually win the game if they manage to burninate the board before Trogdor's Fiery Rage ends.
* Trog is in some ways an inversion: the director was a personal friend of hers and she did the movie more as a favor to him than in need of a paycheck. She was paid very well for the movie too, and a good portion of the budget was spent to ensure she had her own wardrobe van.
* troglydytes are inbred to such an extent that they qualify as a separate species, if they were ever human in the first place.
* Troian Bellisario episode the Immortals and the unnamed redhead that picks Gibbs up in the silver convertible is Sean Murray's real-life mother Vivienne Bellisario. Nepotism much?
* Troi and Riker were like this early on, talking to each other telepathically a lot. This was dropped or forgotten, later, though it was picked up again in the novels, especially
* Troi beats Data at chess. She then explains to him that chess isn't just a game of logic, but also intuition. As the Nitpicker's Guide puts it, "Try playing 'intuitive' chess against a computer and you'll lose in no time flat" (and then suggests that perhaps she had his

* Troi has a habit of randomly changing her expression, possibly related to
* Troika Games was working on an untitled computer RPG in a post-apocalyptic setting before the studio closed in 2005.
* Troika had created the artwork, and the reader was essentially looking at Batman's own concepts, facilitated by little notes in the margins supposedly by the man himself. Unfortunately, this results in most of the notes making very little sense, because the concepts are too finished to look like something Batman sketched up in a brainstorming session: for instance, he remarks on one fully-colored and inked illustration dripping with detail to "drop the shoulder spikes." It also makes very little sense that instead of refining the designs one at a time, all the designs seem to have been made from scratch. And on top of all that, why would Batman spend what looks like hours drawing, inking, and coloring dozens of costume designs that are almost completely cosmetic? Shouldn't he be, you know, stopping crimes?
* Troilus and Cressida features the original Cassandra. In an early scene, she runs onstage and attempts to warn her father and brothers that Troy will be up in flames by the end of the Trojan War. None of them believe her.
* Troilus and Cressida, Pandarus, trying to find out who Troilus is in love with, promises to help him win her even if she were his sister.
* Trois Couleurs, Bleu to return her necklace taken from the car crash at the start of the movie. In return he asks her to explain her husband's dying words to him "Essayez de tousser, maintenant" (try to cough now). She explains that it was the punchline to a joke he'd been telling about a woman who goes to see a doctor about a chronic cough and is given a powerful laxative.
* Troi wears a low-cut lavender catsuit for much of the series. She was ordered to wear a standard Starfleet uniform by Jellico in "Chain of Command".
* Trojan Ambulance: Usually involves characters being disguised as paramedics.
* Trojan (condom) in the US. Also the brand name of detergent in Malaysia, but has since fallen out of use- now it's "Dynamo". In Malaysia at least, the brand "Durex" took over the word for condoms instead.
* Trojan Cycle is of princely blood. Even Eumaios, Odysseus' swineherd, is a prince who was captured and sold into slavery.
* Trojan Gauntlet: A character gets all embarrassed about having to buy condoms.
* Trojan Gauntlet (condoms are no longer behind the counter, self-service checkouts) have rendered this trope a thing of the past.
* Trojan Gold. (The mystery has since been solved, but that was after the novel's publication).
* Trojan Horse is history's most famous example. Forget trying to break down the mighty Trojan Door or Walls, we'll convince them to open the Door and let us in!
* Trojan Horse much like how he devised the plan for the original Trojan Horse. The third are earthquakes, which reference how Poseidon was the God of both Horses and Earthquakes; a symbolic horse rather than a physical construct.
* Trojan Horse mutagen into the Playground, transforming numerous agents into brainwashed Primitives, who proceed to wreck havoc.
* Trojan Horse, proved more successful at promoting fitness and body building(though they never had aspirations of leading the international field).
* Trojan Horse, while distracting the French with a friendly game of American football... which wasn't invented until over 80 years later.
* Trojan Horse with even the most cursory knowledge of military history will know better than to fall for it. It even spawned the phrase "beware Greeks bearing gifts".
* Trojan Points that would keep it near the Lagrange point), but any object there would be easy to see: an object in the L4 point would be a perpetual morning star, rising four hours before the Sun every day and preceding the Sun on its annual circuit of the ecliptic, and an object in L5 would be a perpetual evening star setting four hours after the Sun every night, and trailing the Sun around the ecliptic.
* Trojan Prisoner: The heroes infiltrate an enemy base by pretending to have been captured.

* Trojans have a massive crystal in their back. They also have a shield, which unlike the player's shield can't be broken. Said shield is always up. Also, they hit like trucks.
* Trojan War. Brad wants to have sex with the school's alpha girl and needs to buy a condom. Good luck...
* Troll 2, a kid catches some goblins in the act of eating their victims, prompting this memetic exchange:
* Troll 2 are defeated when Joshua eats a double-decker bologna sandwich in front of them during the film's climax. They can't come within 20 feet of you after you eat 2 bites of bologna.
* Troll 2, but they were clearly written as a counterpoint to a genuine attempt at horror.
* Troll 2. Creedence attempts to seduce one of the boys by presumably putting a spell on his TV, which shows her walking up to his door in a seductive manner, with an over-the-top bass-heavy "sexy" song playing over her movements. The boy then opens the door to find that the music is louder, acting as a legitimate soundtrack to their dialogue. Once they enter the camper and proceed to make out, the music is quieter again, but this time muffled as if it's coming from outside the door.
* Troll 2: Creedence in her younger human form seduces Brent in this manner.
* Troll 2: Creedence is the queen of the goblins and the primary villain.
* Troll 2. Earlier in the film, Creedence uses a paralysis spell on him, which only leaves him able to move his mouth.
* Troll 2 ends with the family seemingly defeating the goblins until it turns out the goblins somehow survived, end up turning the mom into plant food and eat her right in front of the screaming son as the movie ends. Yes, this is the same film whose twist was that nilbog backward spells goblin.
* Troll 2 fit the bill pretty well. All of them want a tasty snack of the humans in the movie.
* Troll 2, Grandpa Seth has this ability, and stops time to allow his grandson to urinate on his family's food.
* Troll 2: "If my father knew you were here, he'd cut off your little nuts and eat them. He can't stand you."
* Troll 2 in turn is better known for the controversy it caused for having killers dressed as Santa Claus.
* Troll 2 "It's made with sap. From the forest. It is a concentration of all the vegetal [sic] properties."
* Troll 2: Joshua and his family have just escaped Nilbog and gotten safely back home. All seems fine until he realizes that the exchange family laced their food, and sees the goblins devouring what's left of his mother.
* Troll 2: The goblins try to treat the Waits family to Nilbog food so that they can turn them into "half-man, half-plant" goblin food.
* Troll 2: The Goblins would count, given their enchanted food with nasty side effects, their posing as humans through glamour to lure humans to their doom, and their love for all things plant and hatred of man.
* Troll 2 was probably trying for this, but it ended up not really making any sense.
* Troll 2 were local residents who responded to an open casting call hoping to be extras. George Harvey, who played the main character's father Michael, was a dentist with no prior acting experience who showed up for fun, and Don Packard, who played the store owner, was a mental hospital patient on a day trip.
* Troll 2, where the dad fumbles with his belt while yelling at his son for ruining their food... and tightens it to deal with the hunger pains.
* Troll anatomy (usually questions about this are answered with jokes, or pointing out that the asker is asking about the genitalia of 13 year olds).
* Troll And I's death, but the actual article of interest is the one about Scandinavian troll sightings.
* troll been added to traditional film photos in the development process.
* Troll between the two sorts of relationships, which makes it even more complicated.

* Troll Bridge: The heroes must outwit someone guarding a bridge in order to cross.
* Troll can't decide whether it wants to be a horror comedy or straight up horror.
* Troll civilizations once spanned the entire world of Azeroth, and magnificent ruins of Troll architecture can be found in every corner of all three continents. The trolls are still around, but only the Drakkari and Zandalari maintained significant holdings until recent events demolished them.
* Troll Cops, getting her in trouble very quickly. In the first midseason finale, Rose finally drills home for her the fact that there is no black and white, and what really exists is one of these.
* Troll Cops pastiche led by Rose Lalonde and including most of the city's active vigilante superheroes.
* Troll Cops, there are several characters who essentially have the same origin but diverge over time.
* Troll Cops, who clings to the long-defunct Hemospectrum and looks down on non-trolls and trolls of lower blood castes. However, his belief in his own superiority drives him to live up to his high expectations, resulting in a personal reputation of incorruptibility in the largely corrupt APD. And his long-term partnership with Aradia Megido, a troll officer of the lowest blood caste, is forcing him to re-evaluate his deeply entrenched biases, and he is (gradually) improving.
* Troll dolls inspired multiple separate adaptations under different licenses. First was the
* Trolled! die as a result of collecting a 10-bagger, 30-bagger, or 50-bagger.
* Trollface or simply to spam Internet communities for trolling purposes.
* Troll Fic, and she outright admits that the only reason she's dating Link is because he's a guy and she's (allegedly) straight. Lauren's chapter in the first fic confirms that she and Sara were dating in "real life", and the ending of the original trilogy sees Sara finally admit it herself.
* Troll Fic and then humiliating him by taking a picture of it and sending it around to the entire school, ensuring his reputation would be ruined and he's never get another date. It also does this to Lincoln, as it's implied he apparently tricked Leni into giving him handjobs, claiming it was "exercise".
* Troll Fic, since this was published around Connie's debut and beforehand pairings like Steven/Amethyst and Steven/Pearl were popular.
* Troll Fic. The commentary reveals interesting bits and trivia about the fanfic.
* Troll Fic. To this day, nobody has claimed responsibility for the fanfics, all of which were published in 2010, and nobody has been able to find out the true identity of this infamous troll fic writer, though it's believed BoxofScraps was run by the same person as the now-defunct @Real_Hulk Twitter account.
* Troll food is entirely inedible to organic life, being rocks, but according to
* troll he isn't gay based on "prison rules", but his behaviour tends to make his victims skeptical at best.
* Trollhunter incorporates a few details from old troll myths, such as their ability to 'smell a Christian man's blood'. The troll expert in the film admits he doesn't really know how that interacts with Islam.
* Trollhunters: All the Trollhunters before Jim were themselves trolls.
* Trollhunters, and her true form is even more powerful and almost unstoppable.
* Trollhunters becomes inert rock. Those aren't statues of Trollhunters past surrounding the Hero's Forge, those are their reassembled corpses.
* Trollhunters behind everything evil in this series, is also known as the Pale Lady, Argante, the Eldritch Queen, and Baba Yaga.
* Trollhunters", Blinky uses the Kairosect a second time to demonstrate what he did by repositioning everyone and everything in the room. When Jim uses it later in the episode, he uses the limited time he had to save Clair from an incoming truck, manage to fix his Spanish test, get Blinky back to Troll-Market away from the human public, takes care of Bagdwella's gnome problem, steals the inferno copula from Strickler (as well as loogie in his open mouth during his dental appointment) and manages to get the Killing Stone before escaping an enraged Anger Rot.
* Trollhunters, but refuses to kill him, Draal becomes disgraced and unable to show his face in Trollmarket (up until the second half of the season). He decides to

live with Jim as his bodyguard instead, and the two form a friendship.
* Trollhunters by chance, Jim came to dislike his new duties due to the strain it was putting on his civilian life and relationships with his loved ones, but came to accept his role as the Trollhunter and the challenges even when it costed him his chances of a normal life.
* Trollhunters by seeing everyone and everything as nothing but tools for personal gain.
* Trollhunters confirms that they do not share a universe and that they are simply "office neighbors" from whom they "steal props."
* Trollhunters credit, she quickly realizes what Jim thought she meant and becomes very apologetic.
* Trollhunters episode "Bittersweet Sixteen", when Jim electrocutes the Stalkling trying to carry him away, they both begin falling and Aaarrrgghh!!! is able to make it just in time to save him from hitting the rock-hard pavement by catching him in his arms.
* Trollhunters episode "The Glory of Merlin", the adults all pretend to put on a play - essentially playing a goofy dramatization of a Trollhunters adventure (with Dictatious and Strickler in his true form framed as elaborate costumes) - in hopes of keeping Detective Scott from suspecting the truth.
* Trollhunters even reveals that the pilgriming trolls eventually met Lewis and Clarke.
* Trollhunters, eventually running off when the reality of the situation finally sinks in. His mother tells his friends and they all look for him, eventually finding him hiding away at his High School. They chase him onto the roof before confronting him, all of them assuring him that despite how much he has changed, they will all be there for him.
* Trollhunters: Heartstone Trollmarket is an Underground City beneath Arcadia that acts as a sanctuary and headquarters of good Trolls and the Trollhunters, the various buildings interlaced with giant, phosphorescent crystals.
* Trollhunters. He is universally turned down; the one rejection we see on screen is, "I'd rather choke to death."
* Trollhunters is an artifact that allows its user to step outside of time, and while it actually only works three times, Blinky wastes the first two uses demonstrating it.
* Trollhunters is a ring that houses the sorcerer/bounty-hunter Angor Rot's soul. Should another wear the ring, Angor's will is forced under the control of the one who wields it.
* Trollhunters is finally killed, his body unleashes an energy wave that wipes out all his Gumm-Gumm soldiers.
* Trollhunters is him learning how to kill, after openly defying the Trollhunter's second rule ("Always finish the fight.") by refusing to kill his first two opponents.
* Trollhunters is referred to by Strickler as "Young Atlas," referring to his need to "carry the weight of the world on [his] shoulders."
* Trollhunters is the leader of Trollmarket and carries a staff wherever he goes. When Blinky gets the offer of being Vendel's successor, special emphasis is put on him taking Vendel's staff.
* Trollhunters", Jim and Strickler act cordial and enjoy their dinner. When Barbra leaves the room to tend to her apple pie, they both try to kill each other for the Amulet of Daylight. Jim conjures his armor, Strickler returns to his true form and throws his knives, but when Barbra returns, they are both out of "combat mode" and are sitting at the dinner table. The second time she walks in, they pretend that they are looking for Strickler's contact-lens.
* Trollhunters Jim volunteers to babysit Claire's little brother Enrique, whom he suspects of being replaced with a Changeling. Naturally, he's right—Not-Enrique first manages to hide Jim's iron horseshoe and lock him out of the house, and when finally forced into his true form, wreaks havoc before the rest of the family returns.
* Trollhunters Jim wishes he could have had his best friend Toby 'sent to safety'

the same way.
* Trollhunters killed that king, he replaced him as their leader and turned them into an organized army set to conquer the world.
* Trollhunters: Many of the golems Angor Rot makes manifest from random objects around them, ranging from mud to broken glass to crystals.
* Trollhunters: Nomura whistles "Hall of the Mountain King" to unnerve Jim. It turns out she saw the opera and really enjoys the tune.
* Trollhunters, normally written in Troll-language, the incantation etched in the Amulet translates itself into English for Jim. Later on, the light emitted translates Troll-language into English and vice versa whenever Jim needs it.
* Trollhunters promises him that they will be back someday, to which he tearfully responds, "You better!"
* Trollhunters reveals that there are other similar trolls in America, Craggen and his brothers being mistaken for a series of mountains.
* Trollhunters reveals to them that she's been selling their tribe out to Gunmar for centuries.
* Trollhunters routine to get RotGuts to tell them about a suspected changeling, Blinky misreads the signals and thinks that he is playing bad cop and proceeds to threaten them with a live dwärkstone.
* Trollhunters. Since the only visual instance of one of her relatives - her brother or father - is a photograph of him in an army-green mess dress tuxedo with medals pinned to it, it is likely that she served some form of military service just like he did, or at least worked as a military M.D. at one point in her life.
* Trollhunters's passing) by having him inhale a magical powder and coughing from it.
* Trollhunters" starts with Jim and Toby having their mugshots taken. Toby starts, finding the photographing segment amusing and does various poses for the camera. Even when it is Jim's turn, he takes the time to photobomb it before Barbara comes to pick them up.
* Trollhunters", Strickler mocks Jim over losing the Killing Stone and the fact that he is dating his mother. In reaction, Jim forfeits the contest by letting go of the car and punching Strickler to the ground in front of everybody. It then cuts back to the real world, Jim still touching the truck and the punch not having occurred in the first place.
* Trollhunters: The Goblins will swear revenge anyone killing their own. The problem is that they have no concept of logical cause-and-effect about who is culpable in their vendettas. For instance, when one Goblin was run over by a human's truck, they don't attack the driver, but destroy the truck itself instead. In addition, one of the major characters, Claire, is targeted when a Goblin is killed and its remains had her photograph in the mess, which the Goblins don't understand is no evidence that she had anything to do with it.
* Trollhunters: The Secret History of Trollkind: Not only did the founders of Trollmarket (including Blinky, Vendel, Draal, Kanjigar and Bagdwella) sail on the Mayflower, they also encounter Lewis and Clark.
* Trollhunters, the voice of Jim Lake Jr. for the first two seasons, and the first two episodes of the final season, who died before release.
* Trollhunters, Toby having built years of tolerance to spicy food in order to stomach it. When Senor Uhl confiscates it and takes a bite out of it, he is rendered incapacitated for the rest of the day, alternating between drowning his tortured taste buds in milk and voiding his delicate digestive system in the bathroom.
* Trollhunters: Ultimately, every antagonist in the series — the Gumm-Gumms, the Janus Order, Angor Rot — are acting on behalf of Morgana.
* Trollhunters was deliberately distant with his son Draal as a means to keep him safe. Kanjigar is quick to berate Jim for instead keeping people close to him and putting them in danger, particularly his son Draal, who lost his arm protecting Jim. Over the course of the second half of the first Season, Kanjigar warms to the idea of a Trollhunter having companions to enough of a degree where he apologizes to Draal for pushing him away in the Season finale.

* Trollhunters: When AAARRRGGHH, Blinky and NotEnrique sneak into the school to find Strickler's office, they hear a security guard coming so they pose in front of a mural to hide and the guard barely gives them a second thought.
* Trollhunters, where the hero Jim Lake must contend with his nemesis Strickler dating his mother. At one point, Strickler mentions to Jim that he's going on a date with his mom and asks if he has any breath mints on him.
* Trollhunters, which takes place in the same town and timeframe as the third Trollhunters season, we see many of the Trollhunters episodes through the eyes of the 3Below characters.
* Trollhunters wields daylight as a weapon, making him or her this to most trolls.
* Trollhunters will severely punish whoever kills one of their own, but are also not very good at linking cause and effect; when one is killed by a truck, they take their vengeance out on the truck instead of the driver. Jim trips Nomura, causing her to land on a goblin and kill it, and they take their vengeance out on her instead of him.
* Troll. If he marries an Avatar of either gender, in the original Japanese he'll plead with them to stay by his side and hold his hand while he sleeps.
* Trolliness, when the fandom exploded over that picture, they posted another picture. What can you see in the background of the second picture? The post of the first picture.
* trolling 1-800 numbers on Skype. It's a given, since 1-800 numbers don't use up Skype credits.
* trolling after other people criticize their opinions for being utter nonsense, totally bigoted, or just plain idiotic.
* Trolling Creator ...and is the more surprised, since both sides are in zugzwang and the new mate on king to f8 is easily overlooked. The trick also works in solving competitions.
* Trolling Creator. Randi, throughout his career as a stage magician and mentalist, tended to explicitly call himself a liar, before he gained a reputation for vigorously debunking any "psychics" (such as Uri Geller) who refused to admit the same.
* trolling in an effort to also troll the audience. Particularly the self defined identity and sarcasm parts.
* trolling John backwards, so that they'll never be able to talk about the first conversation (from Karkat's perspective), where Karkat accidentally reveals his hatecrush for John. Needless to say, it's hilarious.
* trolling on the grounds of combating cyberbullying. Not only are these gross 1st Amendment violations, but they are also huge privacy violations and the line between being a troll and being a cyberbully is incredibly thin.
* trolling the rest of the band is noted as the last time he and Barrett played together, although Waters also later called it "an act of mad genius". Neither Barrett nor Floyd ever recorded the song.
* Trolling those who wanted a return of the Quebec Nordiques) by stating the league "would not expand any further for the foreseeable future".
* Trolling Translator: Someone messes with a speaker of a foreign language by deliberately mistranslating what they are saying.
* Trolling Translator: The translator deliberately mistranslates what the other person is saying.
* Trolling Translator: The translator intentionally mistranslates what the foreign language speaker is saying.
* Troll) it's hard to tell whether it's supposed to be a straight fantasy adventure or partly a comedy.
* Trollkin Fell Callers are born with innate vocal powers that are so strong they can deafen opponents within their immediate vicinity if they yell loud enough.
* Trollkins where most of the cast take part in a road race, the Sheriff modifies his car for the race. His idea of tuning? By having a male rabbit, in a treadmill that powers the car, run like crazy when he's shown a caged female.
* trollocs Aginor as shock troops for the forces of evil, and all generally look like 8-foot tall, over-muscled humans with the features of various vicious animals,

such as bears, lions, hawks et cetera, mixed in. Despite their varied appearance, they all seem to have the same brutish and simplistic instincts.
* Trollocs and have a number of bizarre abilities that cannot be explained by the series' main magic system. They're also absolutely devoid of emotion except for cold-blooded sadism and are all completely identical in terms of appearance and personality. Even human villains who encounter them are prone to remark on how unnatural they are.
* Trollocs in that each Myrddraal officer is only linked to a platoon or at most a company — you need to kill all the Myrddraal to take out the whole army, and they won't all be in one place.)
* Trollocs, though they share some of the trollocs' bestial habits, including cannibalism.
* Troll, once invoked this when C.C. tried to quit smoking. He bakes her a cake, ostensibly to congratulate her, but C.C. tells him that she's trying to be careful about overeating, as gaining weight happens frequently when people give up cigarettes. Niles (who is clearly aware of this) promptly produces even more sweets, like fresh eclairs and ice cream, just to get on her nerves.
* Troll or any number of other people may tell you. What she actually said is that she took the name "Potter" from a family she was friends with as a child, and "Harry" simply because she has always loved that name.
* Trollpak, "Book of Uz" part 2. Giant scorpions used by the trolls can weigh as much as 480 lbs.
* Trollpak, "Book of Uz" part 2. The trolls have domesticated several types of giant spiders. The largest ones weigh more than 6,000 lbs.
* Troll Post posts by a user in a forum topic. This is the smoking debris left behind.
* Troll Romance includes a quadrant based on mutual hatred (the caliginous quadrant, known as kismesissitude and symbolized by a "♠") to the point where one would at least try to kill the partner.
* trolls (about 52 Earth years), while the empress has lived for millennia.
* Trolls also see hitting each other with rocks (less fancy rocks) as a casual friendly greeting. On the other hand, sticking your hand out at a troll is sign language for
* Trolls, and anything with regeneration, can reattach body parts, including heads if they have a spare.
* Trolls are a much more ruthless and usually xenophobic flavor of Proud Warrior Race Guy. Only the Darkspear and Zandalari treat other races with anything besides general contempt. As of the third expansion,
* Trolls are a species related to humans. They can step naturally, communicate using variations in tone when singing, and have a sort of collective encyclopedia known as the Long Song which they use to pass information across the Long Earth. They're also incredibly helpful, but can't stand being around large groups of people.
* Trolls are considered this, given the fact that they hug all the time.
* Trolls are generally drawn in fanart as pretty good-looking for grey-skinned, horned aliens.
* Trolls are living rocks whose brains are impure silicon, meaning they're slow and stupid under the snowline and extremely intelligent in the cold. However, they're still susceptible to freezing to death — their cold tolerance is much higher than a human's, but it still has its own limits.
* Trolls at the same time. By which we mean it's all made up of felt and wool and glitter and things, barring the odd translucent organic tissue.
* Trolls being followed by bait images and people calling you a "shitposter".
* Trolls, both of which happen when she speaks to the kidnapped Snack Pack members about her intention to overthrow Gristle.
* Trolls: Branch gives off vibes of this, compared to the hyperactive Poppy and her happy-go-lucky brethren when dealing with the Bergen trying to eat them.
* Trolls. Branch is heavily implied to be in love with Poppy, and she seems to reciprocate by the end of the movie, but in the end nothing is confirmed. It is

worth noting that their most predominate duet together is Cyndi Lauper's 'True Colors", a classic love ballad and the scene itself gives off a rather romantic vibe. However, also worth noting is that they don't do anything more than hug, and romantic kissing among trolls is shown to exist in the film's opening number. The sequel focuses on Branch trying to confess his feelings to her.
* Trolls breed by capturing and raping human women. After a short amount of time, the woman's stomach explodes and a group of baby trolls emerges from her bloody corpse.
* Trolls, Bridget is frequently in the presence of Gristle or Chef, but neither of them recognize her when she puts on some new clothes and a wig (and a more confident attitude). Granted, they probably don't pay much attention to the servants.
* Trolls: Chef killed Branch's grandmother right in front of him when he was a child, causing him to lose his color. Later when the other Trolls lose their color waiting to be eaten in Chef's pot, only Branch can help get them back on their feet because he's been gray long enough to be able to work around the hopelessness.
* Trolls, Chef uses this to convince the king to bring back Trollstice.
* Troll Science teaches us how to make use of a stable time loop to acquire infinite money. Just spend your entire life saving every cent you can, hop in your time machine, and travel back to give your younger self all your savings and the time machine. Repeat as necessary. Since you've already been doing in indefinitely, all you have to do is wait for your future self to bring you that time machine and a fantastic pile of money.
* Trolls, Cloud Guy offers to guide Poppy and Branch to Bergentown, if Branch gives him a high-five first. The pessimistic, untrusting Branch refuses, and after some negotiation, he agrees to a fist bump. But then Cloud Guy keeps switching to bizarre greetings to annoy him until Branch snaps and chases after him.
* Trolls come in Forest, Ice and Dark varieties, each with their own skin color (green, dark blue and purple) and spells (fire, ice and hypnotic). The Horde's trolls are from tropical jungles, and have light blue skin and use spears instead of axes.
* Trolls comic story "Brain Freeze", Cooper gets a brain freeze upon eating a large bowl of ice cream, leading to the Snack Pack to try to help him. When Poppy gives him cocoa, Cooper is cured, but thinks that the actual correct treatment was Poppy's previous attempt by giving him more ice cream.
* Trolls, complete with Bridget losing a rollerskate at the pizzeria's steps and Gristle picking it.
* Trolls de Troy also has a 2D cartoon adaptation, with a big departure in art style and considerably more kid-friendly.
* Trolls de Troy: One story has a man able to teleport trolls away from their homes. To fix this, the trolls decide to have him do it "à l'envers" (Meaning both "backwards and upside-down" in French) by hoisting him up by his legs while he casts the spell. It works, to the man's shock.
* Trolls devoted to doing exactly this to the exclusion of anything else.
* Trolls doesn't work as well) when they suspect they may be in trouble. Coalface is quite emphatic in this regard.
* Trolls) don't have Chef and Creek dying at the end like in the movie. Instead, they remain living together in the forest, isolated from both Troll and Bergen society.
* Trolls, due to being bisexual by nature, don't have words for single-gender sexuality. It's thought of more as a fetish than an actual biological preference. Further, since their reproductive process doesn't result in families and involves an insectoid queen, Karkat has a difficult time understanding the concept of why "incest" would be a bad thing.
* Trolls finds the Troll's new home, Cooper poops cupcakes, which Poppy then somewhat nervously offers to Chef.
* Trolls forums use this quite a bit on "How do I make money" threads. Step 1. Cut willows. Step 2. ? Step 3: Profit (Willow logs are very cheap, around 13 GP each, and as a reference, 2 million GP is considered broke by many players.)

* Trolls franchise has an unisex aiming towards children, but most of its merchandise is made for girls, presumably because a number of the major characters are female, as well as the franchise's overall aesthetic.
* Trolls franchise's title is a shortening of the "Troll Dolls" toyline it was based on. Justified in that the title species of the toyline are actual living beings in the franchise.
* Trolls gamble by tossing something up and then betting on whether or not it will come down. To be fair, there's definitely some parts on the Disc where it's a legitimate toss-up.
* Trolls. Hairy and seemingly dumb creatures although they are good at operating machinery of various kinds. They have invented a pastime referred to as trolling which includes having jokes on other people's expense.
* Trolls has the main characters, cynical survivalist Branch and carefree, happy-go-lucky Poppy.
* Trolls have been slowly declining due to an ancestral curse that makes most of their births come out as stunted, barely sapient trollkin. Mistress Race trolls in particular are so rare that they are largely believed extinct by men and only a few thousand are left in all Glorantha.
* Trollshead (in The Dragon, #31), describes how some people ran through the illusion while others were burned alive and left charred.
* Trolls, however, the overall opinion has pretty much shifted to total shipping support between the two.
* Trolls in 2020. It involves Poppy trying to save Hug Time from disappearing.
* Trolls in most editions can't be killed with just standard weapons, but need to be burned with acid or fire to permanently die.
* trolls intentionally bombarded her with terribly racist tweets just for appearing in the movie, and then later hacking her website and leaking nude photos of herself.
* Trolls is a survivalist, not a scientist, but he still gets the line after spending years preparing an underground bunker for the Bergen attack that's coming any day now.
* Trolls is happy, energetic and hyperactive. She can sing, dance and hug with the trolls.
* Trolls is to hurt people in chatrooms and the like with offensive language.
* Trolls, is unanimously considered a better film due to focusing heavily on world exploration, having a solid message regarding cultural appropriation, more genres of music, and the cutesy tone being downgraded to an extent. Also helped by the fact that their online revenue surpassed its own budget within 3 weeks, when it took the first film 5 months.
* trolls. It's also been stated that the "lower" castes of Trolls happen to be more susceptible to psychic disturbances as well, but that's not always the case.
* Trolls like dinosaur mounts and the bipedal dinos are called Ravasaurs. There are several bipedal Ravasaurs in the game. They are basically T-Rexes.
* Trolls makes a deal with the Bergens and leads them to the other Trolls.
* Trolls: Most fantasy settings have creatures named "trolls" — but the creatures bearing that name vary very much between settings. Often they are hulking brutes similar to giants and ogres, but other times they are small creatures resembling goblins or gnomes. They might be good or evil, hairy or bald, wise or stupid. Often they are associated with stones (sometimes having the ability to turn into stone themselves).
* Trolls occasionally getting a second airing, usually during the late night hours.
* Trolls on the Discworld are said, historically, to eat people. It is unknown as to why they do this, as they have no nutritional value whatsover to a silicon-based life-form and tend to stick in their teeth. But trolls of old did this
* Troll spaceships are streamlined vessels adorned with numerous smooth, forward-pointing spines and painted bright red. The overall impression is one of a swift, sleek, aggressive predator... which suits the troll empire's
* Trolls, Poppy eats a berry that causes her to get spots all over her body and swell up into a ball.

* Trolls: Poppy is subjected to this, especially through the "Get Back Up Again" montage. She suffers as many humiliations as anyone in the film.
* Trolls, Poppy is telling the story about the trolls and the Bergens, and says that the trolls loved nothing more than to sing, and dance, and hug and repeats herself until her voice is sped up to chipmunk voice until one of the trolls in the scrapbook story pants in a chipmunk voice and then passes out from exhaustion.
* Trolls, Poppy passes out at the end of the song she was singing after one too many bumps on the head. When Branch finds and revives her, she sits straight up and sings the next verse of the song.
* Trolls. Poppy refuses to abandon them to be eaten and goes after them herself.
* Trolls: Poppy's plan to get her friends back from the Bergens is just "rescue everyone and make it home safely".
* Trolls: Poppy, the main protagonist, is seen as a baby in the beginning after her father led the Trolls to escape from the Bergens. Gristle Jr. and Bridget are also seen as young toddlers during the intro.
* Trolls: Princess Poppy, who takes it upon herself to go out and save her friends, even if no one else wants to. In the past, her father King Peppy led the Trolls' initial escape from the Bergens.
* Trolls punch and throw rocks at each other as a friendly greeting (or, if it's a pretty rock, a romantic overture), and don't always remember there are good reasons not to do this to the squishy races. In
* Trolls set great store by gold and jewels, possibly since it takes so much effort to mine and refine them. In the trolls' patriarchal society the more mineral wealth a guy has, the better his choice of bride. By contrast, the elves of Sorrow's End consider gold jewelry mere decoration, since it has no practical value.
* Trolls show affection by bludgeoning one another with rocks. It almost causes a riot when one troll "blows a kiss" to an (also troll) admirer in a controversial political situation.
* Trolls: Similarly to the example above, Branch isn't willing to go along with Poppy when she seeks his help at first, but is ultimately forced out of his bunker when Poppy gets all the other Trolls in it. It takes some time for him to tag along with Poppy, though, due to her starting the journey to Bergen Town earlier than him.
* Trolls Singapore, which all happened in the span of a year and a half. In 2019, a live show based on the franchise was announced, further expanding upon its profitability.
* Trolls supplements described trollish games, some of which involve using the head of one of the participants as a living football. Which tries to bite the feet that kick it.
* trolls Sweetie Belle by dressing up as his own mother during sexual intercourse.
* Trolls take offense at being called "rocks" despite the fact that they do in fact seem to be living, moving rocks.
* Troll Star Player Ripper Bolgrot underwent experimental ‘sports therapy’ that greatly elevated his intelligence. Now, despite retaining the look of the average troll, Bolgrot is easily one of the smartest players to have ever taken to the Blood Bowl pitch and has become famous for his strategic plays that combine tactical manoeuvring of his teammates with extreme violence.
* "Troll" starts with a typical murdered sailor—and leads to a four-episode battle with international terrorists who create
* Trolls: The Beat Goes On! and tried hyping it up by using well-known Japanese celebrities as the voices of the characters and having idol group Tsubaki Factory promote the show. These methods paid off as the show wound up being a major success in Japan.
* Trolls: The Beat Goes On! episode "Ear Worm", DJ Suki's latest song gets stuck in her and her friends' heads. Poppy drives it out with a song of her own, only for the newer song to get stuck in her head at the end.
* Trolls: The Beat Goes On! episode "Prank Day", the Snack Pack say this when they warn Smidge about the water balloon that's going to fall on her.

* Trolls: The Beat Goes On! got 13 episodes (26 segments) in before stopping.
* Trolls: The Beat Goes On! is that instead of candy, the piñata is full of sausage, which when pulled out of its stomach resembles intestines.
* Trolls: The Beat Goes On!, trolls are shown regularly storing things in their hair, even things that shouldn't logically fit. It's established for the franchise that before a certain age, trolls even use their hair as playpens and cribs for their babies.
* Trolls, the forest dwelling trolls use local critters in place of conventional technology. Most of it comes to using the bigger ones as vehicles and small glowing ones as lights.
* trolls. The male trolls are all mostly Cute Monster Guys, too. Except maybe Equius.
* Trolls, there is a flashback scene of Branch ruining several parties in which he shouts about the Bergens coming and tips something over: a birthday party where he tips over a pile of presents, a wedding where he tips over a cake, and a funeral where he tips over the casket, letting the dead troll, also dressed as a clown, roll out with a squeak noise.
* Trolls: There's a wall-eyed child Troll. For one thing, he likes watching his parents as they're sleeping.
* Trolls: The Trolls attempt this for Bridget while she's on her date with King Gristle Jr. A rare example in that the attempt is successful.
* Trolls think this. However, since troll romance is not just one type, but 4, there could a red string, a pale string, a black string, or an ashen string.
* Trolls This extends into the credits with Poppy and Branch singing "September" while dancing with the other main Trolls.
* Trolls toyline, had a lot of toy merchandise from many brands, as well as tabletop games, paper-related products, and a lot of other kinds of merchandise and promotions.
* Trolls, trolls are regularly shown to keep things in their hair, with more stuff that can logically fit. At one point, Biggie vanishes an object in his hands by wrapping it in his shorter than average hair. It's even established across the franchise that trolls use their hair as a playpen for children too young to walk around on their own.
* trolls trolls from a peaceful universe, and they're a collection of the most banal stereotypes of shallow modern suburbia, combined with deconstructive parodies of how the fandom perceived the initial troll characters. In short, they're a nasty bunch of hypocritical backstabbing jerks themselves.
* Trolls: TrollsTopia due to a shortage. At one point Smidge expresses frustration that they're mostly finding gold, tossing a freshly dug nugget into a massive pile of them.
* Trolls: TrollsTopia episode "Glitter Rush" is entirely about the trolls digging a mine for glitter due to a shortage. Glitter is explained as coming up from beneath the earth, in the form of magma, to the surface where it cools. It even has a "fool's" variant, discernible by the fact that it doesn't stick to skin at all, unlike authentic glitter which clings for at least three days.
* Trolls wears a top that shows off her navel area, which contains a gem.
* Trolls: When Chef attempts to force-feed Creek to King Gristle Jr., Gristle constantly tries to give a reason to wait until Trollstice instead, each time having Chef add a food ingredient to Creek in case Gristle wouldn't like to directly taste him. When Gristle talks about Trollstice for the third time, Chef ultimately shoves Creek into his mouth (as pictured above).
* Trolls. When Princess Poppy notices the cupcakes, she tries to offer them to said Bergen.
* Trolls: When the opening narration describes the Bergens, one Bergen can be seen giving another one a wedgie.
* Trolls who did things like calling his then-girlfriend a "fat cow" when she appeared in a thank-you video.
* Trolls, who voices a character that does not sing at the beginning of the film. What are the chances that will change by the end?

* Trolls will grab a target and violently smash them back and forth until nothing is left but their legs and lower torso. Giants will do a similar act, in addition to also biting the head off of struggling victims and throwing the rest of the body aside.
* Trolls: World Tour, although most of them don't dress with it (their leader Queen Barb is the only relevant example); instead, it's the coloration of their home and appliances. Their villainy is subverted by the end of the movie, though.
* Trolls: World Tour, and the red color is rather used to represent the Rock Trolls.
* Trolls: World Tour: An "Ignorant About Lava" variant happens in a side scene of the climax, in which a generic Rock Troll falls into a pit of lava, only to comment "Uh... This is a little hot." as he's sinking. Likely justified as the Rock Trolls are implied to have heat resistance.
* Trolls: World Tour. Compared to how the other songs in the medley have remained popular to this day and still receive constant radio airplay or are fondly remembered, "Gangnam Style" was only popular 8 years prior to the film's release.
* Trolls: World Tour: Despite every Troll Tribe realizing that the Rock Trolls are a genuine threat, they're not willing to trust each other for help.
* Trolls: World Tour, especially when some commercials showed her on good terms with Poppy and the others.
* Trolls: World Tour go straight to streaming (aside from opening in whatever screens could still be used, mostly drive-ins), this meant only Russia, Singapore, and Malaysia got traditional releases.
* Trolls: World Tour got a pretty mixed reception, but many people showed interest in it just because of its release strategy: to adapt to the coronavirus pandemic, it was one of the first animated features to be released for streaming services on the same day as its theatrical release, possibly setting a precedent for other movies struggling to find an audience with theaters closed around the world.
* Trolls: World Tour happen at a concert led by Queen Barb after the Rock Trolls took the other Tribes' strings and members. It starts off as Version A, but switches to Version B when Branch and Poppy begin a relationship together.
* Trolls: World Tour has a dance-off between the K-pop Trolls and Raggaeton Trolls, Branch included. Branch quickly adapts to their dance styles and also points out to both groups that Barb has no right to choose which music goes and which music stays.
* Trolls: World Tour, it is shown that a troll of either gender can reproduce by growing an egg in their hair, which then hatches into a baby troll.
* Trolls: World Tour made over $100 million dollars in rentals, breaking digital records across the board and making more money for Universal than the first film made for 20th Century Fox within five months.
* Trolls: World Tour movie usually kept the dramatic and comedic parts separate from each other.
* Trolls: World Tour: Queen Barb and the Rock Trolls travel on their world tour in leathery creatures capable of traversing all terrains of sea, land or air. They vaguely resemble angler fish (a female in Barb's case and the rest males).
* Trolls: World Tour, the Rock Trolls use shooting guitars to fight the other Troll tribes, although not to kill.
* Trolls: World Tour, this happens to Branch twice. The first time, a variant, is when he claims to like "Born To Die". The second time occurs when the Reggaeton Trolls and The K-Pop Gang find him; he listens to both groups' music moments before getting captured.
* Trolls: World Tour, two sub-genre groups, Reggaeton and K-Pop, have a dance-off over Branch. Neither group has any intention of helping him, though, because they're fighting to see who gets to keep the full prize for the bounty placed by Queen Barb. This would be quickly subverted, as like shown before in the movie, they were just doing their job out of desperation to keep their music. They end up teaming out of respect for one another, and agree to split the capture.
* Trolls: World Tour was one of the first animated films released during 2020's COVID-19 pandemic.

* Trolls: World Tour: When he sees the effects of the ultimate power chord on the troll monarchs, Riff is taken aback and concedes to Poppy's point that everyone being the same isn't a good thing.
* Trolls: World Tour: When pointing out how different the other Troll tribes are compared to the Pop Trolls, King Peppy mentions that some are so different they can't even grasp the concept of Hammer Time. Cue a shot of Pop Trolls dancing to "U Can't Touch This" with horrified looks on their faces and promptly panicking.
* Trolls: World Tour, where most of the movie's cast, including a number of generic characters, are thrown into a fourth wall together. They don't slide down after that, though, instead remaining still due to the pression that's being applied to each other.
* Trolls. Yeah, they can rip you limb from limb with their bare hands, but a little sunlight turns 'em into inanimate rocks. One good way to trick a troll into watching the sunrise is to challenge them to a game of riddles: no troll can resist such a challenge. But beware: according to the legends trolls are extremely good at riddles, and if you decide to give up before dawn then they celebrate their victory by eating the loser.
* Troll terminology to create an utterly bizarre monologue from Inspector Berrybreath.
* Troll: The cornerstone to Torok's world is destroyed and the world collapses around him. Then, as the cops are investigating, Torok grabs one, presumably to take his form.
* Troll: Those who get off of people's retorts towards their trolling; those who had sucessfully "baited people" into insulting them. May overlap with the villainous cases above.
* troll. Though her powerful telekinesis obviates it's use as a weapon, she does perform the grappling, swinging acrobatics with it while investigating a ruin.
* Troll winners) and the winners are only allowed to possess the award for themselves if they acquire it through supernatural means. Naturally, no one has accomplished this task.
* Troll) with his ring to turn him into one of his minions, he turns bright green with slime oozing from cuts on his body while screaming in agony the whole time, morphing into a cocoon which cracks open. Out pops a little monster with Peter's facial features and spider legs.
* Troll You especially! (Sees picture of a Green Troll Monster and facepalms) Not that kind of Troll, you moron!
* Trollz, and Jasper, who used to have an enormous afro. Then Amethyst cast a spell and removed his hair permanently.
* Trollz a stone ogre hates liars and only accepts the truth, even when it's negative. She asks the trolls if she's ugly, to which Amethyst agrees, but when Mica lies and says she's gorgeous she flies into a rage and attacks him.
* Trollz DVDs are three episodes combined into one movie, with bonus scenes added in.
* Trollzenberg). The sole exception would be Miss Tourmaline, which is a disguise by Snarf.
* Trollz had spell phones, which act like flip cell phones that can send spells to other phone users, as well as a group call feature.
* Trollz had the main villain, Simon, wipe out the old Trollzopolis 3000 years before the series began, forever changing the Trollz' way of life by turning most of the good magic evil and minimizing the rest, and according to the website he almost destroyed the planet by unleashing Black Amber.
* Trollz has a detailed system of magic, several historical events are mentioned, and in one episode the wheres and whys of how girl trolls get their magic is explained. They even have a different calendar system.
* Trollz is a 3000-year-old gremlin who destroyed Trollzopolis once and wields powerful magic, but he looks and acts like a 9-year-old boy and has no aptitude for modern technology. He's also quite proud of being evil, as is his sidekick Snarf.
* Trollz, one of Simon's plans had Sapphire fall prey to this. Coaxed by a magic mirror, she grew narcissistic and power-hungry, deciding she didn't need her

friends anymore. She did have regrets about it, and apologized once things were set right.
* Trollz realizes this about herself after watching old movies, where she only ever did what everyone else wanted to do.
* Trollz Simon successfully takes over Trollzopolis in the Middles Ages arc and the brainwashed girls arc, though by the end of things he's ousted and things go back to normal.
* Trollz, Simon uses this to escape the Shadow World, pretending to be a scared little boy who'd been trapped there.
* Trollz, the brainwashed heroines' costumes are actually less revealing than their normal outfits, being more like MIB suits.
* Trollz, this happened in the backstory, with the old Trollzopolis being destroyed by Simon, as well as a lot of their magic being corrupted and taken. The world almost bit it, too.
* Trollz, Topaz loves shopping and is a fashion expert. The official description says that she was blessed with the gift of supreme fashion sense.
* Trollz variety, using magic to make life less boring, though they also use it to fight against Simon when necessary.
* Trollz when ogres are sensitive to light. Good thing Sapphire's spell misfired earlier and made her feet glow.
* Trollz, when the girls enter the Shadow World during the day they were only there for a short time, but when they came back the mall was closed and it was late at night.
* Troma. After some events that involve a ballet tutu and a sheep, he's laughed out of the gym locker room by what seems like the entire town and takes a running jump out of the window and into a vat of radioactive waste. Yeah...
* Troma. It has less to do with monstrous cannibal spirits, and more to do with killer animated pots of chili, however.
* Troma's War: At the time, the record holder for most bullets fired in a single movie.
* Troma's War, where a screaming woman appears during the opening... and is promptly shot.
* Troma undergoes a mutation that makes him lose his hair and transform into a hideously deformed creature of superhuman size and strength. Ever since his transformation, Toxie has dedicated his life to ripping apart all manner of bigots and criminal scum.
* Troma was banned in Finland for a year following its release due to a scene in which the antihero has sex with a corpse.
* Trombley, despite being from Michigan, reflects the more aggressive, trigger-happy side.
* Tromeo and Juliet, the eponymous pair find out at the end they're brother and sister, but decide to get married anyway. In true Troma fashion, they have hideously deformed kids.
* Tromeo and Juliet, the titular Tromeo Que has a brief scene where he masturbates furiously to a pornographic interactive computer game with a list of fetishes to pleasure himself to. Which does he choose?
* Tromie, the giant, mutant radioactive squirrel from the not-quite-serious
* TRON 2.0 all at once when he realizes he and all other humans who use computers have been this to the computer world inhabitants.
* TRON 2.0 a Program called The Corrupter is turning Programs into drones on the order of his User, masking his presence from the ICP forces and civilians so they can't recognize him as a threat. Tron is sent to cut off the malevolent User's access while Mercury takes down the Corrupter himself.
* TRON 2.0 (as in, the guy who programmed Tron) in a closet full of computer parts.
* TRON 2.0 clean up his act, he turns down a promotion in order to continue making video games.
* TRON 2.0, featured Ma3a, an artificially intelligent construct and vector for the digitization correction algorithms who was modeled after the original movie's Lora Baines, player character Jet Bradley's mother. It is hinted however that Ma3a

actually has part of Lora's consciousness integrated into her program (said part having been digitized during the digitization laser accident that claimed Lora's life).
* TRON 2.0: If Jet derezzes a "civilian" program, the OS announces "Illegal Program Termination" and the game ends.
* TRON 2.0, if you kill any non-hostile and/or "Civilian" Programs (like Ma3a, Byte, or any character that you can talk to), you hear a voice say "Illegal program termination." Five seconds later, you get a screen with the same message.
* TRON 2.0. If you throw your disc at an enemy and miss, there is a pretty good chance it will hit the enemy on the return pass. The effect is even better with the sequencer subroutine.
* Tron 2.0 is a faction of corrupted virus programs, led by a user whose digitization process was botched. Because everyone at risk is a computer program and not an actual human being this was probably the only time this was ever justified.
* Tron 2.0 is an former executive who was incorrectly digitized into the computer world and became a virus, his poisoning presence was even referred to as The Corruption. Infected programs who attack you have a chance of infecting one of your subroutines (weapons and equipment), making it have the opposite effect until you complete a virus scan on that subroutine. Oddly, you eventually get to use the special weapons of the Corrupted yourself without risk of self-infection.
* TRON 2.0. It makes one wonder if the writers had the thing on multiplayer
* TRON 2.0, it's almost always an insta-kill. The times it's not is when it's glanced off armor. Jet will also say something like "Ouch" or "Yes!" if he manages a perfect hit.
* TRON 2.0) merged with an AI. This makes Morgan (along with David Warner and Jeff Bridges) the third actor to play three different roles in the franchise.
* TRON 2.0), Monolith seemed to be trying to imply some interest between Jet and Mercury, but the pair had a critical lack of scenes together, and Mercury spending half that screentime under a memory wipe put a severe damper on it.
* TRON 2.0, naturally, takes place almost entirely inside several computers with protagonist Jet Bradley digitized into them.
* TRON 2.0 resorts to this logic and uploads the protagonist in desperation.
* TRON 2.0 : The Profiler subroutine. Fully upgraded, it gives a Program's name, armor level, hit points, and inventory.
* TRON: After evading a Recognizer that was searching for them, Yori quips to Tron "Let's do it again!"
* TRON Alan Bradley is by casually asking if Lora (Flynn's ex, Alan's fiancee) still leaves her clothing on the floor. Lora is less than amused by Flynn's trolling and almost walks out.
* TRON, all "bad guys" have red light as their theme, and even when they don't win, they're still badass.
* TRON and comes up with the plan to break into Encom. Oh, and she wrote Yori, who is this trope in her own right (designing, building, and piloting the Solar Sailer, using her connection to Dumont to get Tron access to the tower, etc.)
* Tron and his three sons all cheat in some way, and in each case, they are ultimately beaten.
* TRON and if what happened to Tron is any indication, her survival odds appear dim.
* TRON, and Jordan Canas-Flynn's death, since that degree of careless behavior would be perfectly in character for Flynn Sr. prior to the coup.
* TRON And they both plan to reform the whole Program religion so that humans and Programs are on more equal terms.
* TRON. A Program's circuitry patterns and coloration indicate their loyalties, native system, and relative social class. If a character changes their social position or loyalties, their circuitry will change to match.
* TRON are the cause of the infection and tries to hunt you down, forcing you to fight security programs.
* Tron as the antagonists found the rabbit hole before the protagonists and are

using it to wreak havoc in the electronic "wonderland"
* TRON became just a dick that enjoyed making others fight to the death, program, user or otherwise.
* Tron Bonne, such as a train and Bruno in the first game. She was 13 in the first game (and her spinoff) and 14 in the second.
* Tron Bonne swears revenge after he defeats her Ferdinand/Feldynaut robot, but not before sincerely praising him for being stronger than she expected.
* TRON. But then, Flynn lays out the reason behind the hacking - Dillinger stole Flynn's work, using it to make a meteoric rise in the company. Realizing Dillinger (and Master Control) have "broken the rules" convinces Alan to throw his lot in with Lora and Flynn, culminating in a six-felony late-night break-in on company headquarters to get Alan's software (the title character) running and expose Dillinger's crimes.
* TRON can fit this. As a bit, he is only capable of two responses—"yes" or "no"—and each response is accompanied by a change of shape: a yellow octahedron for "yes", or a red spiked 3D shape for "no".
* TRON canons explain Jet's absence in the film as him being in Washington DC visiting his mom, Jet and Sam having a nasty falling-out before the film's events, or some combination of the two.
* TRON. Dillinger and Master Control locked down all information and user access on our side of the screen, and it took the form of a totalitarian state on the other side of the screen. The User-Believer Programs frequently speak of their longing for a "free system" while Sark and Master control speak of "control" and "order." The lockdown is also why Alan and Lora decide to team up with Flynn in order to get Tron online in the first place.
* TRON, each faction from the game had a different color and pattern, and it was important to tell the difference, lest you accidentally shoot an ally or civilian.
* TRON: "Elementary physics: a beam of energy can be diverted. Are we there yet, mommy?"
* TRON enter a computer network when their bodies are reduced to component information by a teleportation device (actually a laser, but the same principle is involved).
* TRON: Evolution died protecting Quorra from a huge falling aircraft.
* TRON fanon has it that programs' circuits are as sensitive as human genitalia (which programs are often but not always assumed to lack). This is supported by a deleted scene in the original in which Tron and Yori indulge in a moment of physical affection by tracing each others' circuit patterns with their fingers.
* TRON featured a relatively tiny amount of actual CGI, amounting to less than five minutes' worth in a feature-length film. However, the extensive use of footage from the famous Light Cycle sequence in television spots and trailers gave the impression that the entire film was computer generated.
* TRON. First, we see it used on Clu, then we see Dumont and other elderly (presumably user-interface) programs being put through the same torture.
* TRON, Flynn is forced to play various deadly games by the Master Control Program.
* TRON forces eventually catch him, and he's remarkably snarky and sarcastic to them, even in the face of certain de-rez.
* TRON forces other living programs who defy it to participate in video games — which, for a program, are battles to the death.
* TRON for the first time. He was immediately fascinated by video games, and wanted to do a film incorporating them.
* TRON further explains it by saying Flynn coded many of those games based on real-world sports he enjoyed.
* TRON greater capacity. If Byte played by the same rules as Bit, he'd be able to say 256 distinct things.
* TRON has the Bit, who acted as a sidekick to the hero and could only say "yes" or "no" (with a corresponding shape-change). Though technically It also assumes a neutral state when not responding to a question, which should qualify it as a trit.
* TRON. He was a video-game programmer who ran his own arcade, then gets zapped into the games themselves...

* Tron himself uses powerful magic to cheat, using his crest's power to eliminate any Trap Cards caught in his way during the Duel Carnival ride. (In his defense, exactly how much this qualifies as cheating is debatable, as Droite is the one who placed most of them deliberately to stop him.)
* TRON in that the digital world was built by humans and populated by digital avatars that reflect the best and worst of the humans who built them.
* TRON in the beginning of the movie indicates she helps control the laser.
* TRON in the real world includes a black Encom helicopter with fluorescent red paint stripes, effectively real-life Tron lines.
* Tron: Invasion). Jet Bradley asks Mercury (a female Program) to promise never to worship him (Programs revering humans like we revere Gods), saying that humans age and die eventually. However, a Program's typical lifespan is about five or six human years to a human male's eighty, a fact that isn't lost on Mercury.
* TRON, is actually an interesting subversion — when you consider that the OS that everyone uses was made by a hacker, it makes sense that all the computer use a Command Line Interface, making for something of a Linux future.
* TRON is just as computer savvy as his dad, using his skills to annually crack Encom and prank them.
* TRON is one giant example of this, as EVERY program — may it just be a harmless chess-program — is portrayed as possessing AI. The MCP (who once was the aforementioned chess-program) even goes as far as declaring the human race useless and trying to seize the cyberspace. Of course, humans can also be easily converted into AI by a laser beam, invented to teleport oranges....
* TRON: Legacy, Alan does this to Sam early on with the excuse that Sam wasn't answering his phone. Sam at least pretends not to care about Alan barging in.
* TRON: Legacy, all minor characters are instantly destroyed when they crash, but major characters are always thrown clear from crashes completely unfazed. Minor characters are also instantly destroyed by a hit from a disc, but Clu takes a shot from Tron and survives, while Quorra merely goes offline instead of being totally destroyed.
* TRON: Legacy), and tossing any programs who didn't meet his standards into games in which loss means de-resolution (which is program-ish for "death", in case you were wondering). His ultimate goal was to escape into the world outside the Grid, the real world, and destroy everything "imperfect" to make way for his perfect system.
* TRON: Legacy aren't very accurate over long distances. The heroes are in one large craft, with an additional turret, being attacked by several nimbler craft. In order to take one of them out, the pilot uses a real life tactic of taking the flight into vertical, where the smaller crafts' weaker engines die out before the larger craft's does, giving them plenty of opportunity to shoot down the assailant as they fall.
* TRON: Legacy: CLU was created with the guideline to create the "perfect" system, and the ISO programs are not perfect specifically because they are flawed and don't operate within defined parameters.
* TRON: Legacy comic, and that the Admin Program was given an impossible directive, which drove him somewhat insane.
* TRON: Legacy didn't get saddled with this. We see the beginnings of an attraction between the Sam and Quorra once they get to know each other a bit better on the Solar Sailer, which is probably a more natural true-to-life progression than this trope: they only recently met.
* TRON: Legacy dynamic entries, within seconds of each other. First, Sam is driving his cycle toward another program to get his cycle-stick-thing to him, when suddenly, Clu ramps his LC on top of the program in question, and he just appears out of nowhere. A few moments later, Quorra bursts into the arena in a Light Runner, and Clu ends up running right into it.
* TRON: Legacy, Generated by the same Baton as Light Cycles, Light Katanas can be used by programs on the Grid, as demonstrated by Quorra during the fight scene in the End of Line club.
* TRON: Legacy had "Flynn Lives", a campaign based on conspiracy theorists who were

looking for evidence that Kevin Flynn was still alive and active within the electronics circuit after disappearing years ago. The Blu-ray for the film includes additional footage of it which follow the ending where Sam Flynn finally accepts his role as leader of ENCOM. It's further revealed that Alan Bradley had been supporting the theorists all along.
* TRON: Legacy has several, including a soft launch to Flynn's Arcade and a loop to the upper-left flipper for a ramp shot.
* TRON: Legacy has these all over the playfield, most notably on the ramps when the playfield blacks out.
* TRON: Legacy he favors, CLU leans towards the Ancient Rome-influenced end of the Most Definitely Not Hitler scale.
* TRON: Legacy: Hexagons are sported by a lot of the architecture on the virtual world of the Grid. As well as the mesh worn underneath most of the Programs' costumes. In fact, in the Armory scene, the undermesh is seen forming all over Sam Flynn hexagon by hexagon.
* TRON: Legacy his son grows up with bedtime stories about the stuff his dad did on the other side of the screen, even having action figures of Tron and Clu on his bookshelf. Twenty years later....
* TRON: Legacy in the game, more so than anything about how the game actually played.
* TRON: Legacy, in the same order: getting digitized by the laser and imprisoned in the Game Grid, being forced to fight in gladiatorial combat, escaping from the light cycle arena through a hole in the wall, having an ally seriously injured (Ram dies, Quorra gets better), and boarding a solar sailer which is captured by the enemy carrier. Thirty-two years, a larger scale and a rather different aesthetic help disguise this and makes them feel more like a homage to the original rather than a direct rip-off, but the comparison remains a valid one.
* TRON: Legacy, invokes this trope in a more-or-less realistic fashion, stating that the ISOs (short for Isomorphic algorithms) are artificial lifeforms that spontaneously originated from the chaos and complexity of the grid itself.
* TRON: Legacy is lit entirely by artificial lighting with only stormy clouds above. Quorra, having lived her entire life inside the Grid, longs to experience a real-world sunrise.
* TRON: Legacy. It doesn't help that his evil digital doppelganger actually shows more emotion.
* TRON: Legacy, it's confirmed that time passes 50 times faster in the computer world. So while Kevin Flynn (Jeff Bridges) has been missing in the real world for 20 years, he has lived 1000 years in the computer world.
* TRON: Legacy: Kevin Flynn orders Clu, a computer program, to create the perfect system. Living beings aren't perfect.
* TRON: Legacy, lends credibility to the somewhat off-kilter and inhuman appearance of CLU, who uses Flynn's younger face as his own.
* TRON: Legacy, marking a pretty stark contrast with the doors. Presumably this was either a matter of personal preference on the owner's part or because the filmmakers couldn't get a fancier visual effect to look right.
* TRON: Legacy. Most prominent in the third release of the game, as the backbox translite features Clu's faceless black helmet front and center.
* TRON: Legacy on characters were achieved using flexible light strips built into the clothing. Not one line is CGI or underlighting.
* TRON: Legacy: One of the prisoners on the Recognizer has half of his face derezzed. When that particular program looks at Sam Flynn, he just growls.
* TRON: Legacy reason to hate and fear artificial intelligence just took charge of the world's biggest software company and the power of deity over billions of Program lives.
* TRON: Legacy, Sam does this to get the drop on two guards on top of a lift.
* TRON: Legacy, Sam ends up zapping himself onto the Grid by ignorantly repeating the last issued command on the console. Even when faced with the warning message, he makes only a token effort to look for the indicated "aperture" before confirming the command.

* TRON: Legacy: Sam Flynn is arrested after pulling a prank on his father's company, ENCOM. When he gets out and picks his bike up from the impound lot, he greets the guard with "Hey Carl" and gets a sigh and "Hey Sam" in return.
* TRON: Legacy, Sam Flynn stages an undercover operation to release the source code of Encom's operating system to the public. He's the main stockholder of the company, it's legal for him to do so.
* TRON: Legacy: Sam lands on the roof of a taxi cab. The driver swerves to try and get him down, citing "no free taxi".
* TRON: Legacy, series creator Steven Lisberger is the bartender at the End of Line Club. The credits and supplemental material list his character's name as Shaddix.
* TRON: Legacy, since Sam is Kevin's son and owns a controlling interest in Encom stock, he can get away with a lot of legally questionable actions. For example, after breaking into Encom headquarters, stealing its intellectual property, and freely distributing it across the internet, Sam is merely punished with a couple hours in jail and getting his bike impounded. Plus, it's implied that this isn't the first time it's happened.
* TRON: Legacy speaks with broken English when Sam lands on his roof while escaping ENCOM HQ at the beginning of the film.
* TRON: Legacy's prior the events of the movie. Bonus points for actually being called The Purge in story.
* TRON: Legacy's stealth suit is basically a toned-down version of this.
* TRON: Legacy. The chanting was recorded at a panel held for the film at San Diego ComicCon using the audience.
* TRON: Legacy the film's composers) only response to a fight breaking out in their club is to change the music.
* TRON: Legacy: The mothballed jukebox, dusty and unused since Flynn's Arcade closed in 1983, immediately starts blasting hits from when it was last active (Journey's "Separate Ways" and the Eurythmics' "Sweet Dreams Are Made of This").
* TRON: Legacy the night before he mysteriously disappears. Also notable for being the only real-world scene where CGI is used to make Jeff Bridges look younger.
* TRON: Legacy, to a lesser degree. He was able to activate things no mere program should be able to activate (like a junked Recognizer) and was able to shield Yori from being derezzed. (It is also implied but never confirmed that Flynn himself cannot actually be derezzed, having survived with no lasting harm more than one event that would derez any normal program.)
* TRON: Legacy uses this to great effect, though it also plays with it a bit: white and blue characters are considered good guys, but in multiple cases, characters of both colors oppose the protagonist out of circumstance.
* TRON: Legacy was created with the purpose of creating the perfect system. He ended up staging an Anti-Mutiny when Flynn turned away from that goal to foster the development of the ISOs, a random (and thus imperfect) side effect of Flynn's recreated Grid system.
* TRON: Legacy whenever a program is killed, resulting in "de-rezzing". However, instead of dust, dead programs disintegrate into bits of code.
* TRON: Legacy when Sora sets the latter free in his scenario. Rinzler's fate is not revealed in Riku's scenario, but is assumed to be the same as the film.
* TRON: Legacy. While he is obviously a good gamer as a kid, as an adult he uses his real world skills of motorcycle riding, base jumping and capoeira to outfight many of the rogue programs.
* TRON: Legacy who are looking for long missing Kevin Flynn with support from his son Sam. You can join the site and as rewards for completing parts of it you get swag like pins, stickers, posters, postcards etc. You can complete games and at one point join in crashing an Encom Press Conference.
* TRON: Legacy with the fanbase, and gained the origin film new fans. When The Grid was confirmed for KH3D, many fans rejoiced!
* TRON: Legacy, with the Rudy shot and the middle shot switched. The rules are entirely different, though.
* TRON: Legacy would follow its predecessor, especially since the CGI team knew they working on a film that was the sequel to something most of them revered as 3D

modelers and designers, so they made every dollar count. This, of course, is shown best during the new Light Cycle sequence.
* TRON like the User who created them (at least for the first film). Even then, it's implied by a line by one character that the appearance issue is because a part of the programmer's spirit goes into their creations.
* Tron Lines drops it in favor of having light strips on the suits, which by then were much cheaper and more feasible to use.
* Tron LinesGlowing blue lines over everything are a good indicator of advanced technology.
* Tron Lines. However, the color of their suits was grey as opposed to black.
* TRON material show a bit more variance; robes, sashes, and sometimes heavy looking armor.
* TRON: Most of the Programs are very happy to serve human Users, there's just a handful of Programs like Master Control and Clu that decide to go crapshoot. Unfortunately, the ones gone crapshoot test their brutality out on their fellow Programs before implementing plans to inflict it on the human world.
* TRON. Note that, given the limitation of computers at the time, a good part of said animation was still hand-drawn or hand-colored.
* TRON: Programs are living human-like constructs living out their own lives in a society originating in a computer world. They refer to human beings as "Users", bear some resemblance to their human creators, and seem to take the best and worst parts of them.
* TRON, real people have entered the Grid on multiple occasions and a program has exited it and been able to exist in the real world.
* TRON. So, he added a sound effect and the background became atmosphere while the Solar Sailer's translucent wings became an iconic image for the film.
* TRON: The corporation known as ENCOM tends to display Mega Corp tendencies whenever it's not being controlled by idealists like founder Dr. Walter Gibbs or Kevin Flynn.
* TRON. The TRON fandom was actually quite accepting of the newcomers.
* TRON, the villain Sark is enlarged by the Master Control Program until he towers over the hero, re-enacting "David Versus Goliath" quite literally.
* TRON. They are computer programs with set parameters that not even they can break, no matter how much they'd like to.
* TRON. This movie has become a cult movie, heavily enjoyed by geeks and people into computers, even though it's obvious to any such person, or for that matter, anyone above the age of seven, that computer programs are not glowing people running around inside a computer. It's just so much fun that this doesn't matter.
* TRON to blend in. Then there's re-routing a massive amount of power using his own body as a conduit and having no plan whatsoever at the endgame other than "kiss your pal's girlfriend and jump into the monster."
* TRON tone than the animated series! The merch, like clothing, toys, and coloring books were all aimed for kids.
* TRON to touch electronics for the next six months, and Alan has to haul him to a shrink.
* TRON. Tron pulls Flynn to safety while he's hanging off the Solar Sailer.
* TRON-universe fanfic, a User describes his energy ration as looking like "Mountain Dew under a blacklight and tasted...green."
* TRON: Uprising and closing in on Argon City. There has been no mention of Argon outside of this series and in January 2016 the third movie was canceled. Thus the Bolivian army ending to the storyline is a Bolivian army ending to the franchise.
* TRON: Uprising: Beck goes by The Renegade, since no one really believes he's Tron.
* TRON: Uprising Beck is a young program who becomes the leader of a revolution inside the computer world of the Grid against the villainous Clu and his henchmen. A mechanic, he is trained by Tron, the greatest warrior the Grid has ever known. Tron not only trains Beck in the fighting and light cycle skills to challenge the brutal military occupation of the city of Argon, but also guides and mentors him to grow beyond his youthful, impulsive nature into a courageous and powerful leader.

Beck adopts Tron's persona and becomes the enemy of General Tesler and his oppressive forces.
* TRON: Uprising definitely qualifies. He has spent a lifetime roof-hopping, dueling, and racing bikes — thus is an exceptionally agile and fast enough to hold his own in protracted battles with Paige and Tesler, who are trained combatants with a lot more power to throw around. Beck rarely wins any battles, but he always gets away. And this all before he officially begins his uprising or gets any form of training.
* TRON: Uprising, he begins to takes verbal jabs at her in front of Tesler.
* TRON: Uprising: One of Tesler's trademarks. Dyson also has one, albeit slightly understated.
* TRON: Uprising's first (and only) season ends with a shot of what seems like CLU's entire digital armada baring down on Argon City, a show of force far in excess of the forces required to occupy the city in the first place.
* TRON: Uprising show was probably because the situation was applied to computer programs as opposed to humans.
* TRON: Uprising Tesler begins holding "The Games" when he takes over Argon. Any violations of the law, including staying out after curfew, warrant being thrown in to fight against his soldiers.
* TRON: Uprising. We also see that Dyson kept his soldier's attire, but his lines changed from User-loyal white to User-hostile orange-red.
* TRON: Uprising where Beck's attempt to talk Tron down almost gets the younger Program killed...
* TRON: Uprising while the grid is under Clu's control and tried to eradicate everything, including the programs who don't support the occupation.
* TRON, was the most powerful PDP-10 minicomputer ever made. However, only one was ever produced; DARPA withdrew funding for the project, and later computers produced by the Foonly company were slower and less efficient.
* TRON was viewed as this by the Hollywood community when it was released. Many people went to see it simply for the computer animation, not out of any expectation of high entertainment.
* TRON: When Alan Bradley asks Kevin Flynn if he's using his hacking into the ENCOM computer system for embezzling, Flynn says that embezzling is such an ugly word and instead points out that his hacking into the system is to gather evidence that Ed Dillinger was stealing from his work.
* TRON when he is arrested after being zapped into the computer world; he thinks they are arresting him for not paying his fines.
* TRON, where Flynn says goodbye to Yori, a program within the System (created by, and a doppelganger of, his ex-girlfriend), with a kiss.
* Tron wields two Identity Discs, which fit together during the coup.
* TRON with the Games being non-lethal sports under Flynn's administration, but as soon as Flynn's back was turned, Clu re-instated the deadly aspect.
* TRON writers work in computer repair, system engineering, programming, and computer science.
* TRON you have Alan and Lora's Program children; Yori is still the weakest fighter (though she leveled up a bit there) and designs weaponry while Tron hasn't lost a bit of his skills and Alan's continued updates mean he's still defending cyberspace as Alan's champion.
* Troodon by letting them battle and kill your creatures, and describes them as being capable of communicating their experiences to each other where most animals have to learn on their own.
* Troop 37 has two spoiled cheerleaders named Melissa with nickname Missy.
* Troop Beverly Hills patches! Soon the entire troop is decked out in merit patches for things like jewelry appraisal and "gardening with glamour." Naturally, the evil council leader declares all of these patches invalid when she finds out about it.
* Troop Beverly Hills, the evil Redfeather Troop fit this trope. (The Beverly Hills Troop are pretty nice, or they eventually become such after Phyllis takes over.)
* Troop Beverly Hills: When Red Feather leader Velda breaks her ankle, her troop abandons her and finishes the race without her. They finish first, but get

disqualified for leaving someone behind. The heroes comes in second, but they're declared the winners.
* TROOPS creator Kevin Rubio got to write the season one episode “Bombad Jedi”.
* Troops in Iraq and Afghanistan have been taught local phrases to help "win hearts and minds".
* Troops under fire are trained to use a variety of movement techniques which can involve crawling without lifting your head or body up, springing to your feet and running for three seconds before sprawling to the ground, and so on. In a modern army, a soldier might be expected to do this with about a hundred pounds (forty five kilograms) of load. Of course, they could just walk normally - and be picked off much more easily.
* Tropaholics Anonymous since it came to inception two years after Prohibition was repealed.
* Trope: A common convention or device in media. These are not the actual literary definition of a trope, and should not be confused with it. This is just an informal definition we use for this site.
* trope block, having brutal murders, complex plots involving suicide, drugs and business dealings but also many childish comedy moments.
* Trope Codifier about love most days: most iconically with the Little Red-Haired Girl, who he can barely even talk to. Though he briefly gets a little more confident with Peggy Jean (which didn't end well).
* Trope Codifier and all its variations, who treats her stepdaughter like a slave while grooming her own daughters to become princesses.
* Trope Codifier and eventually split into two warring factions and start suing each other.
* Trope Codifier, and the book came out before the movie did, but you'd be hard-pressed to find an Inflating Body Gag more well-known or ingrained in popular culture as this one.
* Trope Codifier, as the word "balcony" did not exist during Shakespeare's time, but early modern theaters had onstage balconies (used for musicians, high-paying spectators, and scenes set at windows or on castle walls), which is where Juliet's actor would have stood during the scene.
* Trope Codifier" (Bobby Thomson's game-winning home run to win the 1951 pennant for the Giants, after being down 13 1/2 games to the Dodgers in August).
* Trope Codifier broadcast begins with a weather report, then a music show featuring "Ramon Raquello and His Orchestra", and transitioned in this fashion to the news bulletins that started the main story.
* Trope Codifier, but can lead into really twisted law intrerpretations.
* Trope Codifier by Robin Thicke, pictured, which features the hashtags #THICKE and #BLURREDLINES briefly appearing onscreen from time to time.
* Trope Codifier dropped, and their focus on raw, dirty beats and extremely aggressive rapping and lyricism made them one of the hardest acts of their day and fed their image as the hip-hop ensemble that people didn't fuck with.
* Trope Codifier eventually did that to the local ads in any case). Once the name changed to "Empire Today," the spoken word "Today" was added at the end.
* Trope Codifier features Tatooine and its two suns (though it shows them as a big red star and a smaller yellow one.)
* Trope Codifier for affecting a faint Southern accent while doing so, however.
* Trope Codifier for "Elf wielding a bow who is adept at surviving in nature." Bonus points if said elf lives in the woods.
* Trope Codifier for entrance music in baseball: Trevor Hoffman of the San Diego Padres adopted it in the 1990s, and the phenomenon caught on like wildfire after that. ("Hell's Bells" in particular has been used by several others since Hoffman, who retired in 2010.)
* Trope Codifier for Second Season Syndrome, finished third-bottom and were relegated (only even finishing that high due to a late run that ultimately wasn't enough) just one year after finishing in fifth place and qualifying for the UEFA Cup in their first season back in the Premier League.

* Trope Codifier for the comedic version. He's done every evil deed imaginable, from blotting out the sun to stealing candy from a baby, and that was just in one episode.
* Trope Codifier from 1922, which features a group of heirs to a fortune staying the night inside a haunted house. It's also been adapted into several movies, including ones in 1927, 1930, 1939, and 1979.
* Trope Codifier has stolen far more than just monuments and famous landmarks in her time. Somehow, she's managed to steal things that are intangible, incorporeal, and even metaphysical.
* Trope Codifier has to deal with this, and even they have had their moments).
* Trope Codifier himself to succeed him as World Heavyweight Champion. Hutton was indeed a great wrestler, but when even the Canadians think you lack charisma, you're not leaving much of an impression.
* Trope Codifier is an earlier case of this. After calmly narrating the Hindenburg's approach to the mooring tower, newsreel announcer Herbert Morrison was horrified and at a loss for words when it caught fire.
* Trope Codifier is Weary Willie the sad hobo clown (pictures on the right), the alter ego of Emmet Kelly Sr. and Jr.
* Trope Codifier located at Johnson Space Center in Houston, Texas. It moved here during the Gemini project from Virginia. This concept has only grown more prominent as the emphasis of manned space exploration has shifted more towards scientific research. For example, the vast majority of the day-to-day operation of the systems on the International Space Station is conducted from the ground, leaving the crew members with more time to conduct science experiments.
* Trope Codifier matches rather than reveal their identities. If unmasked, they will immediately try to flee the ring or cover their faces with their hands. Thus, being unmasked generally robs a masked wrestler of their ability.
* Trope Codifier may be the Circassian Guard which protects the King of Jordan. They are drawn from the Circassian people, which originate from north of the Black Sea before being scattered from their homeland. They continue to wear colder-climate uniforms, including wool hats, leather boots, and capes while guarding the kings of the desert country.
* Trope Codifier — not like it even matters, he'd bleed to death before he could possibly find anyone to treat the wound. This is a particularly special bit of ironic punishment as well — the gang member in question, Johnny the Boy, crippled Max's best friend Goose by forcing him to lose control of his vehicle and then setting him on fire via the leaking fuel while Goose was trapped inside and struggling to free himself. Once Max chains Johnny to the wrecked car he was gutting, he rigs it to explode using the stream of leaking gasoline and Johnny's own lighter.
* Trope Codifier — or there IS no crime, such as "The Man with the Twisted Lip".
* Trope Codifier (Messala's "Greek chariot"), Messala whipping his horses and any driver within range, if you're tossed from the chariot, there's a token attempt at retrieval.
* Trope Codifier of the Silver Hand, until said order got decimated after the fall of Lordaeron. They later served the Argent Crusade, and their respective factions, the Alliance or Horde in general.
* Trope Codifier of the twee pop genre, is also an economics professor noted for her work on competition theory, and her OBE is for services to economics.
* Trope Codifier, particularly in fantasy and/or horror settings — it is certainly the tack taken by Tolkien in his Middle Earth.
* Trope Codifier, period. End of story. Just four words: "Take my wife - please!"
* Trope Codifier Regardless, it was a happy marriage and according to friends of theirs, they adored each other. She died of tuberculosis at the age of 24, and Poe never quite got over it. Any of his poems with a dead young woman — such as "Annabel Lee", "Ulalume", and "Lenore" — are believed to have been about Virginia.
* Trope Codifier Remember, the term "global village" was an insult and we're very

seldom beyond sophomore-level here.
* Trope Codifier (respectively) that they all but eliminated major gameplay deviations in their genres.
* Trope Codifier's "Foreign Man" character given a name, job, and backstory.
* Trope Codifier (sporadic earlier examples existed, but this was the really influential one). It only works at specific "Alderson Points" in a star system, each of which leads to another specific system. Activating the drive anywhere else just burns up a lot of fuel for nothing. The story is a deconstruction: the Moties only escaped discovery and overrunning the universe because the only point into or out of their system leads within a supergiant star that would destroy unshielded ships on arrival. And this was the only reason the Moties never used their own version of the FTL device; they didn't have the humans' force field technology to survive at the far end of the trip, so explorers never came back.
* Trope Codifiers to have been forced to actually put the dangerous amount of weight on, and the wardrobe department does a valiant job of dressing him in bigger, heavier, less form-fitted outfits, but it's still a bit jarring, as the traditional image of Henry is one so well-ingrained.
* Trope Codifier submachine gun … and they wear more practical, monochrome uniforms while at it.
* Trope Codifier that he was given a budget limit of £2000, so he had little choice but to produce the video on a 'white cyc' background and edit the video on the fly. The rest, as they say, is history.
* Trope Codifier That's from Radio Disney's big CD promotion, books based on the episodes being sold, mystery books starring Lizzie (much in the same vein as the Mary Kate And Ashley Olson mystery books), Tokyo POP manga adaptations, bed sheets, Barbie dolls, board games, and The Movie.
* Trope Codifier: the original battle between Morgoth and the Valar leads to the creation of an ocean with Valinor on the Western side of Arda and the great inland Sea of Helcar in Middle-Earth; the War of Wrath at the end of the First Age causes the entire subcontinent of Beleriand to sink into the ocean; and the Drowning of Númenor is accompanied by a divine intervention which makes the entire world round rather than flat. Finally, it's implied that Middle-earth is simply the Old World in a lost era of prehistory, so untold other cataclysmic changes would have occured between the setting of the novels and the present day to account for modern geography.
* Trope Codifier. This was an armor that you could equip on your horse. It was nearly useless (doubled the low health a horse had) and more or less just for looks. If anyone refers to excessive DLC, especially if it's just skins that don't have any effects, as horse armor, they are referring to this.
* Trope Codifier Towards the end of the film, Juror #3 becomes this for the other side, after all the other jurors have decided there's enough doubt that they can't justify a guilty verdict.
* Trope Codifier, which began with a Star Destroyer chasing Leia's much smaller ship. The scene is helped by the wedge-shaped design of the Star Destroyer making it appear larger and larger as it comes into the audiences' view.
* Trope Codifier]," which holds the record as the longest-lasting instrumental #1 on the Billboard Hot 100.
* Trope Codifier, which was made before the Internet existed in its present form. Most modern cyberspace forms owe at least something to this depiction.
* Trope Codifier, which was quite popular in an English translation during the early 19th century. The very wicked witch in this tale is a wrinkly old woman with the missing teeth that make her pointed nose almost meet her pointed chin, wearing a tall black hat, has a spooky black cat that she talks to, lives in a small cottage full of taxidermied animals and such, and cooks up a potion in a cauldron as a "love" charm for the young woman who comes to see her.
* Trope Codifier with his pseudonymous "Timothy Lea" books, wrote a similar series of books as Lea's distaff counterpart "Rosie Dixon".
* Trope Codifier would be Emmett Kelly. His character Wearie Willie was known for sweeping up the spotlight after the other performers and he won the hearts of

audiences at a time when they expected clowns to make them laugh. He was a staple of the Ringling Brothers and Barnum and Bailey Circus for a good chunk of the Twentieth Century before going freelance.
* Trope Codifier you. The resulting brain cylinder can survive in Yuggoth's hostile atmosphere and be plugged into external devices allowing it to "see", "hear", and speak, but being sapient fungus monsters with a radically different physiology from humans, Mi-Go don't have the best grasp of human senses.
* Trope Codifying Empire example above, when they expanded their business, the jingle became:
* Trope Dropper at a White Screen Of Despair. Or you'd write this and later go to a friend who had any internet whatsoever. Presently the need for this has diminished, as now we're led to believe a lot more people have cheap, reliable, fast internet connections and time on your hands, with the world becoming "smaller" and changes in any page in which you and a group who would contribute, becoming faster and sometimes sliding off track before you get to say your bit. Other needs have appeared however, such as posting through a proxy (it's hard to find a good one, and when you do, you want to make the best of it).
* Trope Enjoyment Loophole: "Man, I hate this trope...Except this time. This time it's fine."
* Trope Entry Template does this for typical three-line banter. (If you don't get the difference between that page and this one by now, I give up.)
* Trope Finder Here's the place to ask "Do we have this one?" and "What's the trope about...?"
* Trope Finder) used to ask if we have a trope or what trope a particular example fits.
* Trope Grid: Confused on which trope should be used? Here's some clarity.
* trope in question was the sudden banshee wail of the brakes being deployed...and by that time it was too late to do anything.
* trope is flipped to the vigilante gang East 13 and their leader, the Tin Man. Her new partner Detective Blake is a young man fresh out of the academy and needs a crash course in street law. The difference is also implied to be because Blake is white since most of the cast are minorities.
* trope is then inverted from Book 2 with the introduction of Melisandre, a fire-worshiping witch that burns the effigies of what she deems "false gods", as well as the "heretics" that speak against her and her beliefs.
* Trope Launch Pad This is the place to propose a new trope article. You may also use it for works.
* Trope Maker after the end comes when the dead are judged. After the Babylonian exile, some Jews also began to believe in this, possibly influenced by Zoroastrian belief as they had been liberated from captivity by the Persians.
* Trope Maker, and certainly a perennial favorite. Some of them are armed enough to consider (and be used as) Q-ships.
* Trope Maker and flicks blood at passersby from said spine. No gates and doors can bar their passage, but gold scares them away.
* Trope Maker, as noted elsewhere on this page, but one particular myth has him listing his various names to avoid giving away his real one, possibly originating that particular part of the trope.
* Trope Maker, as the Wizard's low survivability at early levels is made up for by being a walking death machine at later levels because of how absurdly strong that spells get.
* Trope Maker film scholars insist these movies are of the utmost importance to not only the pro wrestling industry but to feature films in general.
* Trope Maker for a discussion), nor those who know their D&D history.
* Trope Maker for this in film advertising, in which Bass considered it important to have a distinctive symbol that could be incorporated into all promotional material. Some iconic examples:
* Trope Maker has to be C, to the point where modern languages not influenced by C in any way are a rarity
* Trope Maker' in the object (it would be hard to live in a ring); rather, a spell

has been placed on them that when a human rubs the object, the genie is summoned from wherever it is and has to obey the object's holder. "Aladdin" also does not have the idea that whoever possesses the lamp or ring is limited to only three wishes.
* Trope Maker, in the person of a department store floorwalker. The Tramp and the floorwalker mimic each other's movements for a while until Charlie is reassured that the floorwalker is real by reaching out and touching his valise.
* Trope Maker is flaring, but bunshin even masks auras). As the series moves away from Earth it turns out bunshin is practically a universal technique, while the zanzoken common on Earth is relatively rare.
* Trope Maker. It gave the SUV pizzazz; while it was built on the Ranger truck platform, it added numerous car-like creature comforts that made it a serious competitor to the station wagons and large sedans that ruled the family vehicle market up to that point, bringing back the old-fashioned landyacht automobile in a new, truck-inspired form. As other automakers spent the '90s and '00s imitating the formula that Ford laid down, wagons and full-size sedans all but died out as the SUV became the new symbol of suburban Americana, and even the aforementioned minivan saw its popularity take a downhill slide.
* Trope Maker making it hard to figure out when it first appeared.) With the armor serving the same purpose as a superhero's mask, only more plausibly, and the princess frequently falling in love with the hero and guessing his identity, the major difference is that the identity is only secret until he has saved the day three times, after which he is revealed.
* Trope Maker—the poem was written in 1826, an entire generation later.
* Trope Maker. Musidora, the actress who played Irma, had been a circus acrobat and the catsuit is probably derived from her leotard and tights.
* Trope Maker of the 1920s and 1930s, forgotten when the public discovered something new of interest.
* Trope Maker. Peter as the hard-bitten reporter, escorting high society dame Ellie back home for a big fat reward. In the end he leaves Ellie in the night to get money so they can marry. Ellie thinks Peter has left for good and goes back on her own. Peter forgoes the reward in favor of the trip’s simple expenses and admits he loves Ellie and the walls of Jericho fall.
* Trope Maker. Posters saying simply "Du mußt Caligari werden!" ("You must become Caligari!") were placed all over German cities, with no explanation whatever.
* Trope Maker: Red-and-black-striped underwear on blue/purple has been a constant (and much-mocked) part of his costume since his first appearance in 1936.
* Trope Maker) reported that a "mysterious airship, crewed by six of the strangest beings I ever saw" had appeared over his ranch and carried off a cow on the end of a rope. Today, this story is regarded as a hoax.
* Trope Makers. He's a necessary part of the cosmic balance, which is why he can't be killed off permanently.
* Trope Makers of the era. With Hollywood, radio, wartime inventions and the emerging technological device, the television on fire with new media tropes, we have:
* Trope Makers possible. Popular tropes that originated and/or popularized in this era are:
* Trope Makers: Pressing on with the experimental and the avant-garde on film and television, tropes that had been spoofed to death are:
* Trope Makers: With TV and a reformulated Hollywood still influencing media, we got:
* Trope Maker the foundation of the myth; as others have noted, their actual crimes were sordid, sloppy, and semi-successful compared to Dillinger's, but even today the end of the ballad can bring chills:
* Trope Maker", where such a device is used by the Spanish Inquisition to torture the narrator.
* Trope Maker, which features the eponymous character (a hypnotist/psychiatrist/master-criminal) in several of these sorts of shots.

* Trope Maker, which is usually just as segregated as the other majors but has specific divisions where mixed match ups are allowed. Fabi and Mari Apache also held AAA's Trio belts with their father.
* Trope Maker, who fills this role in two novels and, later, feature films.
* Trope Maker, with its subsequent film and theatre adaptations keeping the archetype in the public eye.
* Trope Maker, with Jane and Bill's tearful goodbye at the train station, complete with declarations of love, Jane running after the train, and Bill handing her a keepsake from the moving train window.
* trope name comes from the classic early '80s country hit "Lookin' for Love" by Johnny Lee.
* Trope Name comes from the Doctor commenting on the eyes in the walls of a hallway in "The Almost People".
* trope name of "Oh, Kitty" was for the scene in which this happens to Eric. Donna reveals that it also happened to her when she was a kid - which she can recall vividly even a decade or so later.
* Trope Namer able to figure out close to the max weight that a camel could conceivably carry.
* Trope Namer. According to Kirk, it "usually connoted some combination of surprise, disbelief, and/or annoyance".
* Trope Namer, actually has nothing to do with this trope. Those Bears just initially sucked at playing baseball.
* Trope Namer, affectionately referred to as the "immortality inducer" by some characters. It works by emitting radiation that stops cell aging, and is mass-produced, effectively making the entire human race immortal. It induces type II immortality.
* Trope Namer. After that, he experienced a career renaissance as a comedic actor.
* Trope Namer a hypnotist who makes the eponymous protagonist, tone-deaf without him, into a famous singer.
* Trope Namer aimed at modern civilization's reliance on oil and other non-renewable resources).
* Trope Namer allowed the player to charge up a sonic dog bark, spontaneously popping every Mook within range like a pressed grape.
* Trope Namer, although in reality the harem was not so much a sexual playground for the sultan as it was a protective environment for the sultan's concubines and all of his female relatives, including his mother. A sultan would typically stop having relations with a concubine after she gave birth to a male child, in order to make her focus her attention on grooming that one boy for power.
* Trope Namer. Although Microsoft wound up selling its rights to the Santa Cruz Operation, at first they didn't make it clear what their plans for Xenix were.
* Trope Namer, an ad-lib. What made that particular scene even funnier is that the character sounded more excited than anything, since they were in the middle of an intellectual debate about the afterlife when Death arrived.
* Trope Namer, and beyond, as many of its chapters have titles drawn from the Shelley poem. (And it fits.)
* trope namer and clad in nearly 150 pounds of bronze armor; David was in his late teens and completely unarmored.
* Trope Namer, and disbanded shortly before the end of the war when they were no longer needed.
* Trope Namer and love it. Because the play does not flop, the producers will be completely unable to pay back their investors, resulting in their exposure for investment fraud.
* Trope Namer, and, of course, its magic crow feather which is claimed that it can make Dumbo fly. Naturally, during the climax, Dumbo discovers that he is able to fly even without the feather.
* Trope Namer, a neighbor boy who'd come to see Mr. Wizard's science tricks.
* Trope Namer. Any time "step two" is pointed out or questioned, the gnome will draw a blank or remain silent before moving on without ever giving an answer.
* Trope Namer, a potentially career-ending knee injury forced him to take up a

heavily brawling and gimmicks-based style in order to continue his career.
* Trope Namer are coming for them, and it's time to get the hell to an exit before they get killed.
* Trope Namer as a character, a skier, is shown from behind, leading Crow to reference the scene.
* Trope Namer as different authors would obviously want to include their pet character in the number.
* Trope Namer, a Seattle-based DJ who is famous for his black-humored Christmas parody albums named Twisted Christmas.
* Trope Namer, as it is part of the vernacular of the business itself. Almost mandatory for every match as part of the storytelling aspect.
* Trope Namer as many a homosexual who have endured the 'real' version of the line have likely wondered how close family could seriously ask such an ignorant question. This pops up a second time. When Nightcrawler asks Mystique why she doesn't use her shapeshifting powers to blend in with normal humans, she replies, "Because we shouldn't have to."
* Trope Namer as "What if a gun had a soul but didn't want to be a gun?" The Giant is a huge robot who arrives to Earth from outer space. He has all kinds of weapons and presumably was designed as a vanguard unit for planetary invasions. However, he's injured upon arrival and becomes amnesiac, so he develops a childlike and innocent persona. The Giant's words after rescuing two boys from falling provide the trope name.
* Trope Namer. At the beginning of the play he is desperately in love with a girl named Rosaline, who has rejected him. Soon after, he meets Juliet, and promptly dismisses Rosaline as a passing infatuation. Though this only happens once in the story that we know about, goodness only knows how many more times he would have gone through this had Juliet also rejected him.
* Trope Namer, Barracuda laughs off one of these after killing Yorkie, but true to form his dying speech echoes in his head at a most inopportune moment and gets under his skin — allowing the Brit to punk him from the grave. (It's possible that Yorkie did it in the hopes that this would actually happen.)
* Trope Namer Basil Fawlty telling a small white lie, only to have to keep telling bigger and bigger lies, getting in deeper and deeper trouble until it all came crashing down in a glorious climax.
* Trope Namer being the golems from Jewish folklore, mentioned at the top of the page.
* Trope Namer be out would be a "giant insurance company", Archie rejects a settlement offer and instead contacts a lawyer, pushing a very skewed version of the incident. The lawyer later comes by the house to tell him the bad news: they're gonna have to drop the suit and take a much-reduced settlement. When asked why, the attorney notes that there were witnesses that dispute Archie's story. Archie still wants to try, but:
* Trope Namer: Bernard can't get any of the grownups to pay attention to a monster that's menacing him. Then the monster eats him. Then the monster can't get the grownups to pay attention to it, either.
* trope namer books as it allows the ships to remain stationary relative to the Ringworld for extended periods.
* Trope Namer, but it ended up also becoming about his soon-to-be wife Christie Brinkley (who starred in the song's music video).
* Trope Namer, but this trope is averted. In no way you can attack Achilles on the heel, and you can beat him by just beating the crap out of him on any body parts.
* Trope Namer by Richard Connell. The story's main villain, General Zaroff, has spent his life hunting every kind of animal imaginable and has grown bored of his hobby. To keep his interest in hunting, Zaroff resorts to hunting the most dangerous game of all — humans.
* Trope Namer called "Nineteen Eighty-Five!": Protagonist Ned Seagoon is locked in a room and forced to listen to a recording... of himself, singing (Harry Seacombe, actor for Neddy Seagoon, was in fact a very accomplished opera singer).
* Trope Namer cartoons, especially the Wile E. Coyote and Road Runner shorts, in

which the coyote orders tons of products from ACME that he tries to use to catch the Road Runner.
* Trope Namer, chapter 4). Cain was a farmer, Abel was a shepherd. God wants a sacrifice, so Cain brings the produce of his farm and Abel brings some sheep. God preferred Abel's offering and rebuked Cain for being mad about it whereupon Cain lured Abel into a field and killed him.
* Trope Namer (chapter IX, 90-104), who offer the crew lotuses that are so narcotically delicious that those who eat it get addicted to it, forgetting about their desire to go home.
* Trope Namer, considering that St. Paul never met Jesus (aside from a vision) and did not meet any of the original apostles until quite far into his career, and in fact started his career as a persecutor of Christians. At any rate, the Christian community of his time, some of whom knew Jesus, did accept his writings.
* Trope Namer. Crafts such as the YF-21 use this attack. Taken to the extreme with the VF-25 Messiah Armored pack, which carries 210 Missiles.
* Trope Namer "Cyberpunk" a 1980 short story by Bruce Bethke. "Mikey" is a proficient and troublemaking computer virtuoso, essentially a "hacker", though this term is not used in the story. He hangs out with friends who cause trouble online, encounters interference from his parents, and uses his skills to circumvent their will. In the novelized version, which incorporates a number of sequel short stories, this goes through a number of different phases.
* Trope Namer. Cyrano is quick-witted and in love with Roxane, but is ashamed of his giant nose and considers himself unworthy. His friend Christian is handsome and also likes Roxane, but he isn't clever like Cyrano and fears disappointing her by being dull and boring. They team up to try to present Christian as the perfect guy; it works for a while, but eventually ends in tragedy.
* Trope Namer. Despite being an obvious stereotype of Mexicans, he's quite a popular and beloved character in Mexico and throughout Latin America, where his cartoons still run to this day.
* Trope Namer". Despite being mostly instrumental, the overall feeling of the song can be described in the only words spoken at the beginning:
* Trope Namer. Each game included as part of its manual a full color printed piece, often a magazine or brochure from the game world, some innocuous device used as copy protection, and a pile of random assorted toys.
* Trope Namer episode "A Voice in the Wilderness", in which something is discovered on the supposedly-abandoned planet below the station. After a bunch of aliens show up and give the protagonists a ten-hour give-it-to-us-or-else ultimatum, the captain of the visiting heavy cruiser Hyperion threatens them with a NINE-hour leave-the-system-or-else ultimatum.
* Trope Namer episode "Bombshells", along with everything from revue musicals to zombie movies.
* Trope Namer episode "Portrait of Gomez", where the family enjoy a nice quiet evening outside. Because Uncle Fester ate the moonscreen instead of applying it to his skin, he got a moonburn (apparently).
* Trope Namer for a good reason. Males have a special pouch in which they carry the fertilized eggs in which the embryos develop. In some species, the females even have an ovipositor, basically a somewhat penis-like tube they can use to insert eggs in the male's pouch.
* Trope Namer for this article was a piece of public 'protest art' which was stenciled on sidewalks and walls around the San Francisco Bay area in the mid 2000s, in support of parental rights for gay and lesbian couples. The graffito consisted of a stylized picture of a seahorse, with the caption, "Mr. Seahorse knows men can be mommies too". This is in reference to how male seahorses carry their fertilized eggs after the female inserts them in his egg pouch.
* Trope Namer, Garrick is referred to as "One cool old man." By Jack Knight in JSA #2.
* Trope Namer, giving the claim a little credibility. Although pratfalls had been a staple of comedy since the beginning of time, Pee Wee's priceless rejoinder made this one famous in its own right.

* Trope Namer, having correctly predicted the destruction of Krypton, but his warnings were not heeded, as demonstrated in the page image.
* Trope Namer). He can still be killed by a huge amount of brute force from a similarly powered being such as Doomsday.
* Trope Namer he could siphon off Gotham with. She survives, but is driven mad by the experience and becomes Catwoman to get her revenge.
* Trope Namer heroine whose hair was the ladder in and out of her prison tower; both the witch who imprisoned her and the prince who loved her used this.
* Trope Namer. He's a mischievous creature, but not malicious to Alice or anyone who doesn't seem to deserve it. He even manages to mock the Queen of Hearts and then fade away before she can retaliate. The character is a play on the phrase "grinning like a Cheshire cat," which simply means smiling broadly. No one is exactly sure where the phrase came from.
* Trope Namer He shifted his comedy after starting his theater in Branson back in 1992 (where he is still playing), which means he quit using this joke long before it became an internet meme.
* Trope Namer), he swims an enormously long time underwater without breathing and quotes the trope title in voiceover in disbelief.
* Trope Namer". His motive was that Earth was obstructing his view of Venus.
* Trope Namer: his reason to send bombers into Russian airspace with orders to nuke everything that moves is because, essentially, he's blaming them for his sexual hangups. Specifically, he assumed the feeling of post-orgasm lassitude was a plot by Communists to sap—or at least defile—Americans' "vital bodily fluids."
* Trope Namer. If Dastardly tried racing fairly, he would have won every time.
* Trope Namer. In a variation on the theme, Summoners in the series often must defeat prospective summons in combat before being allowed to summon them.
* Trope Namer included the same disclaimer: "Kids, don't try this at home."
* Trope Namer. In some cases, these car accidents were fatal, leading to a ton of bad publicity and several multi-million dollar lawsuits against Domino's. By 1993, the negative word-of-mouth and accidents were becoming very prevalent. That same year, Domino's lost one of the many lawsuits against them, and the company was legally forced to stop using the promotion altogether out of concerns for public safety.
* Trope Namer in the 1850s. Long before then, the cave in the rock where she was seen and the surrounding land were supposed to have been "haunted" and may have been a place of pre-Christian devotion.
* Trope Namer "IN THE BATHROOM" comes from a Weird Al song. ("A Complicated Song", to be exact.)
* Trope Namer in the score and has trumpets and crashing cymbals) about how quiet and sneaky they are being, with the occasional "shush! quiet!" for good measure.
* Trope Namer In the second season, Ross dated academic Julie while Rachel looked on jealously. Since Paolo was a slow-witted pig who could barely communicate with Rachel while Julie was a sweet and lovely person, the writers hit one trap then the other. According to the nature of the Ross-Rachel relationship, pretty much every person either one of them dated for more than an episode after that point had elements of the false lead.
* Trope Namer is about a post-apocalyptic London after an accidental nuclear disaster.
* Trope Namer is a series of ads by The American Dairy Association, which made silly claims about cheese.
* Trope Namer is a short story by Theodore R. Cogswell in which it separated a magic-dominated half of the world from a science-dominated one.
* Trope Namer is hunting for Thanksgiving dinner. Daffy refuses to tell Porky where the turkey is, but caves in after hearing the scrumptious dishes Porky was planning to serve with the turkey. Upon realizing this, the turkey calls Daffy a "Quisling".
* Trope Namer is in "Homer's Triple Bypass", seen above when Chief Wiggum was pursuing the criminal Snake.
* Trope Namer is laid up with a broken leg and sees enough to make him suspect that

his neighbour has murdered his wife. Later he can only watch as the might-be killer returns to the apartment while his girlfriend is searching it.
* Trope Namer, is the most obvious example. Fast, but not as fast as Fox, with short reach but a spammable projectile making his close- and long-range games even out, middle-weight, with a decent recovery move and decent damage potential.
* trope namer is the story of Adam and Eve. After the first man and woman are created, God's first instructions to them is: "Be fruitful, and multiply, and replenish the earth".
* Trope Namer is: when you're in Narnia, no matter how long you stay there, no time passes in the "real" world; but when you're in the "real" world, any amount of time could be passing in Narnia.
* Trope Namer. It featured a young man ingesting a Slurpee, letting loose a bloodcurdling scream, and then explaining: "Ugh. Brain freeze."
* Trope Namer It's an atypical example in that Billy's family doesn't come around because they want him to "be himself" — they realize that he's good enough at dancing that he might be able to escape the poverty that has the rest of them trapped. They even have this exchange, albeit in jest:
* Trope Namer joke but was cut off by George, who was in the middle of some hijinks and didn't have the time for it.
* Trope Namer lampshaded this trope when announcing the localization of the original NES game for the series' 30th anniversary.
* Trope Namer — he actually preferred to go by Paul, the Greek translation of his name, as he realized that his calling was to (Greek-speaking) gentiles.
* Trope Namer (meaning "Lord of the World") is one of the many titles possessed by Krishna, an avatar of Vishnu. Its English association with something unstoppable originated from the Hindu festival of Ratha Yatra, celebrated in Puri, Odisha. In it, the image of Krishna was pulled from the Temple of Jagannatha and placed inside a chariot, to be pulled by hundreds of devotees throughout the city. According to European accounts, it was said that the chariot became so fast and unstoppable that it trampled anyone and anything in front of it.
* Trope Namer might be this joke: A farmer wakes up at night from some noise coming from the chicken coop. Concerned that a fox or worse might be in there, he walks out and shouts: "Someone in there?" Answer: "Nobody here but us hens!"
* Trope Namer. Not quite this trope. He is promised the hand of Amelia Grimaldi. But when she turns out to really be Maria Boccanegra, the daughter of the Doge, she is allowed to refuse him and ultimately marry her true love. The false lead doesn't go gracefully. He unsuccessfully tries to recruit an assassin and winds up poisoning Simon.
* Trope Namer novels. Le Guin devised "ansible" as a contraction of "answerable".
* Trope Namer of the event or act of creation, in particular the reproduction of biological life.
* Trope Namer of the inhabitants of Halloween Town to make Halloween happen each year.
* Trope Namer of the trope, describing how a "real" gangsta should be (cool, hard-working, not starting fights but able to win one if needed) while calling out "fake" ones who talk big but can't back up their words. In the end, the song also compares the President of the United States to a gangster. The Geto Boys also deconstruct it themselves in "Mind Playing Tricks On Me", a harrowing depiction of what it's like to be a paranoid, guilt-ridden drug dealer.
* Trope Namer on the show is his inability to even remember that his memory is so bad.
* Trope Namer, parodying what would eventually come to be known as, well, Mary Sues.
* Trope Namer pictured above, he's both green, and the 6th member of the team.
* Trope Namer). Prescott was concerned over the lack of ammunition in the Patriot fort, but such an order was justified anyway due to the poor accuracy and range of 18th century muskets. If you fired before you could see the whites of their eyes, you almost surely weren't going to hit anyone.
* Trope Namer, quite a few of the other references on this page use some variant of

the line.
* Trope Namer realized that was what the episode needed to work. It was understood by the gay community, since they received a GLAAD award later.
* Trope Namer (real name Siddig El-Fadil), whose web fan ring "The Siddig El-Fadil Estrogen Brigade" predates more famous offshoot Estrogen Brigades like those for Jonathan Frakes and Patrick Stewart.
* Trope Namer, referring to a large book that has info on any animal in the world. ♪Iiiiiiiiiitttttttt's the great big book of everything, with everything inside / See the world around us, this book's a perfect guide♪ This song is sung in every episode, and annoys Dennis the Goldfish to no end.
* Trope Namer. Robert K. Merton coined the phrase and used a banking run as the classic example. A particular real-life example of a bank run was seen in the UK with Northern Rock. The bank quietly asked the Bank of England if they could have an extended overdraft (effectively), even though they didn't actually need it at that point. Word got out, leading to every branch in the country being besieged by savers desperate to take all their money out before the bank collapsed - which it wasn't in danger of doing until people panicked.
* Trope Namer, run for President in E Pluribus Wiggum? Simple: the Patriot Act killed the Constitution to protect freedom.
* Trope Namer said that the it came from "Difficurty of pronouncing "L's" in Japanese Ranguage"
* Trope Namers), and the former by having the killing-blow struck by a woman.
* Trope Namers comics of the time were much better with their powers. On the other hand, if a large enough creature passed between them, they needed only to put their fists into that creature's form simultanelously and their weakness was promptly nullified.
* Trope Namer scrolling over "Store" gives 1-Up (Homestar Runner's anime counterpart) blue hair.
* Trope Namer-Secret State Police), and she's assisted by male agents too.
* Trope Namer segment revolving around a video game in which when you die, the message comes up on screen saying this.
* Trope Namer series, by Alfred Slote, features Danny One as the title character.
* Trope Namer series, where it seems like once every few seasons there is an episode where an animal is falsely accused of being "the killer" and in danger of being "put down" for it (in one it was a panther, another the trope-naming polar bear, and in still another a shark), but the series sleuths uncover evidence that a person did the killing and then covered it up by making it look like death by animal attack.
* Trope Namer. She does this a lot in this story. To Kanae, to her friends' children, to Sasaki. Even about Kyon once, though that time she doesn't use the trope name and gets ribbed for being naughty.
* Trope Namer sitting on an elevated platform holding a fake steering wheel while the actual driver was down below, concealed by overlaying Benny in post. As one critic said in their review, "although this wasn't the first time that cartoon characters have shared the screen with live actors, it was the first time they did it on their own terms and made it look real."
* Trope Namer solely exists to offer wisdom from his many years of life to Odysseus.
* Trope Namer song gets played in universe on the radio once... on Valentines Day:
* Trope Namer song "The Night I Called the Old Man Out", in which the narrator and his father come to blows. It's never quite revealed what exactly the father is being called out for, but by the end of the song the son relents, realizes his father is right, and "prays someday he's half the man he is."
* Trope Namers, the witches tell Macbeth he can only be defeated when Birnam Wood comes to Dunsinane Hill, and also that none of woman born can harm him (hence the name of the trope). He ends up being defeated by an army that chops down the wood and carries it with them to conceal their numbers, and killed by Macduff, who was born by Caesarean which meant that, in Elizabethan times, he would not have been considered to have been "born" in the same sense as most men.

* Trope Namers, think it's OK to name things willy-nilly after their favorite things, and become infected with the syndrome, spreading the illness as they begin to make up "Trope Namers" as well.
* Trope Namers, were actually the more advanced race, providing all the food and luxuries the mentally deficient Eloi depended on, essentially farming the child-like Eloi like cattle. They were supposed to be descended from the working classes of modern-day societies, who, as class divides grew sharper, spent more and more time underground tending to industry and machinery. Over time, they evolved into a race of pallid troglodytes who kept the machines running out of instinct as much as anything, still tending to the descendants of the indolent upper classes (who they over time adapted to feed on).
* Trope Namer Syndrome usually means you're forgetting something important in the process.
* Trope Namer that culminates in a mental breakdown. And that's just the halfway point.
* Trope Namer that lets a character avoid the issue of where and how he carries all of his guns, no matter how many he has or how big they are.
* Trope Namer that the main characters are trying to kill needs to be finished with the GM-only item The Sword of 1000 Truths, but to get it to the kids (who are the only ones capable of fighting the guy) they need to trust Stan's incompetent fourth-level Warrior father with the item. When this suggestion is proposed, the above quote is the response from one of the GMs. Randy fulfills his task of getting the Sword to Stan, but doesn't use it.
* Trope Namer that triggers Third Impact also falls under this. Shinji begs Asuka to help him in his moment of crisis, but due to his perceived betrayals, she first attacks and ultimately rejects him.
* Trope Namer. The armor of the tank causes the force or shrapnel to "rebound" within the chamber, drastically increasing the effectiveness of the grenade. What was left inside the tank afterward resembled chunky salsa.
* Trope Namer, the commander of the Vogon Contructor fleet addresses everyone on Earth.
* Trope Namer, the DM is the ultimate authority for their world. There's even notes on the Dungeon Master's Guide for Fifth Edition about how to apply Rule Zero, as well as general advice on how to be a good DM.
* Trope Namer, the easter egg. Every Easter (the first Sunday after the first full moon after the Spring Equinox) easter eggs are hidden in yards for children to find. Creative parents will often hide them in very out-of-the-way or unusual locations (up a tree, in a flower pot, etc.)
* Trope Namer; the famous fight in the episode, "Arena", takes place here, as mentioned in the description.
* Trope Namer. The latter is considered one of the more faithful adaptations of Casanova's memoirs.
* Trope Namer The main versions became a couple too, and Bruce even revealed his identity to her and she moved into the mansion with him. The relationship didn't last, but they both developed a respect for each other and Batman mostly looks the other way when Catwoman does her thing.
* trope namer, the most stubborn practitioner of tradition puroresu who had gone toe to toe with shooters of all kinds, was immune!
* Trope Namer, then adds, "...or something about a banana. I'm not sure which."
* Trope Namer. The training for their male citizen-caste (starting from age 7, when they got separated from their family) consisted of not getting enough food, getting beaten for stealing food and getting caught, possibly getting beaten for disobedience to their older peers, and once a year getting ritually beaten for no reason whatsoever... and it topped of with murdering a defenseless slave at night. Real military training wasn't part of the deal.
* Trope Namer" The trope's name is just one of many possible translations.
* Trope Namer. They have just materialised in the Vogon ship, and Arthur, never having teleported before, says:
* Trope Namer. This was convenient, as the lack of licensing issues made it

possible to finally bring the series to international audiences for the first time.
* Trope Namer This went full-circle with the 2017 Mama Luigi reanimation collab, in-which Luigi actually checks his watch during the iconic fall.
* Trope Namer those two if they weren't moved to the opening credits. There's a long-standing rumor that the reason for this was due to Ginger's actress threatening to walk off if Mary-Ann was mentioned in the opening credits. Their character names were eventually squeezed into the final stanza.
* Trope Namer ("Tistou Greenthumbs", in English), who has the power to make plants grow faster with but a touch of his thumb.
* Trope Namer to further his plans. Not that it ever worked out for Snidely.
* Trope Namer to the equation when bringing out an Omega Evolution based on Kandyce.
* Trope Namer, to the point that, when a normal person punches him, he usually makes a point of rolling with the punch to keep the attacker from hurting themselves.
* Trope Namer to the scene during the arena battle ("You call this a diplomatic solution?"; "No: I call it an aggressive negotiation!") was written afterwards.
* Trope Namer trope. A young girl stows away on a shuttle carrying vital medicine to a planetary colony, not knowing that its fuel has been precisely calculated and her extra weight is enough to cause disaster.
* Trope Namer try to listen to Cassandra, they don't understand a thing she says, and eventually ask her to stop talking about such horrible things, because they would never happen.
* Trope Namer, two-way gambit. He starts off by spending the winter raiding Tartar camps so that when spring comes, all the Tartar clans unite to crush this annoyance. He then uses the threat of the united Tartars to unite the Mongols into a single nation, with himself as khan.
* Trope Namer. Unlike other Mario Kartlikes, you don't pick up power-ups along the track — you chose three from a list specific to the character you choose before every race, and pick up tokens along the track that let you use the powers you chose.
* Trope Namer. Unnecessary roughness is a personal foul penalty that covers a large range of actions, such as hitting a ball carrier who is already out of bounds or violent contact with a player who is away from the ball. At the professional and college levels, the foul carries a 15-yard penalty and, if the foul is committed by the defense, an automatic first down. Severe instances (such as striking blows/fisticuffs) result in player ejections.
* Trope Namer used to be literal; if a criminal was going to be given a harsh sentence, the judge would throw a law book at the crook.
* Trope Namer version for school performances naturally rewrites the song (and Trekkie's character) to be about social media addiction instead.
* Trope Namer, Vimes muses that at this point, the only people who would kill Vetinari are either those who don't care if the city collapses or someone who would be on top of the pile in the event of such a collapse; however, the only two people in that second category are Vimes himself and Carrot, neither of whom would actually do that. It is explicitly stated that although Vetinari's power is resented by citizens both low and high, they do rather like that he's turned the city into the economic and cultural hub of the entire Disc and aren't inclined to go through all the fuss and muss of changing Patricians. He has tamed the city like a dog... and most dogs do not like it when the master is no longer around.
* Trope Namer was everything they feared: a handsome young man shaking his hips in suggestive poses, causing teenagers to scream in excitement. Authorities were afraid that this obnoxious noise would send their youth straight to Hell!
* Trope Namer was Frenchman Céléstin Adolphe Pégoud, the second pilot to perform a loop before World War 1. After he shot down his fifth German plane he was lauded in the French papers as an "ace", which at the time was a general term for someone who had done something heroic or noteworthy. British and American journalists who saw this then generalized that a pilot qualified as an "ace" if he shot down five planes. Pégoud himself racked up another air

victory before being shot down himself in 1915.
* Trope Namer, was to die young in battle. His mother, Thetis, attempted to defy this prophecy by dipping his body in the River Styx, attempting to render him invincible, but holding Achilles by the heel, which proved to be his one weakness. His father, Peleus, sent him to train with Chiron, and gave him a suit of bronze armor. Unfortunately, all of his prowess in battle was not enough to prevent a spear or arrow from striking Achilles on the heel and his dying at a young age as prophesied
* Trope Namer when Admiral Perry visited Japan and rather pointedly "asked" that they open up trade with the US - nevermind that massive ship in the harbor.
* Trope Namer, when Zidler tells Satine she has to drive Christian away so that the Duke won't kill him out of jealousy.
* Trope Namer, where a large gaggle of villagers comes out of nowhere to mock the wicked stepsister Marfushka every time something humiliating happens to her. Crow dubs this jolly band of assholes the Freelance Shame Squad.
* Trope Namer where Alex can't spit out his love for Emma, but Emma understands what he's trying to say. "I uh you too."
* Trope Namer, where a man in an arranged marriage is so unhappy with his wife that he'd rather risk dying in battle than be with her. The wife tricks him into giving her a ring and consummating the marriage, and when her trickery is revealed he resolves to love her for ever and ever.
* Trope Namer, where Eddie Murphy's character used this technique to foil a group of bumbling police officers. Famous for a notorious editing screwup: the banana he holds is curved, but the one in the tailpipe is straight — they couldn't fit the bent one in the tailpipe. Filming mistakes aside, the movie does, surprisingly, play the trope more accurately than most: Axel uses multiple bananas to ensure an effective obstruction, and there is no fire or explosion.
* Trope Namer, where necromancers and evil wizards actually need an item called a Soul Jar to contain their souls and transform into Liches. Notably, in 8 the Soul Jar is implied to be temporary. You put the soul back into the person after the transformation. Corak's Soul in Might and Magic 2 qualifies as well.
* Trope Namer, where Peter Venkman is saying these 3 words when he, Ray, and Egon are booted out of Weaver Hall after the dean claims that their research is nonsensical.
* Trope Namer where Sly's fan club manages to get backstage and wreaks havoc. Kermit refers to them as as Sly's "groupie brigade".
* Trope Namer, where such a field brings its visitors back to life even after dying gruesomely. It served its purpose well, until an incident with the Whirly-Dirly destroyed whatever is generating the field.
* Trope Namer which also toys with it. The only real thing he shows humbleness towards is that he would be able to work less so he could spend more time in Synagogue praying, which points up why he is willing to have his daughters tutored.
* Trope Namer which featured black and white trenchcoat-clad agents always trying to kill one another for no apparent reason. Occasionally a third spy, Lady Grey, would make an appearance and foil the both of them.
* Trope Namer. Which is a subversion because...well, that's what he really went for and brought back.
* Trope Namer. While Waltman has gained back some respect for his work in the indies over the years, very few fans will claim he is their favorite wrestler, and to this day, the phrase "X-Pac Heat" is given to performers who "aren't getting the right kind of heat".
* Trope Namer, whilst falling afoul of this trope six ways from Sunday in most other aspects of its plot, actually manages to just barely dodge this one through the narrator being intentionally vague about its location and geography.
* Trope Namer, who initially took advantage of his bestowed powers purely for profit, competing as a wrestler. However, by failing to catch the criminal who would eventually kill his Uncle Ben, he takes up crime fighting, learning that his inhuman powers have a price. The only concession he makes is to take pictures of himself in action to pay the bills.

* Trope Namer, who introduces himself with a long-winded song listing all of the things he knows, eventually summing up with a long verse about his complete and utter lack of military knowledge (he can barely tell the difference between a rifle and a javelin). He eventually concludes that:
* Trope Namer, who sets many of his stories in the Severn Valley, a fictional region in Gloucestershire. Some notable towns located in the Severn Valley include:
* Trope Namer, who went on conquests to unite the Mongols. Cracked.com described it as something akin to a massive work team-building exercise.
* Trope Namer, with infantry combat using ever-escalating variations of lasers, heavy machine guns and power armour, the best hand-to-hand weapon is repeatedly cited throughout the series as being an axe. They are shown several times as being able to take out shielded and armoured foes almost effortlessly when all ranged weapons available have failed to have any effect at all.
* Trope Namer work in the long run, since it's kind of hard to explain why one guy would have two sets of robots fighting each other, but it becomes moot when Finkleberg manages to escape.
* Trope Namer would be the episode "The Sting", in which Professor Farnsworth has one of these moments when he jokes about Fry being dead.
* Trope Namer, would probably serve you best if you convinced an enemy to read it.
* Trope Namer you", gestures to him to come close and turn around. Dillon does, and Mac's combat knife takes careful aim at the base of Dillon's neck. There's a stab. Dillon jumps and sticks his pistol in Mac's face-and Mac displays the scorpion he had just picked off Dillon's back, now impaled on the knife.
* Trope Naming series left the ghetto behind and its protagonist Samus Aran has become famous for being a badass bounty hunter for whom her gender is largely a nonissue.
* trope naming, who is not easily distracted, but because he's blind he doesn't need to be.
* trope of the girl taking off her glasses and magically becoming pretty.)
* Trope Overdosed The Webcomic saying "In America, spy sap sentry. In Russia, sentry sap spy!"
* Troper and YouTube-user Lord Starfish has a channel for dramatic readings.
* Troper Critical Mass: Many tropers going online to add to a show, trope or other wiki page.
* Troperiffic Humanity First! and the Knights of Purity is their claim that mutants invariably go off the deep end, making even those with harmless powers too dangerous to allow in society.
* Troperiffic — Shows or works that use plenty of tropes unashamedly.
* Troperiffic — When a work has fun with playing numerous tropes with a definite pattern.
* Troperrific in poodle skirt" who his best friend is afraid to ask out to the dance, and the love interest's "abusive greaser ex-boyfriend".
* Troper's Block: When a troper is unable to think of something that was just on the tip of their tongue, afflicting a normally productive Launch Pad session in any number of ghastly drains upon the brain.
* Tropers: Try to post a link to the relevent Image Pickin' thread(s), to make things easier for the Artists.
* Troper Tales: A long-gone wiki project involving recounting users' personal experiences of tropes. We discarded it because it was generating vast amounts of ridicule and not a few major problems. Sometimes people still post anecdotes on discussion pages; these are also Troper Tales and are not generally appropriate.
* Troperus Administerius sit securely at the top of the Wiki food chain.
* Troper Wall (TroperWall/) that some tropers use as a social media space so their friends can write them messages.
* Tropes about the style of a work cannot be Played For Laughs/Drama, though some can be Parodied or Deconstructed/Reconstructed.
* Tropes Are Flexible: Tropes have far more room and variation than some would think.
* Tropes are frequently named in reference to other tropes — and sometimes,

that other trope ends up renamed or cut.
* Tropes Are Not Bad, as seeing signs for Christmas shopping a month in advance before Halloween would annoy anyone.
* Tropes Are Not Bad; most audio book narrators are good at acting as the characters and making the Larynx Dissonance sound less weird (and audio books are great when you want to read but aren't able to actually read the book).
* Tropes Are Not Bad. Naturally, he's a lot more intimidating, and won an Oscar for his performance.
* Tropes Are Not Bad, Superman's anti-KKK radio shows had a real positive impact. They made use of direct information from an undercover reporter to accurately depict both how hateful and how ridiculous the white supremacy group was, and historians credit the broadcasts with helping raise public awareness and turn it solidly against the KKK.
* Tropes Are Not Bad was nearly finished when Capcom executives thought the game was too similar to the first one and didn't expand on the playable areas enough (it would have been confined to a mansion again, basically). The game was redone and the end result was what is generally considered the best game of the "pre-rendered" era of RE.
* Tropes Are Not Good If you want to talk about intellectual vandalism...
* Tropes Are Tools can't quite climb it due to her serious anger issues, and her literal fall foreshadows her later metaphorical fall.
* Tropes Are Tools is highly Troperiffic, containing several tropes per minute/word. But that's just because it's so short in the first place.
* Tropes Are Tools movie aimed specifically at a Korean audience, which later spawned theatrical sequels.
* Tropes Are Tools: Tropes are not bad, nor good. Just devices used to entertain.
* Tropes Examined by the MythBusters found that doing this is far too unreliable to be effective as a defensive technique. More often than not, it would just produce two gunshot victims instead of one.
* Tropes Examined By The Myth Busters, which they actually did. Here were the results:
* Tropes in Aggregate: Meta-tropes that become apparent when looking at the whole genre or fiction in general..
* Tropes that are beyond the control of the characters cannot be Invoked or Defied.
* Tropes that are completely realistic when Played Straight cannot be Deconstructed or Reconstructed.
* Trope Telegraphing: "I know exactly what will happen next because of this trope."
* trope titles, either way it often comes in a Eureka Moment a few hours or minutes after the fact.
* Trope: Tropes themselves can be considered a type of meme used when writing fiction, memetics very well could encompass the study of tropes.
* Tropey the Wonder Dog is airing on the new channel we're launching tonight!"
* trophallaxis, whereby edible matter is excreted from one individual's anus into the mouth of a second individual.
* trophies says "Approximate amount of time to Platinum" when estimating the expected amount of time to earn one of these from a fresh file, and things like "I'm platinuming this game" when beginning a game or in the process of playing it, or "platinumed" when referring to platinum trophies obtained in the past, are common sayings.
* 'Trophy' Active Protection Systems - point defense mini-turrets designed to shoot down enemy rockets, missiles and shells before they hit, saving the tank's armor a lot of trouble, and to an extent countering the threat that infantry with RPGs and missiles present to modern tanks. The Americans and Germans have been working on their own versions, Quick Kill and AMAP-ADS, and the Russians already have a similar system, 'Arena' installed on their tanks.
* Trophy Child she could use to inherit her husband's fortune. When she had a son, she immediately cast Machi out and focused on her younger brother solely because as a boy, the baby has a better chance of being chosen as an heir than Machi.

* Trophy Child who could inherit her husband's fortune... only to cast Machi out of the house once her younger son was born. Mrs. Kuragi openly tells a friend that Machi is "dull" and that she prefers her new baby boy because a male heir has better chances at getting the fortune.
* trophy files' Mr. Game and Watch has no concept of morality or good or evil, hence him doing what the bad guys wanted for a while.
* Trophy Hunt, Joe throws up his morning coffee after he sees the mutilated body of the cowhand. A paramedic does the same thing.
* Trophy Room: Where a character keeps mementos of their greatest adventures.
* trophy to show off with no feelings or thoughts while he likely cheated on her.
* Trophy Wife: A spouse who is mostly there to make someone look good.
* Trophy Wife, his sense of humor is what attracted her in the first place.
* Trophy Wife meet this way. In that while she was drunkenly singing and dancing at a karaoke bar, she fell off a ledge and right into his lap. Then she dislocates his nose with the microphone. He asks her out on a date after she takes him to the hospital.
* Trophy Wife mentions that she's "secretly learning the joint-property laws."
* Tropical Dragon Diver shifter) is surprised and gratified when his girlfriend recognizes the value of his hoard, that being archaeological and artistically arranged. Other dragons just pile up every financially valuable possession they have and call it a day.
* Tropical Epilogue: The final shot of the show is the characters on a tropical vacation.
* Tropical Fantasy Mountain Dew, only sold in Harlem (New York City) was thought by some paranoid blacks to contain infertility drugs dispensed by the KKK.
* Tropical Heat: In the episode “Frame Up”, Nick is framed for murder.
* Tropical Heat: In the episode "Alive and Kicking", Nick passes out from blood loss after being shot. When he comes to, he finds himself in the care of a beautiful lady, who turns out to suffer from severe delusions and doesn't want to let him go.
* Tropical Heat: In the episode "Double Switch" private detective Nick Slaughter does this.
* Tropical Heat: Nick is injected with one in the episode “Double Switch” and questioned.
* Tropical Heat was a primarily Canadian production; the three seasons were shot in Mexico (for tax reasons), Israel, and South Africa. It was set in the fictional Florida Keys town of Key Mariah.
* Tropical Heat, when the detective, Nick asks that the suspects be gathered in one room, and his friend Spider asks derisively if he's going to do "that whole Agatha Christie summation thing".
* Tropical Island Adventure: A tropical island, usually located in or based on the Caribbean, Oceania or Southeast Asia.
* Tropical-Rouge! Pretty Cure. Manatsu suffered heavily and became horrified when she had to eat those after a bento mix-up earlier in the day left her with only rice for her lunch.
* Tropical Tales Of Terror, a horror anthology, the Chupacabras were actually a hidden race of intelligent, predatory birds.
* Tropical trees don't walk, but they harbor enough symbiotic fungi, encrusting mosses or lichens, clinging vines and epiphytes, and boring invertebrates to constitute colonial super-organisms.
* Tropicana is both the financial center of the entire country and known worldwide for providing confidential banking services for anyone. Including known criminal and terrorist groups.
* Tropico 4, the secret police are formed by edict of the Ministry of the Interior. You assign it to an existing service building and they monitor dissent on the island, allowing you to discreetly head off subversive activities and assassinate undesired civilians. They are more effective if they are allowed to tap the island's telecommunications.
* Tropico 4, the state of your soldiers' needs influences how they feel about their

commander-in-chief: if they're unhappy with their lot, General Rodriguez will warn you of their dissatisfaction and to address their needs before they rise up against you. Along with the needs of everyday citizens, the military has to be big enough for the island's population and have enough generals to maintain discipline.
* Tropico 5, the secret police cannot be formed until the Cold War. They monitor the island's inhabitants to discover faction leaders and rebels.
* Tropico Absolute Power El Presidente can choose to print more money; while giving money in the short term, it permanently raises the price of everything else, the more money printed the more the economy becomes inflated. Eventually everything becomes too expensive to afford.
* Tropico, a minimum Swiss bank balance is required to upgrade the palace to a presidency and set water treatment plants, sanatoria, and SWAT HQs to "Happy Powder," "Psych Ward," and "Personal Death Squad" modes.
* Tropico as a late-game mechanic. Each one gives you a different benefit, too- stealing the Statue of Liberty causes immigrants to automatically like you, for example. However, there are some downsides- you can only steal one with each agency for a total of four monuments, and stealing them will anger the superpower who owned it.
* Tropico for Kalypso Software, which went on to have numerous sequels in the hands of other developers (notably Haemimont Games and Limbic Entertainment) while Pop Top languished.
* Tropico games. This lowers the education standards for soldiers, but it has the downside of increasing the chances of them rebelling or leaving the island. Plus, the soldiers you get from this edict are nowhere near as good as those that aren't conscripted.
* Tropico has a literal version in which the Black Market is a marketplace-type structure you can construct on the coast that allows you to buy weapons for piracy.
* Tropico has a mission where you must prevent the DEFCON counter from counting down to 1. Failing quests will decrease it, whereas fulfilling quests and spending money to organize a Pan-Caribbean Summit will increase it.
* Tropico. It buys canned fish and pineapple, corn, goat cheese, llama wool, and cars. It likes you more if you have an open doors immigration policy, low liberty, and bad relations with the USSR. The benefits of good relations are cheaper luxury goods, increased commodity prices of canned goods, and the ability to ask for development aid in the form of 100 immigrants.
* Tropico pretty much indefinitely. You can also invoke this in #4; building a nuclear program will prevent the USA and USSR from invading your island.
* Tropico says that they "slipped and fell out of a 3rd floor window, landed on the street and got run over by both an ambulance and a hearse". Not a single drop in approval rating.
* Tropico (see below) and you're offered the opportunity to rebrand your exports as Chinese to raise their prices. (At the cost of harming relations, naturally.)
* Tropico, "the Middle East" is one of the external powers you need to deal with.
* Tropico, the player (El Presidente) has the option of rigging elections, which moves about 10% of the votes to your favor. You can do this even if you are going to win the election in a landslide, although this will upset your people.
* Tropico the relatively annoying DJ announcer states when you pass the anti-litter ordinance, "El Presidente has passed a new anti-litter ordinance. Remember, violators will be shot on sight, so watch where you throw that bubble gum wrapper, kids."
* Tropico, the Tropican emigration rate increases as some people leave the country entirely to avoid the draft.
* Tropico, this is one of the character flaws you can choose. (The effects: worse foreign relations, and your palace staff gets double pay.)
* Tropico to align with the anti-immigration Nationalist faction and even become its leader.
* Tropico, turn the iron into weapons. However, the US and Russia don't like third party arms dealers.
* Tropico when you decide how your character became El Presidente, a military coupe

is an option.
* Tropico will, when asking you to arrest the Capitalist faction's leader, read the entire text box, including the in-game effect, instead of just the first paragraph.
* Tropico, you can build "authentic Native villages" as a tourist attraction, although the description notes that the people in them are all employees as the natives were all wiped out by European colonialists centuries ago.
* Tropico, you can order your ships to sail under false colors when raiding, in order to foster a war between two nations.
* Tropic Thunder: A giant bat steals Jeff Portnoy's bag of "jellybeans" (actually cocaine).
* Tropic Thunder, Alpa Chino says he's seen Tugg Speedman's first "Scorcher" movie twenty times when he was in 8th Grade.
* Tropic Thunder Alpa makes a crack about a "dingo eating your baby" to the Australian Kirk Lazarus, which he is so offended by he almost breaks character.
* Tropic Thunder art film about gay medieval monks starring (the fake) Kirk Lazarus and (the real) Tobey Maguire. They were shown at the very beginning, leading some people to think they were still watching trailers in the theater.
* Tropic Thunder begins with fake movie trailers. These might possibly make sense on DVD, but it also begins with a fake movie theater candy commercial.
* Tropic Thunder, believing his very real death to have been staged, and the head to be a prop made out of latex and corn syrup (which he attempts to prove with a taste test).
* Tropic Thunder breaks character and continues the commentary as himself. When Movie!Lazarus has an identity crisis and breaks character near the end of the movie is when Downey finally breaks character in the commentary.
* Tropic Thunder by one of the protagonists, an actor, slowly going insane from withdrawal symptoms (due to being a junkie).
* Tropic Thunder can't cry on set, leading to a rift between him and the "award winner" Kirk Lazarus.
* Tropic Thunder) instead of the Stallone-like action hero he was in the movie. Jay Baruchel plays the little-known actor who isn't even mentioned on the poster, which is often what he is in real life. Stiller's part was originally going to go to Keanu Reeves. One of the plot points is that he has trouble expressing emotions, which would've made it this trope.
* Tropic Thunder is basically one giant parody of Hollywood and movie-making as a whole.
* Tropic Thunder is the one who knows what is going on the most. He recognized the Heroin Processing plant, he can read the map, and he's the only one of the actors who had actually read the script and the book.
* Tropic Thunder: Kirk Lazarus, LEAD FARMER, MOTHERFUCKER! (Never go full retard.)
* Tropic Thunder, new actor, Kevin Sandusky managed to boost his self-esteem.
* Tropic Thunder, of all movies, has all three lead characters be crippled by questions of identity and self-worth while the climax is going down. It doesn't last too long, but it's very strange for a wacked-out Ben Stiller farce which earlier on had the lead character wearing a panda's head like a hat.
* Tropic Thunder. Once a top box office but now a commercial and critical failure.
* Tropic Thunder, Pecker is offered cash and a G5 airplane if he keeps his mouth shut in Tugg's abduction and murder.
* Tropic Thunder. play fictional movie stars Jeff Portnoy, Tugg Speedman, and Kirk Lazarus (with Portnoy as more of a wacky fart-joke comedy guy, Speedman as a monosyllabic actioner, and Lazarus as an Oscar-obsessed intensive method actor).
* Tropic Thunder, says that he can't feel his legs; Lazarus has to point out that he's fine, it's just that his legs are knee deep in a pool of cold, muddy water.
* Tropic Thunder's characters standing there with their fingers intertwine showing their commitment towards each others.
* Tropic Thunder spoofed loads of moviemaking tropes and some war movie tropes.
* Tropic Thunder's rageaholic producer is perfectly willing to let his actors die.)
* Tropic Thunder treats it a little differently, featuring an advertisement and a series of trailers before the movie that establish four of the characters (Alpa

Chino, Tugg Speedman, Kirk Lazarus, and Jeff Portnoy) and the current state of their careers.
* Tropic Thunder, Tugg Speedman decides to stay behind the village, believing he can become an adoptive father to a local child. Turns out the child happens to be utterly bloodthirsty, and he changes his mind.
* Tropic Thunder, Tugg Speedman tries to prove a decapitated head is a movie prop. He licks blood from it and nibbles some of the insides while thinking it's just corn syrup and latex.
* Tropic Thunder was shot almost entirely in Hawaii, despite being set in Vietnam (or at least around the South-East Asian area).
* Tropic Thunder. When he gets to the "I don't break character until after the DVD commentary" line in the movie, he continues as Kirk Lazarus. When Lazarus finally breaks character near the end of the movie, so does Robert Downey Jr. in the commentary.
* Tropic Thunder, where Ben Stiller's character holds up a corpse's head and says that it is a prop, using corn syrup fake blood. Becomes a double subversion, since it is a fake head being portrayed as a real head while still being a fake head.
* Tropic Thunder whose humor seems to be entirely fat jokes and lots of flatulence. Likely a parody of Eddie Murphy's latest movies.
* Tropic Thunder with Kirk Lazarus, who is a talented actor because he doesn't know who he is.
* Troping: The act of discovering and documenting tropes in media. It's a neologism that we created and we're very proud of it.
* Troq., unbeknownst to the rest of the titans. The word literally means "nothing", which causes a misunderstanding at first when Cyborg asks Starfire what the word means. So Cyborg casually calls Starfire a Troq later, which makes her furious...because it's not that Troq doesn't mean anything, it's that it literally means "nothing—i.e., "zero or worthless".
* Trotocol: TCP: Transmission Control Protocol, which governs how computers communicate to each other.
* Trotsky as well. Guy took an ice pick to the head, turned around and bit his assassin until he could be detained, before falling unconscious and dying 24 hours later.
* Trotsky is forced into exile multiple times for opposing the Tsarist government.
* Trotsky: Russians play all the characters of other ethnicities or nationalities.
* Trotsky saw everyone was against him, he left, but his struggling attempts to slam a door too heavy to do that sort of deflated any dramatic tension he was aiming for.
* Trotsky: The Tsarist government sends agents undercover among the demonstrators who will open fire and give their soldiers a reason to shoot back, rather than it being unprovoked. It doesn't work as Trotsky just has them disperse so that no violence will occur.
* Trotsky: Trotsky's son Sergei pisses himself when a man threatens his father right in front of him with a gun.
* Trott also gets his moment of this where he screams and when Ross and Smith assumed Trott fell out of the world again, Trott (off mic) says he fell out of his chair. Ross quickly makes fun of him for it.
* Trott's girlfriend Katie has expressed her disgust with her real-life boyfriend being sexualised, particularly in the main Tumblr tags and during streams. Her efforts to appeal for calm only resulted in abuse hurled her way, causing her to publicly vow not to moderate streams again.
* troubador, who often sound as if they were trying to ape Ventadorn (and may in fact have done so).
* Trouble, a book that became so hated and infamous it quickly also become the last book in that imprint.
* Trouble Chocolate is a tree spirit who possesses the body of a wooden puppet after a magic spell goes awry. She gets romantically involved with Cacao, the one who did the spell.
* Troubled Abuser: An abuser who has emotional problems that they need to address.

* Troubled Abuser: An abusive character can inspire sympathy from the audience by his abusive background.
* Troubled Backstory FlashbackFlashback showing the moment a character's life goes downhill
* Troubled Backstory Flashback: Flashback showing the moment when a character's backstory went from happy and peaceful to downright tragic.
* Troubled Backstory Flashback flashes back to a happy memory that transforms into a bloodbath.
* Troubled Blood: In 1985 the cops got a cryptic cut-and-paste note claiming to know where Dr. Margot Bamborough, who disappeared without a trace in 1974, was buried. Detective Cormoran Strike eventually deduces that the note was written by the author of a sensationalist, libelous book about the case, published that same year.
* Troubled Blood introduces Saul Morris, a new subcontractor at the private detective agency of the two main characters, Cormoran Strike and Robin Ellacott. He sexually harasses Robin and uses this as his standard fallback whenever she calls him out on his behavior, or ignores his advances. He is eventually fired after a serious incident at the office.
* Troubled Blood: Robin and Cormoran are investigating the disappearance of Dr. Margaret Bamborough, a white lady missing for 40 years. They interview the daughters of the late Wilma Bayliss, the black woman who was a cleaner both at the clinic and at Bamborough's home. Wilma's daughter Eden scorns at all the attention paid to the long-missing pretty white lady, noting that a black teenager named Tiana Medaini has been missing for a year and nobody cares.
* Troubled Blood takes on a cold case, as a woman engages Strike to look for her mother, who disappeared from a London street in 1974, 39 years ago. Cormoran, being an honorable sort, takes the case only after candidly admitting that the odds of finding out what happened to the missing woman are slim. (Of course, he does.)
* Troubled Blood, the 16mm film retrieved from Bill Talbot's storage is revealed to be a film of the entirely real murder of a young woman. It turns out that the woman in question was a stripper for the Ricci crime gang who had turned police informant, and her death was unrelated to the disappearance of Margot Bamborough, the cold case that Strike and Robin are investigating.
* Troubled Blood: The body of Margot Bamborough is finally found, 40 years after she vanished, entombed in concrete in an ottoman. The developmentally disabled mother and son who'd been living there the whole time never knew.
* Troubled Blood, when Cormoran Strike's old friend Shanker is finished with a conversation with Strike, he simply hangs up the phone.
* Troubled, but Cute) after lore retcons, Annie the Dark Child is still absolutely adorable in spite of being a budding pyromaniac whose only friend is her beloved teddy bear which transforms into a gigantic flaming monster when she wants to hurt somebody.
* Troubled, but Cute appearance and attitude towards everyone but Tsuna.
* Troubled, but Cute blonde girl, and Earl is matched up with a painfully-obvious pre-op transgender woman named Annie. Earl is very disappointed.
* Troubled, but Cute: Despite being anti-social and possibly a criminal, they're considered desirable.
* Troubled, but Cute firebender devoted to winning the probending league and protecting his little brother, Bolin's a boisterous, fun-loving, earthbending ladies' man.
* troubled cases). By the next time we see him, he has control of his powers, a much healthier psyche, and a girlfriend. A throwaway line from his girlfriend (while the couple are in bed) suggests that he is not limited to projecting emotional states, but also sense-data. While they are trying to track him down, Walter links Olvia's mind with his. While he goes to a strip club, and projects his lust onto a stripper, who kisses him, Olivia takes his place in the audience's view.
* Troubled Fetal Position: Character suffers a breakdown that causes them to sit in a troubled position with no regard for reality.

* Troubled Fetal Position: Curling up in angst. This gives a cathartic feeling for them.
* Troubled Fetal Position: Someone curls up into a fetal position when they're overwhelmed by their problems.
* Troubled Fetal Position, too unnerved to fall back asleep, no doubt wondering where Discord will pop up next.
* Troubled Production, and here is an incomplete summary of the songs that were cut from the various productions:
* Troubled ProductionApparently not learning their lesson, SOE wound up doing this a second time in 2005 with the New Game Enhancements (NGE), a particularly reviled update that completely rewrote the game code from the ground up and dramatically changed the way the game was designed and played. A long-awaited Combat Upgrade launched in May of that year had gone over poorly with the community and the developers decided they needed something bigger to draw in more players. A conceptual mock-up of what would become the NGE was created and shared amongst the developers and producers. SOE gave the project a tentative go-ahead and the devs were given a mere six months to put together a complete rewrite of all of the game's core systems, all while putting together the game's third expansion pack AND maintaining the current code with regular updates. Several of the developers would later claim that those six months involved some of the highest workload they'd ever had to deal with and because SOE still hadn't fully decided to use the new system, they had to effectively code for two different game systems at once. The NGE was finally launched with two weeks warning to the players and managed to turn the game into an even buggier mess than it was at launch, resulting in an enormous exodus of players.
* Troubled Production at how the movie turned out and basically only had his name credited because he was required to do so, and it's clear the final product had bigger ambitions but simply couldn't achieve them. It's uncertain if the movie ended up helping to push the anime to end, but regardless the series never produced another animated work besides finishing the anime. That said, it was announced on March 18th of 2020 that the anime would return.
* Troubled Production: A work finally sees the light of day, but its production had quite a number of problems.
* Troubled Production: A work had several problems faced by the development team during production.
* Troubled Production: A work has endured a lot of problems in development despite eventually being finished and released.
* Troubled Production by Fred Brooks (who was project manager on the System/360) describes the struggles to get the project out on time and is considered a classic in tech and business circles.
* Troubled Production by hiring Lord and Miller only to fire them midway through production. In actuality, it was writer Lawrence Kasdan who wanted them to work on the project before he later realized that they weren't the best fit for the story.
* Troubled Production... despite the fact that he was brought in only to do rewrites long after production started and did nothing else (directing, producing, acting) on the film. Could we have a new poster child for this trope?
* Troubled Production featured their performers and one of the songs. As poorly received as subsequent versions of the show were, it might have been worse had this trope been in effect.
* Troubled Production. However, constant apologies in the West is seen as insincere since the apologizer isn't rectifying their mistakes (for example, always screwing up in school and apologizing for the mistakes while still making the same mistakes over and over). The head English localizer of the game grew frustrated to the point of outright telling the Japanese team that constant apologies was making everyone view the dev team as untrustworthy, despite being polite about the apologies. This got the team to see the error of their ways and vow to not repeat the same mistakes.
* Troubled Production movie premiered in 2015 - the first part in August, the second one in September.

* Troubled Production: Production of the work was plagued by problems so great that it's a miracle the work was able to see the light of day at all.
* Troubled Production stories that become more interesting than the finished product.
* Troubled Productions, where he and a co-host interview actors and producers. In the off-season, Reidel devotes a few episodes to chatting with critics from other New York magazines, creating an Event Horizon of snark.
* Troubled Production: The work has finally been released, but the development team faced some problems so harrowing that it's a miracle the work saw the light of day at all.
* Troubled Production, vomited upon ingestion, while over 50 others were hospitalized.
* Troubled Production, who Baker hated, and who wanted a new Doctor to leave his stamp on the show - so Baker eventually left the role stating he felt he had no further to go with his character and citing creative differences with Nathan-Turner.
* Troubled Range, a friend of Mark Counter's accidentally wins a wife in a poker game. The friend thought the ship's captain he was playing against had been betting his ship when he tossed in the marker with the name written on it.
* Troubled Range between Calamity Jane and Belle Starr. In the middle of it, the two combatants break off, stagger to the bar, down a drink, and then start waling on each other again.
* Troubled Sympathetic Bigot: A character is sympathetic, though their bigoted views are not.
* Troubled Sympathetic Bigot. I just wish there could be another way! Alas...
* Troubled Teen: Occasionally, the troubled teen has a pessimistic outlook on life, which is why they act out.
* Trouble Follows You Home: A character makes it home after escaping trouble, only to find trouble waiting for them there.
* Trouble from the Past: A plot where future generations have to deal with the mess made by their civilization in the past.
* Trouble in Paradise dirty Communist, an extremely grubby man with a Russian accent who uses the opportunity of rich perfume company executive Mariette Colet having lost her diamond-encrusted handbag (in reality it having been stolen by the film's protagonist) to harangue her in Russian about what Trotsky said about the rich.
* Trouble in Paradise, Herbert Marshall's character says "Beginnings are always difficult." (He's talking about how to start off a fancy dinner.)
* Trouble in Tahiti, a low held note on the cello fluctuates in volume as Dinah and Sam, not looking at each other, despair of reconciling.
* Trouble in Tahiti gushes over how great he is, but it can't be taken seriously in light of the abjectly cynical context.
* Trouble in Tahiti, the movie "Trouble in Tahiti" ends this way, as Dinah describes it:
* Trouble in Terrorist Town and others playing the game. Since most of the players introduced in the game in this fashion play it badly (such as killing people as an innocent for no reason), this is not a good thing for the game's community.
* Trouble in Terrorist Town, but it went on to win the Fretta contest (a contest to see who could win the best gamemode using the new gamemode framework, called Fretta) and grew in popularity so much it now comes with the game.
* Trouble in Terrorist Town features the elusive C4. However, the greed of the traitors usually leads them to setting it at the minimum of 45 seconds, which means 5 out of 6 wires will disarm the bomb.
* Trouble in Terrorist Town if used to stab an innocent or a detective in the back. To prevent it being too broken, the knife can only be used to kill one person.
* Trouble in Terrorist Town: Technically if you go on the Mogz server hosted in the UK on the maps de_westwood and cs_desperados the modern guns have been replaced by western ones. However they do not have auto reload which means once your clip is dry (Shotgun 7 shells, Double Barrel 2 shells, Lever Rifle 5 bullets and 1 bullet

for the sharps and six for either the colt or peacemaker) you have to pistol whip your opponent or get out of range and reload.
* Trouble in Terrorist Town to set this up, with the use of weapons such as discombobulators, which do no damage but can be used to throw players off high places.
* Trouble in Terrorist Town, what their last words were, and anybody they killed.
* Trouble in Terrorist Town, where there are "innocent" terrorists and "traitor" terrorists. The traitors are the murderers.
* Trouble. In the original lyrics, A and C are males; in the most well-known cover they are females.
* Trouble Island about Dad's terrible camping skills in the car, the latter does this.
* Trouble Magnet Gambit: A character betrays someone by planting something on them that will get the other person in deep trouble.
* Trouble Magnet Gambit: Giving a target an object that is harmless in itself, but will attract lethal attention.
* Troublemaker and Other Saints has one of the daughters of a Chinese family married to a black man; another daughter has a preference for white men and not Asian men.
* Troublemaker", Marinette's idea of laying low involves tiptoeing sneakily while crossing the road.
* troublemakers. Elrohir is the more sensitive of the two, and Elladan has more of a temper. None of that is in the books. By extension, Amrod and Amras, another pair of barely-characterized twins two Ages earlier, are the same.
* Troublemaking New Pet: A character with a pet gets a second pet, who makes a mess and the owner assumes the original pet made the mess.
* Troublemaking New Pet: New pet is up to no good, blames their actions on the older.
* Troublemaking New Pet: New pet is up to no good, blames the older for their own actions.
* Trouble Man, Chalky shoots Abbey, and then he and Pete dump the body in a parking lot. Then one of them leaves an anonymous tip for the police, saying where the body is and framing Mr. T for the murder.
* Trouble Man has a variation. Instead of riding in the dumbwaiter, T pulls himself up the ropes of a disused dumbwaiter shaft.
* Trouble Man, T visits the record office at the police station and has his girlfriend Cleo call the office, pretending to be a college newspaper journalist researching for an article about government jobs for graduates. While the officer who works there talks to her, T steals his gun from the evidence cabinet. At the end of the movie, he persuades a policewoman to pretend to misunderstand the codes she works with. While the officer is explaining them to her, T places the gun back in the evidence cabinet so no one will suspect anything.
* Trouble Man: When Abbey is shot, his flailing arm manages to smash a windowpane.
* Trouble on my Mind by Pusha T ft. Tyler, The Creator is about wanting to cause trouble yet has lyrics such as "Let's hit a couple bars and give some bitches wet willies." The music video features the two throwing eggs at random passerby, doing wheelies in a Rascal and trashing a hotel room.
* Troubleshooters books, (openly gay) Jules, during a romantic-pep/get-over-yourself talk he's giving his boss, Max, says, "I love you," — but when he sees the sympathetic/uncomfortable look on Max's face, laughs and says, "Not like that!"
* Trouble was intended by PeabodySam to be a one-off character who would only appear in a very short scene. Trouble ended up becoming popular enough to become Rex's personal
* Trouble was intended to be a one-off character, but his popularity ascended him to a more important role.
* Troubling Unchildlike Behavior: Child engages in age-inappropriate behavior.
* Troubling Unchildlike Behavior that makes it difficult for her to interact with others. Even though it's obvious that Lilo isn't being abused in any way, he

bluntly tells Nani that what’s going on isn’t an acceptable living environment for her sister.
* Troubling Unchildlike Behaviour that he offered to make him his right-hand man someday. Initially, Law loved the idea, but after circumstances involving Doflamingo's brother (The then-current right-hand) and the Op-Op Fruit, he realized that Doflamingo only saw his minions as tools to be used and sacrificed if need be. But even after Law left the Don Quixote Pirates, Doflamingo apparently kept the Heart seat open for Law.
* Troughton, in real life, loved playing the recorder and carried one about with him to play in idle moments, a quirk that got written into the character. The recorder the Second Doctor uses was his own.
* "Trouser Snake" because he thought Calvin's trousers were really nice. By that point, Calvin just doesn't give a damn anymore.
* Trout Fishing In America has a song about a boy who named his imaginary friend "nobody":
* Trout Fishing In America has been recording regularly since 1992, but despite a couple of Grammy nominations, they've never had a single hit.
* Trout Mask Replica: Beefheart wears a carp's head on the album cover, not a trout's one.
* Trout Mask Replica: In the weirdness of the entire album the song "The Blimp" definitely fits this trope.
* Trout Mask Replica. The track "Moonlight On Vermont" has a line about a white elephant escaping from a zoo.
* Trove: Given the prevalence of extra jumps and wings / flying mounts, you can simply jump over most enemies in dungeons. Combine this with the ability to destroy certain blocks to enter dungeons, and you can simply make your own entry / exit point.
* Trove had this happen as a result of the Sun Goddess, in a bid to protect her people from the Moon Goddess after a long war between the two.
* Trover Saves the Universe: Trover's weapon is basically a purple lightsaber.
* Trover Saves the Universe: Whenever Trover jumps, a marker will appear beneath him, showing where he'll land.
* Trove: This is the bread and butter of the Chloromancer class, which is able to summon plants that can attack enemies or heal allies. Their unique Class Gem can allow them to summon a plant that can shoot at enemies, and their ultimate skill flings plants all around them.
* Trowa and Quatre, with Quatre as a mix of both Brooding and Gentle and Trowa as a tight-lipped but very warm-hearted Gentle Guy.
* Trowa's Heavyarms and Quatre's Sandrock technically get upgraded, but this mostly just consists of making them space-worthy by tacking on a few extra thrusters and slightly improving their firepower
* Troy (2004) featured Greek and other Mediterranean characters, but not a single Greek actor. A sampling:
* Troy, Achilles uses a leaping downward stab to kill a rival army's champion in one blow, and continues using it on various Trojan soldiers. One of the signs that Hector is a worthy adversary is that he is able to block the blow.
* Troy, Aeneas makes a cameo as the civilians escape through the tunnel. A charming little addition considering the movie is basically a big "eff-you" to accuracy of any sort.
* Troy and Abed abandon Britta to "die in lava" so she won't slow them down trying to escape from Professor Hickey (and because she keeps pointing out that the giant Floor is Lava game is a distraction from Abed's fear over Troy leaving). He's displeased enough at their behavior that he spares and recruits Britta instead.
* Troy and Abed also made a "second bedroom" out of blankets when Annie moved in. They initially gave the fort to Annie, but she got pissed when she discovered that there was an entire unused bedroom that she could have been sleeping in instead, which they were using as a "
* Troy and Abed had an argument if having giant ears or a tail would be better, walking into the study room and asking the others, only then realising that a

different group was using the study room. They then have the other group cast votes.
* Troy and Abed In The Morning! Notably, one instance where Jeff berates someone for appearing on this non-show, pointing out the lack of cameras: Abed looks directly into the camera.
* Troy and Abed occasionally do a fake talk show they ended with "Troy and Abed in the mor~ning". Eventually this becomes a
* Troy and Gabriella. In the final movie they end up going to colleges 32.7 miles away from each other, so they can stay together.
* Troy and Jeff are shocked to discover the Zen-master gardener/trampoline keeper is a racist, then recall what should have been signs (we only saw the first two): he calls the garden "a place free from darkness" and tells Troy "and some are just natural jumpers". Finally, he has a big
* Troy, an exaggeration of his original version who despite being far from a saint, was nowhere near as evil.
* Troy Baker (191 cm) and his wife Pamela. He's at least a head or more taller than her.
* Troy Baker (6'3") and his second wife Pamela. There are a lot of photos showing her wearing heels, but it makes little difference to reach her husband's lips. In one of their wedding photos, he had to bend over in order to kiss her on the lips.
* Troy Baker; Min hails from Hong Kong, which was almost exclusively under British control from 1842 to 1997.
* Troy Barnes becomes this in Season 5 after he leaves Greendale to sail around the world with Levar Burton.
* Troy Barnes may be dumb in the most lovable way, but he's still pretty dumb; except for his incredible natural talent as a repairman. He even gets coerced into joining the cult-like Air Conditioning Repair Annex because of his abilities.
* Troy: Briseis and Achilles, in a more serious version of this trope.
* Troy), but it's more dramatic in the movie simply because it compresses a ten year siege into a few days.
* Troy by removing his heel-excluded invincibility and just portrays Achilles as so exceptionally skilled that he might as well be.
* Troy Denning has so many fetishes that it's difficult to count them all, but first, there are the bugs. And hive minds. And powerful women; it seems that in every one of his books, women interrogate men. And in
* Troy Evans appeared as an unnamed cop being treated by Carter in the pilot episode, before returning in a recurring role as desk clerk Frank from Series 6 onwards. It was established that Frank was an ex-cop, so they could conceivably have been the same person.
* Troy: Fall of a City: During his fight with Achilles, Hector is defeated when the former strikes at his sword hand, cutting off his fingers in doing so.
* Troy: Fall of a City: Many of the Trojan and Greek characters are portrayed by black actors, which wasn't true in reality of these ethnicities. Of course, it's fictional to begin with. In fairness, Greeks and Trojans likely also looked different from the actors portraying them, who are mostly of British or Irish stock. Also other stories of the Trojan War really did have black characters, Ethiopian Memnon, a king on Troy's side who comes to fight the Greeks along with his army.
* Troy: Fall of a City: The Amazons, naturally, are a group of warrior women that fight on the Trojans' side.
* Troy: Fall of a City, when it's suggested that he missed the thrill of battle:
* Troy has a no-magic-allowed depiction of the various battles in the historical/mythical Trojan War. The Sack of Troy, despite being a massacre, can count as one too.
* Troy, Hector is pulled into the war by default as his city is attacked by the Greeks. While his little brother, Paris, is far from innocent, Hector himself is the mirror image of our protagonist, Achilles, who is also motivated to duel to defend his younger brother's honor.
* Troy. Hector kills Patroclus in battle, so Achilles kills Hector, so Paris plans

to kill Achilles. Briseis asks Achilles where it all ends, and he replies "It never ends".
* Troy Hurtubise. The kicker? He invented all of this virtually on his own time and resources.
* Troy, in the Battle by the gates the Greeks charge at the Trojans in a mass and we see a frantic Odysseus shouting at the men to get into lines, to no avail and we see them forced back with ease by the Trojans, who stand with shields linked in clear formations. This is likely down to command breakdown, with the forces of multiple kingdoms dragged to Troy by Menalaeus with no central control.
* Troy Rising and any gravity manipulation technology manufacture requires existing gravity manipulation tools.
* Troy Rising and carrying an entire fleet of cruisers, fighters, and millions of missiles. They make the Rangora (the enemy aliens) Assault Vectors (which are pretty impressive battleships in their own right) look puny.
* Troy Rising: At one point, it's specifically mentioned that lasers don't show the beam unless they're going through a debris field or otherwise have things to reflect off of. That said, the beam weapons used by the battlestations are not lasers. It's light reflected and focused from the Sun (and no, it's not possible for it to be that powerful).
* Troy Rising. Due to a quirk of demographics, the profession with the heaviest casualties from the bombardment was the American Bar Association (that's what happens when Washington DC and Los Angeles are major targets).
* Troy Rising, Earth is subject to kinetic bombardment multiple times. The first three bombardments target major cities. Afterwards, humanity abandons urban culture. The last orbital bombardment to actually hit Earth was targeted at the leaders of the major nations of Earth, with the intent of causing paralyzing power struggles. Unfortunately, as all the targeted nations have very clear rules of succession, all it did was piss us off.
* Troy Rising, from a department that is JUST short of being named 'STASI', to keep their people in line—particularly those dangerous intellectuals! But they also widely practice eugenics, giving them heavy undertones of The Nazi, and are (at least SUPPOSED to be) fanatically dedicated to their Emperor, to the point of using kamikaze tactics, just like Imperial Japan. Finally, they also follow the path of the Conquistadores, taking those civilizations they deem useful and worthy as vassals, while destroying those who dare stand against their obviously superior culture.
* Troy Rising humans have a history of technological advancement that no other species can match.
* Troy Rising in one conversation between a human and an alien-based AI:
* Troy Rising, it's noted as unusual that another star system has a dense asteroid belt, contrasted with the comparative emptiness of Sol's belt.
* Troy Rising, "SAPL" was intended to also stand for "Serious-Ass Powerful Laser" and was made of various "Very Dangerous Arrays," "Very Scary Arrays," and "Big Damn Arrays" that officially stood for something else), despite it not actually being a laser; it consists of a whole friggin' lot of mirrors in solar orbit, the most critical of which have Lots of High Tech in order to reflect up to petawatts of sunlight without immediately blowing up. The first time they're used, against an alien cruiser that basically took over the Earth in the first chapter, the beam is aimed at a patch of shield that was collapsed by a breacher round. It misses, hits the undamaged front shields, and punches straight through the entire ship.
* Troy Rising series, the Kazi fills this slot for the Rangoran Empire.
* Troy Rising shielding them from/proxying local hypernet access until they learn how to use their implant's pop-up blockers, or risk sensory overload.
* Troy Rising so she can figure out why they are having such a high rate of hardware failure, which is a punishment.
* Troy Rising: The Horvath believe and practice this. They cull undesirable genetic lines among their own people and try to do the same to humans by releasing five genetically-engineered pathogens into Earth's atmosphere. The first one is a nematode (tiny worm) that starts by producing a pimple on the inner left wrist. If

it's not treated with some basic tools (sanitizing and bandaging the small wound), the infestation spreads quickly, and the person dies. Thus, they seek to cull those who they see are careless, stupid, or economically disadvantaged. The other four are viruses, each targeting specific genetic traits. For some reason, the final virus targets anyone who doesn't carry the gene for blonde hair, with an estimated 90% casualty rate across the globe. The Glatun are already aware of the pathogens and have come up with a cure. Except their rules state that Earth has to officially request aid for them to intervene.
* Troy Rising, the Horvath drop a series of viruses (and one parasite) on Earth. The parasite is designed to weed out the stupid, being incredibly easy to treat, but fatal otherwise. Four of the viruses target various defects - colorblindness, increased risk of cancer, etc. The last will kill everyone who isn't blond, thus eliminating 90% of the human population. Thankfully, we manage to stop it in time.
* Troy Rising, the Rangor, are shocked at humanity's approach to warfare, with those few members of their research-groups who actually realize the threat of humanity being brushed off as doomsayers.
* Troy shows use of spears as a very useful weapon, particularly in Achilles's duel with Hector.
* Troy similar to the above example, Achilles proves he is no slouch by climbing up the side of the Trojan citadel while all the other Greek troops use the main entrance.
* Troy. They let Paris try his duel though insisted Helen stay. Agamemnon told Menelaus to accept, because it would give him personal satisfaction and they'd attack the city regardless.
* Troy Wagner, Joseph DeLange, and Tim Sutton, which makes it more saddening when DeLange and Sutton had a fall out with Wagner due to complicated reasons. Although Wagner has slowly attempted to build back his friendships with the two, with a degree of success, with the hopes that the Bro Trinity will return once again.
* Troy who pooh-poohs the gods at every turn. Hector, of all people, paraphrases Stalin: "How many battalions does the sun god command?" The priest of Apollo acts as an inverted Cassandra — he always gives exactly the wrong advice and is always believed. There are many other changes from the original plays unrelated to the trope.
* Troy with the Greeks being confident that the titular city will fall within days. Instead, it takes far longer than that, and many Greeks are killed before Troy falls. However, the condensed time frame omits the full ten year long conflict.
* Trrrilling Rrrs: Therrre is a heavy emphasis on this parrrticularrr letterrr...
* TRS-80, if you ever look up, a piano immediately falls on your head and kills you.
* TRS-80, pressing a number key 0-7 accelerates you to a pre-selected speed of 2^(number) - 1. Thus, pressing 3 accelerates you to speed 7, pressing 4 accelerates you to speed 15, etc.. It didn't take the players long to discover that if you pressed two number keys at the same time, you'd accelerate to an intermediate velocity — and that holding down all the number keys 0 through 7 at the same time would accelerate you to speed 254, faster than any spacecraft you'd ever encounter.
* TRS. A forum for renaming, removing, and otherwise reforming or refining tropes.
* TR Search-esque game in which Lara must stop the level editor itself from being hacked. Contains "British Mountain Ranges" just a few minutes away from Lara's mansion in Surrey.
* TR/ST's Robert Alfons, like Stefan Poiss, is naturally a baritone, but can very convincingly perform feminine vocals,
* Truant Officer Donald cast as a truant officer, out to catch Huey, Dewie, and Louie skipping school. When he finally captures them, it turns out school was out for summer. Donald shrinks in shame as a result.
* Tru Calling. A very distinctive wipe (courtesy of Zoic's CGI staff) was used to denote the activation of the "rewind" power, and a variation of it was also used going to and from commercial break. It was kept on the DVD release, too, where it still functions as a sign of an act break.

* Tru Calling episode "Drop Dead Gorgeous" centers around a beauty contest.
* Tru Calling. Interestingly, a suicide caused the two spirits to swap champions for an episode.
* Tru Calling not been cancelled, we would have learned that the universe was run by two abstract forces - a creator deity who assigned fate and is Jack's sponsor, and a rebellious power who believes in free will and change, and is Tru's sponsor.
* Tru Calling, only getting a six-episode second season, and then getting cancelled before the final episode (which itself ended on a cliffhanger) even airs.
* Tru Calling play with this. Although the heroine normally knows who she is trying to save, there are times when she never sees the victim's face before her day rewinds.
* Tru Calling, though by the time it was revealed that this was the case and the conflict between Tru (change the past to save people) and her counterpart (keep this past the same and let people die) properly introduced the show was on the verge of being cancelled, so the idea was never fully developed.
* Tru Calling: Tru does this in almost every episode. A number of twists and variations of the trope are also used.
* Tru Calling, Tru relives days to prevent people who were destined to die from dying. There are those who think this isn't a good idea.
* Tru Calling. Tru worked in a morgue, and her encounter with a "ghost" consisted of a body suddenly pleading "Help me." Tru would then suddenly find herself a few days in the past, with no other clue as how to help the tortured soul.
* Tru Calling works to prevent Tru from undoing deaths because he sees changing fate as wrong for reasons that would have been explored had the show not been cancelled.
* Truck Driver's Gear Change: It's become such a cliché, especially during the second half of the twentieth century, that it's now almost impossible to play it completely straight anymore.
* Trucker Norm was... well, take a guess. He was Mike Shaw, who was also Friar Ferguson above.
* Trucker out on this fact, although her reason for not sleeping with him is a pretty damn good one considering he's married, but his frustration comes from her blatant refusal to acknowledge that they have a thing for each other, not simply because she won't sleep with him.
* Truckers, Gurder claims he's never wanted to lead anyone because he sometimes has doubts about things. In the original book, this refers to an earlier scene (which appears in episode 5) where the Abbott tells Masklin that, "The most important thing about being a leader isn't being right or wrong, but being certain. Though, being right usually helps." This line of dialogue is omitted from the TV adaptation, removing the reason for Gurder's worry.
* Truckers will often carry hammers as a self-defense weapon and as a tool for checking tires or breaking off ice.
* Truckers, zig-zags between this and more complicated light patterns and projections, since a larger model is used for close ups.
* Truck Full of Ducks by Russ Burach, a dog runs a business delivering live ducks. Unfortunately, one of the ducks eats the address of the customer he is supposed to deliver them to. While looking for the customer, he and the ducks encounter several odd people, such as an alien whose UFO has broken down and a pirate with a parrot on his shoulder ("I ordered crackers, not quackers!")
* Trucking companies do this as well with their old tractors and old trailers. When the company purchases new equipment or acquires equipment from an auction or merger, the old equipment will either be demoted to spotting duty at a terminal, become a tractor used in the city, used for parts in other tractors, or sold/scrapped. Trailers will be either used in the city, scrapped, sold, used for storage, or in some weird cases, turned into extra space for a loading dock.
* trucks generally offer an excellent bang for the buck. They are usually quite spartan, but simple and reliable, with few things to break, and if they break, most anyone can fix them in any roadside garage. Small commercial trucks like GAZelle are selling like ice cream on a hot day around the less developed world, and KamAZ

has built itself quite a name on the successes of its team in the rally circuit. But it's their off-road heavy-duty ones that are really best in the world. During the hurricane Katrina relief effort Mexican Navy Ural-4320 6×6's were reportedly brought to the streets of the New Orleans, because no other truck could come through.
* Truck Stop is Joe Dillon, who was Williams' Sales Vice President at the time.
* Truck Stop posing next to a gas pump and showing off their bare legs.
* Trucy Wright, a 15-year-old magician who turns around Apollo's otherwise bland life with
* Trudi Canavan, looking at the title probably tells you how well that goes.
* Trudi Canavan, she renames everything to the point of needing a glossary in the back of every book. She justifies this in an interview by saying that coming across the word 'sheep' during a fantasy novel can kinda spoil things. Amusingly, horses are still horses (at least in the Black Magician universe).
* Trudne Sprawy)? With 99% probability it's a policeman (or two), arriving to relay the news that one of the protagonists' family members has been accused of a crime.
* Trudy and Trent had been in a relationship until Trent betrayed Trudy in order to get a job.
* Trudy's murder is the only one the main character has not solved, and it's haunted him for many years. He only manages to solve it in the
* True AI is housed in a super advanced computer core known as a phylactery. The phylactery could split off a backup piece the True AI's consciousness would shift to after being destroyed. The phylactery would then regrow and be able to be split again.
* True Ancestors, and in her ARCHETYPE-Earth form, she has no concept of death, similar to the TYPES themselves.
* True Ancestors at the beginning of the story, albeit by rebuilding her body from scratch at the cost of most of her available power.
* True Ancestor who faked her death and survived to the present day. Her spouse Xiang Yu was an automaton created from the remains of Nezha.
* True and the Rainbow Kingdom, the magical flower first turns the puppy Frookie into five Frookies. After this problem is fixed, it ends up working its magic again, this time making her into a giant dog.
* True and the Rainbow Kingdom, when True wakes Bartleby, he tells her that he can't start his day without a hug from "you-know-who." She asks if he means the Rainbow King, saying that he's very busy, but there's always time for "True tickles."
* true. And the War in Heaven gave birth to the first Chaos God. Well done, Old Ones.
* True and Untrue", True hears of magical cures from a wolf, a fox, a bear, and a rabbit.
* True Anon isn't the sex number, to which Brace responds that the 1 is a guy watching.
* True Art, he has sometimes ranted on SF stigma in reviews of particular works that sometimes get this attitude. He also sometimes points out sometimes complex and subtle literary references, as well as great story writing in those works that often get dismissed as standard sci-fi shlock.
* True Art Is Ancient: Works are considered good if they were made a long time ago.
* True Art Is Angsty, for when having enough tragedy will award a work with critical acclaim.
* True Art Is Angsty: Works are considered good when they contain a lot of tragedy.
* True Art Is Angsty: Your drawing of how life is all bright-colored and sweet is unrealistic and absurd! Real art needs to be dark, gloomy, and depressing!
* True Art Is Incomprehensible (and how science destroys our interest in it)
* True Art Is IncomprehensibleAnyone can understand this tripe, it can't possibly be artistic!
* True Art Is Incomprehensible, but now is taken up in earnest by everybody from fanfic writes to aspiring directors.
* True Art Is Incomprehensible exist is because some intellectuals consider that if

some kind of art is easy to understand, then there's no more analysis to be done and it should be discredited for appealing to bigger audiences. This is, however, very debatable as many works of art are praised for being both simple and yet deep.
* True Art Is Incomprehensible. It's about a journalist who is following an enigmatic robot artist about to complete his secret final work.
* True Art Is Incomprehensible: Most people (read:everyone who isn't too proud to admit it) will tell you most Absurdist works make no goddamn sense. Then again, that's the point.
* True Art Is Incomprehensible turns out to have very straightforward symbolism when you see how it's about this trope.
* True Art Is Incomprehensible was the only page allowed to use an animated GIF, due to having it before the rule forbidding them was established. It was kept until the 2021 server migration broke existing animated images.
* True Art Is Incomprehensible: Works are considered good if you can't understand them.
* True Art reactions (i.e., Show X had little effort put into it, but instead was made to superficially appear artsy in hopes that moronic viewers would watch it not for enjoyment, but rather to feel smart).
* True art was not always angsty. Back in the 19th century, fantasy was quite common in romanticism. It used to attract big crowds because they were useful as a tool of escapism to forget the horror that was happening in real life. With that in mind it should not be surprising that the ghetto back in the day targeted a genre known as "naturalism". The fact that they
* True Beauty, which took a cast of good-looking people and then attempted to see if they were as good on the inside as they were on the outside by testing their kindness and morals. Some of them were, some of them... weren't.
* True Believer plays a recent law-school grad who is thrilled to be hired by his role model, a famous defense attorney, whom he has never met. He is so excited he goes to the courtroom where his new boss is working without even unpacking his bags. There are two men at the defense's table, a well-dressed man with short hair in an expensive suit, and a scruffy man with a ponytail. Guess which one is the drug dealer, and which one is the attorney.
* True Believer: Roger, and apparently Eddie as well in the past, which he regains by the end of the film (thus the title).
* True Believers eliminated... and then MJ gets kidnapped by the Green Goblin, prompting Spidey to swing to her rescue.
* True Believers for Marvel characters, MJ doesn't stay dead for long.
* True Believers. He later gets revived in an unrelated crossover and realizes to his horror that as a comic book character, he can't be killed permanently as long as people want him around. He eventually gets around it by making his comic as boring as possible to get his title cancelled and rejoin Mary Jane that way.
* True Blood Also disturbingly played with by Bill, when he's having sex with his maker Lorena. Not wanting to see her face, he twists her head 180 degrees. Naturally, being a vampire, she's still alive and even tells him she loves him, while he continues to screw her.
* True Blood Also, the main character, Sookie Stackhouse, is secretly a psychic.
* True Blood and a redneck Vampire, then over to one of the main characters who quits her job at a hardware store because of one overly annoying customer.
* True Blood and get to see his background reactions every time the murders were brought up in his presence. They were subtle but very telling.
* True Blood, Andy's daughters literally age overnight - multiple times - but this is because they're half fairies.
* True Blood. An older vampire will always be stronger and faster than a younger one. However, Tara was able to defeat the older Jessica because Tara had been an MMA fighter as a human, while Jessica had no such training.
* True Blood, Antonia ends up erasing Bill Compton's memories instead of Eric Northman's. Bill remembers that he's a vampire, and that he can play the piano, and not much else. He also has a few memories of his maker Lorena, and Jessica has to help Bill re-learn just enough about the vampire politics in Louisiana so that he

can go out in public and not give away his amnesia to other vampires, since he is their King.
* True Blood, an unfortunate police officer wets himself after a close call with Bill.
* True Blood at the beginning of season 3. Do we need to say anything more? That's just one glaring example: most of the major male characters are unusually handsome and muscular, and very frequently shirtless or naked and lingered over by the camera.
* True Blood. Battles between vampires are always determined by how old each vampire is. Even the difference of about a year makes all the difference. They also seem to develop the ability to fly over time. However, their weaknesses also get more severe. A 2,000 year old vampire will burn up in the sun within seconds, whereas a younger vampire will take minutes.
* True Blood became increasingly derided in its later seasons but that didn't seem to make a dent in the ratings.
* True Blood: Before Jessica Hamby got turned into a vampire, she had put up with her deeply religious and oppressive father, who often beat her with his belt to punish her for her faults.
* True Blood, besides the usual vampire weaknesses (sunlight and silver), since vampires are undead, they can be controlled by a necromancer, to the extent they can be forced awake during the day and made to walk into the sunlight to their demise.
* True Blood, Bill can, because he has had so much of Sookie's blood, tell when she's in trouble. Eric can as well.
* True Blood, Bill Compton is very much a surrogate father for his vampire protegee Jessica Hamby. She's much closer to him than she ever was with her human family.
* True Blood/Bill. In "It Hurts Me Too" after Bill pins Lorena against a wall and tells her that he'll never love her, she kisses him. He does not react well to this, first going for her throat with his fangs, then responding to her urging him to make love to her by doing so extremely violently to the point that he leaves several cuts on her chest and twists her head around 180 degrees. Lorena loves every second of it, and dreamily says "Oh William, I so love you." Also, even after Bill tells Lorena multiple times that he hates her guts and can't stand the sight of her, she still has the nerve to ask him "When will we see each other again?"
* True Blood bravely calls their request blasphemous and is promptly decapitated.
* True Blood, but turns out to be a psychopathic addict who imprisons and kills harmless vampires for their psychedelic blood.
* True Blood comes to mind. She's attractive and can read minds, but Vampire Bill and Sam pretty much can't go for 30 seconds without thinking about her.
* True Blood dangerous predators. Show runner Alan Ball actually protested against using this metaphor for exactly this reason but writers still used it, especially once he left the show.
* True Blood difficult to reign in someone with their powers and the vampires' own government doesn't care about that, only violence against other vampires.
* True Blood: episode 8 of season 5, and the premiere episodes of seasons 6 and 7.
* True Blood episode "Hopeless", Sookie and Jason are searching a field when Sookie walks through an invisible portal into the fairy stripclub. Confused, Jason tries to follow her, but when he walks through the spot where Sookie disappeared, nothing happens. He tries a few more times, then curses the fairies and demands his sister back. Sookie reemerges and properly takes him through the portal.
* True Blood, Erik actually does deliver the next line with a certain amount of respect, though the fact of the matter is he's saying, "That's not what you should do," in politer terms. To his queen. Leading to...
* True Blood explode into blood and guts with no skeleton or anything that looks like an actual vital organ, when they are staked or decapitated. They look like bloody water balloons.
* True Blood. Finally, Jessica makes him leave the bar, but not before she makes him shout "I'M A BIG FUCKING PERVERT WITH A BIG BONER FOR JESUS!"
* True Blood for feeding on another human, and makes clear the dude is getting

executed for being a complete idiot.
* True Blood gas station attendant pretend to be a vampire to unnerve some travelers. After they leave, a peeved real (and redneck) vampire threatens the poser with death if he ever does that again.
* True Blood gave us this priceless exchange between best friends Jason and Hoyt:
* True Blood, gets excited when she sees Bill drink the blood of a handsome, muscular man, and says that she "loves to watch two men together." Later, she suggests to Bill that he and Eric resolve their differences by having sex, and wants to watch.
* True Blood gets rid of a "demon" that makes her an alcoholic via exorcism. It turns out to be a scam, but that doesn't faze Lettie Mae.
* True Blood has a moment where Jason — who's just been violently dumped by his current girlfriend, in part because he's jealous of the vampire she let bite her — starts gloomily channel-surfing and finding that every station is talking about vampires, including a nature documentary about vampire bats.
* True Blood has attractive characters of both sexes, fantasy, love triangles, even some gore... the list goes on.
* True Blood has been described as incredibly painful and horrifying by vampire protagonist Bill, who had vowed never to turn another human into a vampire to ensure that nobody else has to experience what he went through.
* True Blood has done this a few times. Bill gets given a Civil War era photo of himself while giving a talk to a group of descendants of veterans of that war, Russell and Talbot have centuries old paintings and tapestries decorating their home, Russell has his collection of trinkets and trophies from down the ages and Maryann not only has her ancient statue but speaks Ancient Greek.
* True Blood has Jessica visit Bill because she doesn't know how to admit to Hoyt that she fed on a stranger in Fangtasia. Bill asks if she was videotaped or photographed doing so because he can't protect her as her maker if that's the case.
* True Blood has Maxine Fortenberry. Once in awhile, she'll show her soft side; such as genuinely loving Tommy and attended his funeral and consoled his brother Sam. But Maxine is a very cruel racist person who would rather kill a non-human (vampire, shifter, etc.) with a big smile on her face when given a chance, regardless of who they are. Such as Sam whom she sold out and attempted to murder with the rioting townsfolk in Season 7; despite telling him that he is part of the family a few seasons ago.
* True Blood has the protagonist actually having been born with a vampire mark, which takes the form of a tattoo-appearing birthmark.
* True Blood has this as one of its basic premises. Sookie has given herself to Bill out of love, without being hypnotized like so many other fangbangers. Also, being his makes her off-limits to other vampires.
* True Blood: In a flashback, we learn that in the 17th Century, Nora was helping people infected, contracting the illness herself in the process. This led to Godric turning her into a vampire.
* True Blood, informs the world at large that "I ain't never gonna be the same after this."
* True Blood: In "It Hurts Me Too" after Bill pins Lorena against a wall and tells her that he'll never love her, she kisses him. He does not react well to this, first going for her throat with his fangs, then responding to her urging him to make love to her by doing so extremely violently to the point that he leaves several cuts on her chest and twists her head around 180 degrees. Lorena loves every second of it, and dreamily says "Oh William, I so love you." Also, even after Bill tells Lorena multiple times that he hates her guts and can't stand the sight of her, she still has the nerve to ask him "When will we see each other again?"
* True Blood: In Season 5, when religious extremists take over the Authority and start up a human trafficking ring, there's a scene where the Chancellors in the Authority have a human man tied up and naked before them. Before they feed on him, Russell sarcastically asks if they should say grace, and Steve mockingly recites this prayer:
* True Blood is a pretty straight example. There are occasionally a few stray

thoughts that don't give Sookie exactly what she's looking for, but they still almost always fall into line with what we expect the character to think ("this jerk better leave right now" "Doesn't she look like a tasty little meal" etc..) and never anything random like "did I water my plants?" or "what a cute skirt, I could use one like that."
* True Blood is a succubus. In this case Succubi aren't outright demonic, and appear to go either way morally speaking. They seem more like talented sex oriented energy vampires, without actually needing to take energy. Considering the character this happens to, this is most ironic, and a major plot point.
* True Blood is staged very much like a scene of a woman in a hospital giving birth.
* True Blood It doesn't work. Oddly enough, she considered regular abortion wrong, but this okay for some unexplained reason.
* True Blood. It even has medicinal value for those who are wounded. Too bad vampires as a whole don't take kindly to the commoditization of their life essence.
* True Blood. It's almost painful to watch a flashback that includes the sweet, well-intentioned girl you know will become a V-addicted nutcase.
* True Blood: Jason runs into this when he has the chance for a threesome with two beautiful women; the only problem is he's still traumatized from killing someone a few days ago.
* True Blood, Jason Stackhouse has a lot of casual sex but finds carrying on an actual relationship to be difficult.
* True Blood. Jason Stackhouse: Irresistible to women, seldom fully dressed, always utterly clueless. When he starts listing out his diet and workout routine to stay so chiseled, it actually seems a little out of character for him to know that much information about anything.
* True Blood Jason Stackhouse will pretty much bang anything female... except Tara, who has a huge crush on him. Of course, considering what happens to the rest of his conquests, that may not be a bad thing for Tara.
* True Blood: Jessica's immediate reaction to finding out that she's a vampire is a little happy dance and a shout of joy as Bill tells her she won't be returning to her abusive parents at all. She doesn't start to think that she's a freak of nature until later.
* True Blood, last episode of the first season, Sookie drops the pitcher she was holding when she realizes the killer is in the room with her.
* True Blood, like Sookie herself. After Sookie realizes that the "light fruit" is a trap for the hybrids (anyone who has tasted it can never return to the human world), she blasts the fairy queen with her light powers. Suddenly, the garden turns into a desolate landscape, and the fairies reveal their true appearance — that of goblin-like creatures with sharp teeth, pointy ears, and claws. Apparently, the queen was the one who maintained the illusion of a paradise.
* True Blood lives and breathes on this trope. Everyone should have sex with a vampire at least once. And you should see the werewolves and shapeshifters.
* True Blood makes it clear that a lot of time has been spent in maternity wards during the intervening years.
* True Blood material, plenty of fans like to hope that some of Claude's sisters aren't there when Warlow kills everyone present at the club in season 6.
* True Blood: Middle-aged Sam Merlotte seems to only date girls at least a decade his junior, and ultimately marries college student Nicole, whose mother sharply disapproves when Sam declares his love.
* True Blood, Miss Jeanette performs an exorcism on Tara's mom to cure her alcoholism. In all fairness though, Miss Jeanette turns out to be a fraud. And yet, Tara's own exorcism results in her accidentally summoning Maryann.
* True Blood novels (see above). The mockumentary detailing the events leading to the series mentions that within hours of vampires revealing themselves, many world cities were engulfed in panic and rioting.
* True Blood, often deliberately looked to be offended during the first season, though she's toned down a lot more in the following seasons.
* True Blood: One girl was more then happy to find out she's a vampire now, telling

how her human life sucked.
* True Blood, only the vampire characters ever have exact/approximate ages given, usually for dramatic effect like Russell being over 3,000 years old or Jessica being 16 when turned in Season 1. The humans' ages are kept vague, not helped by the show's rather fluid sense of time. Lampshaded by Nicole's mother when she objects to her relationship with Sam:
* True Blood, rather a friendly acquintance based on mutual respect, which turned into an eternal bond when Pam (in desperation) slit her wrists and forced Eric to either turn her into a vampire or let her die.
* True Blood religious zealot of a father and defend her mother and little sister.
* True Blood revolved around a serial killer murder mystery. Secondary male protagonist Jason Stackhouse, widely known as a casanova but equally regarded as not the brightest bulb, is brought in by the police as the primary suspect, as he was documented as previously having sexual relations with most of the victims. When video evidence shows Jason actually in the coital act with one of the victims (including rough sex-style choking), it seems his goose is cooked. But when the rest of the tape is played and shows the victim very much alive and laughing, Jason exclaims this is proof he is innocent. One of the deputies nevertheless asserts that Jason might have come back later to murder the woman, and left the tape to throw suspicion off him, causing Jason to retort "I'm not that smart!" One shared look of acknowledgement by the officers and a scene later, Jason walks free.
* True Blood. Right in the first episode she is licked by a stray dog and her grandma's cat is shown purring in her arms while she's having a dream.
* True Blood, Russell Edgington's partner, Talbot, is staked by Eric. Russell then goes mad, stuffs his remains in a glass urn and starts taking it with him everywhere he goes. Until Sookie flushes its contents down the garbage disposal...
* True Blood, Sam and Tara are an off-again, on-again Beta Couple, as well as Arlene and Terry.
* True Blood, Sam Merlotte is played by actor Sam Trammell—a coincidence, since the character was named by Charlaine Harris, author of the novels on which the show is based.
* True Blood season four is a good example: Sookie turns down all three of her love interests. In the case of Bill and Eric, it's a classic "I'm not picking either of you" ending to a Love Triangle. Alcide gets a gentler "sorry, but I don't feel that way about you" rejection.
* True Blood) seems to have been created specifically so straight guys would have a character to gush over.
* True Blood. She also keeps his truck and it becomes her main vehicle for the remainder of the series.
* True Blood - she goes to the fairy land for what seems like a few minutes, only to come back to find a year has passed in Bon Temps. Also happened to her grandfather. He was there for what seemed like a couple hours to him when it had been twenty years.
* True Blood', Sookie has been on the receiving end of enough of Eric's blood that he's wary of giving her much more, or else she'll be a vampire herself. This effectively cranks their relationship up several notches, since they thrive on each others' emotions.
* True Blood: Sookie hears a great deal she doesn't want to, and people treat her as if she is stupid because her power makes her behave oddly. She was also a twenty-five-year-old virgin since hearing what guys really thought was a big turn off, and she only lost her virginity when she did because vampiric minds can't be read.
* True Blood, Sookie was involved in a love triangle between vampire Bill and shapeshifter Sam. She chose Bill and Sam moved on. Come Season 6, Sookie was in a rough spot and made a pass at Sam, only for him to reject her due to his relationship with his pregnant girlfriend.
* True Blood's second season includes a protagonist attempting to use a chainsaw as a weapon, only to get it hopelessly stuck in a counter-top before it can be of any use.

* True Blood takes her to a plantation, proceeds to rape her, and later intends to turn her into a vampire against her will (with the implication being that he is going to continue to rape her when she becomes bound to him as her maker). And based on dialogue from the other characters, it's all but stated that isn't the first woman he's raped or ripped to shreds for rejecting him.
* True Blood takes up so far about 45 days with a 1 year time skip between seasons 3 and 4. Episodes tend to be about 1 day long, but several are real time except for perhaps a final scene.
* True Blood, Terry Belflaur and all the other Marines are war criminals, committing some seemingly harmless acts, such as holing up in a mosque, but also more harmful crimes such as killing unarmed, wounded civilians.
* True Blood) that were pushed to the side for a love triangle (with shapeshifter Sam).
* True Blood: The final season revealed why Lettie Mae was so abusive towards Tara: when Tara was young, her father abandoned them, causing Lettie Mae to descent into alcoholism and take out her frustrations on her daughter. Considering her treatment of Tara over the course of the show, most fans found it hard to believe something like that could actually happen to someone. Not to mention that such an important event in Tara and Lettie Mae's relationship should have been mentioned in the previous seasons. If anything, it comes off as a lazy attempt by the writers to conclude as many character arcs as possible before the series finale.
* True Blood. Their mother is Maurella, Sookie's fairy cousin, who gave birth after her accelerated fairy pregnancy and promptly left her babies with Andy in the human realm.
* True Blood", there are more than a few religious types who find this disturbing.
* True Blood, the Shifters, Werewolves, Werepanthers, etc cannot take their clothes with them when they transform, so they end up fighting nude at least once.
* True Blood, the vampire Godric observed the Viking warrior Eric Northman's prowess in battle, and was so impressed that he turned Eric into a vampire so that he could fight forever.
* True Blood the vampire leaders sometimes give other vampires what they call the True Death by beheading and staking the vampire to be executed. (Sunlight also works).
* True Blood, the vampires' bodies regenerate when they're injured. While this is generally a pretty good thing, it can have repercussions.
* True Blood. They don't look or act like Marines. After his tour in Iraq, Terry is still a private, although this is never explained. In the flashback sequences, Terry appears to be about 40 years old, in need of a shave and haircut, and his whole team is just one big group of war criminals.
* True Blood), this is the reason Sookie was first attracted to Bill: She realized she couldn't hear his thoughts.
* True Blood, to a tee. He is, however, perhaps the only classical vampire in the series.
* True Blood. To be fair, this IS a plot point. The town murderer keeps attacking the women he's been with.
* True Blood to Eric's mortal life in medieval Sweden showed him getting it on with some village girl in a stable, showing that even back then he was a total manwhore.
* True Blood, too. Godric (2,000 years old) and Erik (1,000), Erik and Bill (roughly 150) among others.
* True Blood to protect Hoyt, you know Bill's also being an Overprotective Daddy. After all, he did have a daughter pre vampirism.
* True Blood upon Bon Temps, and she ritualistically rends her victims and eats their hearts; she doesn't see what the problem is, and she does it not to be evil, but because she sees it as doing an honor to her god.
* True Blood using a nationally-broadcast news programme, by rushing into the set while live, killing the anchorman and intimidating the crew to let the camera roll while he delivers his rant.
* True Blood (vampire-filled soap opera/drama that uses vampirism as a fantastic LGBT allegory, the ensemble cast includes a gay main character and bisexual female

character, there are several LGBT supporting characters, subject matter includes queer male romance and queer female romance)
* True Blood vampires are weakened by contact with silver. It hurts too, and will leave burn marks on unprotected skin. Has been shown applied as chains, handcuffs, "pepper" spray, and intravenously as a torture method.
* True Blood. Vampires can move at super speeds, and apparently without harming the human they're currently carrying. They can even do this while wearing high heels and a dress.
* True Blood: Vampires first, shapeshifters, then goddesses, werewolves, fae, werepanthers, and witches.
* True Blood: When Sookie first meets Eric Northman at Fangtasia, she listens in on the thoughts of other human customers in the bar and determines that one guy is an undercover cop and the place is about to be raided.
* True Blood when the scene cuts to Bruce, watching the same episode at home.
* True Blood, where bisexuality is rare, outside of the occasional off-handed "I was bored" comments.
* True Blood Which he then proceeds to hold in his hands as he delivers a speech about vampire superiority.
* True Blood who tended to think with the wrong head. Recent personal tragedy has motivated him to clean up his act.
* True Blood with Sheriff Andy, Portia's brother, due to his ability to act on Bill's legal behalf as his living heir (who isn't trying to have sex with him).
* True Blood with Sophie-Anne, the Vampire Queen of Louisiana. She amassed immense wealth over the years, using undead tax exemption to her advantage. But now that Vampires have come into the open, the IRS is after her.
* True Blue Femininity: Girly girl wears blue to indicate her femininity as a throwback to the olden days of when blue was the feminine color.
* true, but at the same time he admits that he shares the same blood with them.
* "True" by Spandau Ballet plays, you can be sure that it's an indication of this.
* True Capitalist (2008-present) Internet based political radio talk show about the ramblings of a short tempered, alcoholic Texan businessman and the trolls that try to ruin his show time and time again. Despite numerous dramas and doxing attempts surrounding his show, Ghost's adamant fanbase has frequently managed to motivate him back into broadcasting, even after he once left the internet for four years.
* True Capitalist being called a "hambone". It's ironic since Ghost initially used the term to make fun of people who he deemed to be fat, lazy moochers who contributed nothing to society. He encouraged his listeners to use the term in public whenever they saw a "fat, jelly ass", but the trolls who call into his show during the Radio Graffiti segment began to use the insult against him.
* True Capitalist between him and the mostly trolls that get called upon that he almost always loses.
* True Capitalist, called him a racist, a fruitbowl, a hambone, and a reptilian. However, Ghost only raged once he brought up "Hannukah night," failing to even notice the line after it accused him of beating his son.
* True Capitalist calls them, i.e. Fruity-Ass Fruitbowls, Milky-Lickers, Hambones, etc.).
* True Capitalist: Ghost often invokes this trope by name after a particularly effective set of trolls.
* True Capitalist is when a woman gets beaten. He's dedicated shows to explaining how Mother's Day is a feminist conspiracy. The list goes on.
* True Capitalist may have hundreds of hours of radio shows where he espouses his (often extreme) opinions, but next to nothing is known about the man himself. His real name, his face, even his age are all left a mystery, with trolls only going by breadcrumbs Ghost occasionally lets out to piece together things. Though considering his opinions, this may be down to protect himself.
* True Capitalist moments, but he occasionally lets his mean-spiritedness and bullying nature get the better of him.
* True Capitalist Radio does a segment where he pretends to take his many trolls to a woodshed and whip them with his belt, claiming he's the "fatherly influence" they

never had. The trolls just laugh it off, until they get bored when he takes several minutes to do it.
* True Capitalist Radio: Ghost sometimes fell victim to Twitter and Chatroom names that are intentionally misspelled in an attempt to trick him into saying something he doesn't like or doesn't mean.
* True Capitalist Radio has Ghost's enthusiastic and entirely one-sided vendetta against Alex Jones.
* True Capitalist Radio once made the mistake of revealing that he hated Christmas as he was the one who had to buy everyone presents. In response his trolls began playing Christmas songs to him in September.
* True Capitalist Radio THRIVES on this. It's the MO of most trolls to take anything and everything Ghost says and "splice" it out of context.
* True Capitalist Radio until summer 2011. Additionally most of the episodes were made during 2011-2012 and 2016 time frame.
* True Capitalist, unambiguous racism and misogyny, and hateful bullying of everyone who isn't like him. The amoral trolls who make his life a living hell on the other hand often aren't much better, being bullies themselves who make a mockery of endless numbers of tragedies and horrible things just to get under Ghost's skin.
* True Capitalist, uses this trope whenever a woman disagrees with him.
* True Capitalist was to listen to Ghost go absolutely batshit insane from all the troll callers.
* True Colors has Steph but uniquely its not for the player character Alex, who is openly bisexual. Rather if she is asked to seduce Diane the other characters note she awakened something in her. Steph says that it wouldn't be the first time.
* True Companions and turned a planet/moon into hell just because he could.
* True Companions as they fight the Inbit/Invid that have invaded and conquered Earth.
* True Companions fly around inside a gigantic mechanical dragon called Daiku Maryu.
* True Companions: Friends who are loyal to each other through thick and thin.
* True Companions from the previous series). As Korra points out to him in season 4, Zaheer's murder of the Earth Queen only caused a fascist regime to pop up in her place, oppressing the people even worse than she did in the name of protecting them (guilting Zaheer into helping her). They also tried to kidnap the Avatar during childhood to raise her according to their beliefs, which is why she had to live in a fortified White Lotus compound at the South Pole for years.
* True Companions...if we throw in the mid-Season Four brainwashing to sew his hat back on, this guy has spent three seasons (half the series) playing Three-Handed-Hat-Juggling.
* True Companions including Judeau, Pippin, Rickert, Corkus, and all the enlisted men. When Guts decides to set out on his own, young Rickert cries, "The Band of the Hawk is your family! Why would you want to leave?"
* True Companions insisting on acting like the war between Red and Blue is still on, long after both teams had more or less made peace with each other.
* True Companions is an understatement). Luke Skywalker is the only member of the group that 3PO has a friendly relationship with most of the time, and even Luke loses patience with him sometimes.
* True Companions, much to his annoyance. Oden’s death protecting his family and friends still brings tears to his followers’s eyes.
* True Companions respectively). It's implied that, despite being 40 years old by now, neither of them have ever had a serious relationship due to their adherence to this trope.
* True Companions. Somebody who can't do that is, by definition, not Unfettered. It doesn't matter how much else they're willing to throw away; if anything restricts them from completing Goal Number 1, then they don't qualify for the trope.
* True Companions started to become increasingly prominent. Even in real life, friendship was now more cherished by a lot of people around this time.
* True Companions student group with Shyla (another member of the group of friends,

and who is passionately against the war) only to betray both the anti-war group and his friends by having been an undercover government agent the whole time. He tries to minimize the damage by saying that Shyla and the others were all just innocent dupes, and the leader of the student group was only real extremist and responsible for all of the more dubious actions the group took. At the trial, it turns out that the leader of the student group was also a government agent all along.
* True Companions trying to defend against Fate and his minions). Needless to say, the entire group is on the lam (and on top of it, scattered around the magic world).
* True Companions. Up until the Grand Line, all of the crew were in their late teens. Then came Chopper (15), Nico Robin (28), Franky (34), and Brook (88). Post-timeskip adds Jinbe, who's 46 by that point.
* True Companions. When they were both little, he rescued her from being lost in a forest. A recent incident that helped jog her memory of the event would drive her to find him and join his group.
* True Confession, Charley knows that Helen didn’t kill Otto; he has Otto’s wallet and is the real killer. He threatens to tell the police that Helen committed perjury if she and Ken don’t give him $30,000.
* True Confession revolves around Helen's copious lies, and the big one that gets her into trouble.
* True Confessions of Adrian Albert Mole by Adrian for trying to pass his diaries off as fiction.
* True, considering how much the Yeerk war influenced the budding, new conflict between humans, Andalites, Yeerks,
* True Crime, all the controversy caused sales of the cards to go through the roof.
* True crime author Ann Rule's dog always snarled and growled at her friend Ted Bundy and shied away whenever he tried to pet him, despite usually being friendly to everyone. Little did Ann know her friend was a serial killer spending his nights prowling college campuses for victims. Similarly, the cat belonging to the sorority house where he went on one of his final rampages apparently ran away the night of his attack. In an interview with one of the surviving victims, she speculated that the cat must have sensed the impending threat.
* True Crime discussed a murder case that was solved, thanks to a partial shoe-print on a piece of glass that matched the shoes of a person in the neighborhood, who was found to be the killer.
* True Crime Files: Eddie was innocent, and the real killer was a hitman hired by his father who wanted to kill her over their very messy divorce proceedings.
* True Crime: New York City, and the only opponent you had to beat with strategy (mostly blocking then counterattacking) instead of simply button mashing.
* True Crime: New York City, if the player hassles pedestrians and subjects them to unwarranted pat downs, some people may refer to you as "ociffer" as a snide insult.
* True Crime: New York City is this in spades with his zen garden, samurai armor, and katana.
* True Crime: New York City) Marcus "commandeers" someone's car, he'll often spout lines like "You know you're not getting this back, right?"
* True Crime: New York City parodies this. "You have the right to an attorney and some other shit I can't remember." In the first installment, the protagonist sometimes says to suspects after beating them up and cuffing them: "You have the right to remain - unconscious!"
* True Crime: New York City takes place solely in Manhattan and allows the player to roam freely throughout the island.
* True Crime: New York City when aiming at a person's head with a high caliber weapon.
* True Crime since they couldn't buy the rights to the game's original franchise but letting the game remain as it was; even giving the developers extra months to refine the gameplay. They were rewarded hansomely, as the game sold over 180,000 copies within the first few weeks of it's release.
* True Crimes starring Jim Carrey and Marton Csokas is based on the real-life Krystian Bala case (see below).

* True Crime: Streets of L.A. does this transparently; the conclusive ending isn't available until following false leads to three Or Is It? endings.
* True Crime: Streets of L.A. ending in which Nick Kang and FBI Agent Masterson have a dance-off. Kang wins.
* True Crime: Streets of L.A. featured this, but not only in the form of cars crashing and the like: the protagonist can receive training which makes him an exceptionally good shot. Following this training, when aiming at the rear license plate the targeting reticule will turn red. If you fire, the car instantly explodes, killing everyone inside. Oddly, if you were in a mission that required the driver to survive, they would be unhurt in the following cutscene.
* True Crime: Streets of L.A. is a classic ancient wise mentor type, maybe a bit snarky but otherwise doesn't break from his serene detached mentor demeanour. However, in one optional scene, protagonist Nick Kang's failure to understand his cryptic guidance finally begins to tests Wu's patience.
* True Crime: Streets of L.A., Nick Kang hurls a chopstick right into a Triad thug's ear.
* True Crime: Streets of L.A. requiring more fighting skill than any other fight and a tough driving-shooting challenge.
* True Crime: Streets of L.A.. The notes are of such high duplicity because they're actually printed with the Swiss-made plates used for the real thing and purchased by the North Korean government to supply to Russian gangsters. The North Koreans were hoping to undermine the American economy, but the mobsters just use it to finance their own operations.
* True Crime: Streets of L.A. uses this liberally, but I guess the greatest example is when Nick Kang, the protagonist, finishes off the crime lord who had his father killed over a money laundering scheme. While this could be a bit of a solemn moment, as he watches his father's killer burn to death in a plane crash, he follows it up by saying: "Try Laundering THAT, bitch!"
* True Crime: Streets of L.A. you do this constantly with witty comments.
* True Crime: The Governor calls to stay Frank Beechum's execution at the very last minute, when the first drug used in the execution has already been injected, thus the warden has to pull the needle out.
* True Crime. The true story of a vicious and senseless series of murders kicked off an interest in "real murder mysteries," and the genre remains startlingly popular today.
* True Detective also drew heavily on Lovecraftian concepts to articulate a less heroic and more terrifying approach to the RPG genre.
* True Detective, Cohle is convinced that the 1995 murder case he worked and apparently solved is still unfinished. He continues working it long past its closure, believing that there are additional perpetrators to be found and that the crimes are still ongoing. He's right.
* True Detective, creator Nic Pizzolatto makes a cameo appearance as a bartender. Possibly lampshaded as well. Woody Harrelson's character is interogatting the bartender. He then asks the bartender, "why are you making me say this shit?"
* True Detective detective with a substance abuse problem was recounting a case poorly, right up until the last episode when nothing overtly otherworldly happened. It's why the second season, which did not have anything weird in it, was far less popular.
* True Detective. Enough flak came out of this that the Emmys restructured their rules by clearly defining what constituted anthology or limited series and both are now ineligible for the Drama category.
* True Detective, Frank Semyon's business partner, Osip Agranov, is played by Irish actor Timothy Murphy.
* True Detective had a critically adored first season with its dark mystery and atmosphere, but the second season was widely considered to be weaker in comparison seemingly abandoning those very elements. After a three-year hiatus, Season 3 returned the show to form and earned renewed acclaim.
* True Detective: Half of the story takes place from 1995-2002, while the main story takes place in 2012.

* True Detective has some civilian vigilantes accosting an ex-Vietnam War veteran turned homeless man, accusing of kidnapping children in a local town in Arkansas.
* True Detective: In season 2, Woodrugh is a former member of a private military contractor and served in Iraq. It's implied that he committed war crimes while there. Other members of his outfit get involved in the case he's investigating, and he's not happy to see them.
* True Detective, Marty and Rust discover a meth lab booby trapped with grenades. One of the cookers runs and gets blown to bits by them.
* True Detective - Paul Woodrugh used to serve in the US Army prior to being a contractor with Black Mountain. He resigned after BM got involved in scandals, joining the California Highway Patrol.
* True Detective Rust and Marty make a suspect watch a horrible torture video. When he screams in distress the show cuts away to the landscape around them in a wide shot.
* True Detective, Rust Cohle is one, both in the past and in the present-day scenes.
* True Detective, Rust Cohle's single father was a hard-bitten Vietnam veteran.
* True Detective Season 1 focuses on Louisiana State Police homicide detectives Rustin "Rust" Cohle and Martin "Marty" Hart.
* True Detective Season 3: One third of its story takes place in 1980.
* True Detective: Spirals and naked women with horns are recurring symbols in a series of murders.
* True Detective takes place in two time periods: one from 1994-2002, the other in the present in 2012. The third season takes place in three: one in 1980, the other in 1990, the last during 2015.
* True Detective: "Time is a flat circle." The nihilistic hero Rustin Cohl goes into a much detailed description of the theory.
* true "down to the last play" situation, however, is when a player takes a mark or is awarded a free kick within scoring distance when the final siren goes - if this happens, the player is allowed to take their shot after the siren. North Melbourne's Malcolm Blight was the subject of two famous examples. The first was when he kicked a goal from around 80 metres out to defeat Carlton. In the second, Blight had kicked a behind (one point) to tie the score against Hawthorn, but was awarded a free kick as the siren went. He had the option of accepting the behind or taking another shot, chose to take the shot... and missed the goals completely, resulting in Hawthorn winning the game.
* true ending, Spy Fox reprograms William the Kid's robot pilot to send his blimp to Spy Corps. Jail and sets off William's pilot ejector seat. Spy Fox escapes safely on the blimp's only parachute, while William falls and lands in a cell at Spy Corps Jail.
* True Exodia It's clearly designed for laughs and trying to get a proper win with it (by switching its control) is more trouble than it's worth, though that hasn't stopped players from trying.
* True Facts About...-style narration and random asides on animal penises and animal intelligence (or lack thereof).
* True Facts, about the cuttlefish's incredible color-changing skills despite the animal being colorblind:
* True Facts video "Snake and Lizard Tongues", regarding scientist Dr. Kurt Schwenk:
* True Final Boss. Curbstomping the killer bee mecha who has given many top-tier players a run for their money feels so satisfying.
* True Final Bosses is God/Ultimate Rugal, the result of Rugal killing Akuma and absorbing the Satsui no Hadou. If you beat him, Akuma deems that Rugal isn't worthy of his power before seizing control of his body, becoming more Akuma-like in appearance before leaving. This led to some people believing that you could fight this Akuma/Rugal hybrid, but he only exists for this cutscene. It doesn't help that in an alternate version of the character select screen there's an empty square in the center of the screen that looks like a secret character could go there.
* True Final Boss, Geese Howard wore a spiffy suit. Outside the arena, his

"present-day" wear is a reddish business suit.
* True Final Boss shares one eye between two heads, and the eye has to constantly switch between the two heads. Which means that one of the two heads just has an empty eye socket where its eye should be.
* True Final Boss. The former is notable in that even if you're playing as a character whose final boss is supposed to be Akuma (like Ryu or Gen), you will simply fight Shin Akuma first and then you'll face the regular version of him.
* True Final Boss, they are silently given a Lightning Shield to help collect the rings that fly across the stage.
* True Final Boss". This is also one of Ranyon (The series creator) most distinct traits making translating his games very hard due to his obsession of details in the subject the text covers. This is often called "Ranyonese" by fans.
* True Final Boss where Sonic fights both of them, each of them trading places whenever the other is hit.
* true form is a giant mecha-scorpion, although it rarely uses its "stinger".
* True for most spellcasting classes. While their hitpoints can easily compete with the other classes, mages, priests and warlocks can only wear cloth armor which offers low protection against physical hits, and fare poorly in most defensive type of stat such as defense or dodge. In theory, random items could provide any sort of stat, but those never keep up with the more "conformist" items. There are more hardy hybrid types, but they tend to be worse at spellcasting in return.
* True for several titles as well. For example, "Ser" instead of "Sir". "Maester" instead of "Master".
* True for the Sauber Mercedes C9 as well; in the international versions of the game, this car is unlocked by beating the Formula GT World Championship (Formula 1 expy), the toughest and longest championship in the game, which really needs a Formula GT car of your own (from Nürburgring 24hrs), which is in most respects (top speed excepted) is better than the C9. The C9 is useful for 24hrs at Le Mans and other prototype events, but by the time you obtain it you'll probably already have something else that can do the same job, like the Toyota 88-CV from winning the Endurance Race at El Capitan. This is averted in the Japanese version however, which has the C9 as a prize from the Grand Valley 300km endurance race, with the Formula GT championship instead giving you another Formula GT in a special black color (which in the international versions can only be obtained through 100% completion).
* True Friends, has Kitty Pryde and Rachel Summers accidentally travelling to the late 1930s. Kitty, who is Jewish and learned about the Holocaust from her grandfather, himself a camp survivor, decides to assassinate Hitler and most of his staff, until she is forced to choose between changing history and saving Rachel from the Shadow King.
* True Geordie has a liking towards to lions. He has a massive lion tattoo on his upper right bicep and there is a lion poster in his studio. In the interview with Logan Paul, there is a lion figure in the background. He also wore a t-shirt of a lion.
* True giants were created by the Titans to help shape the world. The most common types are sea giants (aquatic giants that look like big scale-covered humanoids) and mountain giants (big roughly humanoid things made of rock). Other types include ice giants and molten giants (recolors of the Mountain Giant model), crystal giants of Outland (basically stone giants with a fancier model) and storm giants (who were afflicted by the Curse of Flesh that afflicted many of the Titan-made elemental races, turning into essentially supersized humans rather than the rocky beings other giants are).
* True Grit, 14 year-old Mattie discovers the effects of recoil at the most inopportune time and place.
* True Grit (1969). Chaney's fellow gang members mock him mercilessly after he's wounded by 14 year-old Mattie.
* True Grit, after the bad guys are killed, Rooster Cogburn rushes Mattie back to civilisation to treat her snake bite.
* True Grit and its two adaptations, "the meanest one, double-tough, knowing no

fear".
* True Grit... an impression which lasts about as long as it takes for her to bludgeon them into submission with her intellect, her business acumen, and her sheer, gimlet-eyed stubbornness.
* True Grit. Deconstructed, however, in that she is still naive enough to be vulnerable, and her lack of innocence as a child leads to an apparently joyless and lonely adulthood.
* True Grit film removes the ambiguity by having him be explicitly killed by falling off a horse.
* True Grit get to finish the business herself, although she still needs her companions for almost everything else.
* True Grit In this instance, he's going for pure intimidation factor and hoping to terrorize some of his numerically superior enemy into fleeing.
* True Grit is a western that takes place in the 1880s. The 2010 remake use a lot of this trope.
* True Grit is described as having a "sweet tooth" (in those words). He is partial to eating his honey cakes with butter and preserves.
* True Grit is somewhere in the middle, trying to be Enlightenment but with a few Romanticist hang-ups.
* True Grit It only results in him talking funny for the remainder of the film.
* True Grit, LaBoeuf gives 14-year old Mattie a spanking with a switch due to not listening to the adult characters. She refused to go home when Rooster and him tried to get her to, instead she wanted to get revenge on her father's killer. Rooster doesn't let him beat her for long though. He gets LaBoeuf to stop by pointing a gun at him.
* True Grit marshals suggested as other candidates who could help Mattie chase Tom Chaney.
* True Grit: Mattie makes repeated references to her lawyer "J. Noble Daggett". She pulls out his name every time she wants something done, threatening legal action against those who get in her way. After about the fifth time, Rooster and LeBoeuf express skepticism as to whether this "Lawyer Daggett" even exists, and the audience might be inclined to agree with them. But at the end of the film a little man in glasses walks into Rooster's room, and introduces himself as lawyer Daggett himself!
* True Grit. Not only does she have an obviously 1960's hairstyle, Mattie also wears black nylon tights at the end of the movie.
* True Grit remake, two outlaws having their hands restrained in this way allowed one to kill the other with a knife before he could talk.
* True Grit, the speed of sound issue is noticeably averted. When Rooster Cogburn fires a rifle as a signal from across a valley, we see a plume of smoke shoot silently out of the gun, followed seconds later by the distant crack.
* True Grit, when a dying man asks Rooster Cogburn to get word to his brother (a preacher). Rooster asks "Should I tell him you were outlawed up?" The response is that it doesn't matter.
* true. Hannibal cut off her arm and had been keeping her captive since.
* True History (all males) and their sons grow inside the calves of the men.
* True History can actually be considered the first known example of many tropes, including:
* True History describes his crew being swallowed by a several mile long whale or fish. Inside he finds a father and son living on an island beset by multiple tribes of fish people. There were the tuna-heads, the flounder-foots, the crawfish tribe, the crab hands, half-catfish merfolk, among others, and said to carry fish bones as swords and spears. They were demanding a tribute of 500 oysters a year from the father and son, so Lucian and his crew liberated the them by going to war with the fish people and defeating them.
* True History ends this way, claiming the adventure will be detailed in further books. Like the rest of the book, this is a lie.
* True History (from around 170 AD) mentions "horse-vultures" among the armies of the Moon King.

* True History is the first work of western fiction about a voyage to the moon.
* True History which, while written to sound like other works of its day, was intended by its writer Lucian of Samosata as a satire about them; he declared it was about "things I have neither seen nor experienced nor heard tell of from anybody else; things, what is more, that do not in fact exist and could not ever exist at all. So my readers must not believe a word I say." Yes, the first "none of this is real" disclaimer.
* True in aircraft weapons where the most popular form of gun armament since WW2 has been
* True in the case of Joseph Goebbels, who had a PhD in literature. Fortunately, and to his bitter regret, he failed at the "warrior" part of this trope.
* True Jackson, True, Lulu, and Ryan disguise themselves as pizza delivery men to get into the recording booth with Justin Bieber.
* True Jackson, VP above, it's not clear whether Lulu is Filipino in-universe.
* True Jackson, VP after True and Jimmy, while celebrating, accidentally kiss. He bashfully says goodbye and leaves. True waves goodbye and then faints after he leaves with a lovestruck grin on her face.
* True Jackson, VP and watching him immediately stand in this position for the imaginary camera.
* True Jackson, VP, an over the top villain like Robbie, has this line when True and her friends try to escape his castle.
* True Jackson, VP being her normal target like asking if when she went to sleepovers she wasn't afraid that a pterodactyl would take her.
* True Jackson, VP does this with Max and his girlfriend. When he gives a normal proposal, she says no because his proposal isn't wacky enough. True goes to talk to her, and tells her that if she loves him, he doesn't have to "propose from a lawn chair suspended by balloons". She decides that that's exactly how she wants him to propose. He is afraid of heights. It still happens.
* True Jackson, VP every main character borrows True's "You said what now?!" catchphrase at least once.
* True Jackson, VP Kopelman is portrayed by Executive Producer and writer Dan Kopelman.
* True Jackson, VP movie has an actor sloppily juggling an American and Scottish accent...while playing a Frenchman.
* True Jackson, VP the title character is prone to say "YOU SAY WHAT NOW?!"
* True Jackson, VP when frightened offscreen, so his vocal cords do function.
* True Jackson, VP, when Oscar and Amanda are discussing why Amanda keeps losing assistants.
* True Lies, Ahnold turns a fuel truck into a hilariously effective flamethrower by shooting the nozzle.
* True Lies), and barely hits the water before exploding in a massive fireball. It falls a whopping ten feet. The film also has the scene where snowmobiles explode massively after hitting trees.
* True Lies (and plays it for laughs) as a car full of terrorists totters on the edge of a bridge. They have just enough time to start cheering before a pelican lands on the hood of the car and unbalances it.
* True Lies. Bonus points for being performed while hanging upside down using only his legs to hold onto a rope.
* True Lies, but his nemesis shoots the fuel truck... with a rocket-propelled grenade.
* True Lies, Charlton Heston makes a cameo as the boss of Ahnuld's character. He sports one of these, as well as several gold teeth.
* True Lies considered a crime nowadays—rape by deception), B) She's clearly uncomfortable, and C) He continues groping her even though she's telling him "No", to the point that she has to forcibly push him away to get him to stop.
* True Lies fantasizes about smashing Simon (Bill Paxton)'s face, for messing with his wife and then bragging to him about it, is particularly hilarious.
* True Lies filmed the scene where she dangles for her life from a helicopter on her 35th birthday.

* True Lies Gib is forced to step behind a lamppost when a terrorist opens fire on him. Despite said terrorist scoring several hits on the lamppost - and Gib being noticeably wider than it - he emerges unscathed when the terrorist runs off.
* True Lies had "The Omega Sector" which seemed to be directly inspired by SHIELD up to the point of having Charlton Heston appear in an eye-patch.
* True Lies Harry does this while bound to a chair, and under the effect of truth serum, just as Samir prepares to inject him with him poison. So they don't take him seriously until he demonstrates his ability to do what he promised.
* True Lies: Harry eyes are the only thing lit during the hotel scene. At the very end the lighting is adjusted so that Helen's eyes are highlighted like this when she gets the "Boris and Doris" phone call.
* True Lies: Harry has been captured by the bad guys and is tied up. The torture technician asks him if there is anything he would like to tell him before the torture begins. Harry, unable to lie, gives a detailed description of how he intends to escape and kill his captors. All through this, his captors listen in amusement. Until he proceeds to do exactly what he said he would.
* True Lies, Harry is heard barking orders over a radio to get Miami emergency services and so forth into place. "This is not a drill, you understand that?"
* True Lies Harry shoots one of Aziz's mooks several times in the chest in the middle of wrestling with the other one for control of the gun. The shot mook spastically lets off a burst from his submachine gun that goes nowhere important.
* True Lies: Harry uses binoculars to watch the slimy used car salesman he thinks is sleeping with his wife. His partner makes several quips about the situation, and we know one has hit a nerve when we see one of the lenses crack under Harry's grip.
* True Lies has 555-2439. Another 800 number is written on their cars, too, for some reason.
* True Lies has a cat fight between Helen and Juno in a runaway limousine.
* True Lies has Arnold dual-wielding a pair of Uzis. It's quite awesome.
* True Lies has character Harry Tasker (Arnold Schwarzenegger) grabbing his wife by one hand while the limousine she's travelling in barrels towards a broken gap in a bridge, while he's reaching from a helicopter.
* True Lies has Gib saying "I'm gonna go to hell" as he's sending Helen on her "mission"
* True Lies has him punch another car window without injury. Bizarrely, in reality he actually missed the stuntglass and broke a real car window.
* True Lies Helen Tasker moved her wedding set from her left hand to her right. She did it at first because she was pretending to be a prostitute. She left it there after finding out the hard way her husband is a spy who's been lying to her their entire marriage. Once he rescues her, though, he remarks that her ring is on the wrong finger. He replaces it on her finger as they make up.
* True Lies how he was going to kill the guy, right before revealing the cuffs were off.
* True Lies is a comedy, so this scene is deliberately a bit over the top. Also consider the answer he gives to Helen's first question: "Are we going to die?" Answer: "Yep." (She didn't ask, "Are they going to kill us?")
* True Lies is a terrorist group that is considered vicious and brutal even by Islamic terrorist standards.
* True Lies, Jean-Claude Parachino plays a bit part as... Jean-Claude. He's the guy who records the lines Harry plays back when Helen poses as a prostitute in the suite.
* True Lies know what she's going to say. Harry has to fast-forward past a bit of the tape where the speaker thought she'd be wearing nylons, and then he has to rewind it to repeat a request when she protests.
* True Lies. Not only that, she actually killed a bunch of people in the process.
* True Lies said in the exact same tone. Note that the former was the set-up for the latter, establishing the fact that he was, in fact, unable to lie: "They've given me a truth serum." "Is it working?" "Ask me something you know I'd lie to." "Are we going to die?" "Yup!"
* True Lies. Tasker (on a horse) chases a terrorist (on a dirtbike) into the lobby

of a hotel. The terrorist rides right into a glass-walled elevator and takes a hostage. Tasker rides into the next elevator, with a well-to-do couple who wind up pressed against the glass with the horse's rear in their face. And the whole ride up, Tasker and the bad guy are glaring daggers at each other.
* True Lies: The janitor doesn't notice the jet flying around outside until it crashes into the window.
* True Lies then borrows one to kill the rest. The dialog implies that he had experience with Harriers which in turn implies that he has had access to Harrier training, possibly as a Marine pilot.
* True Lies to make her dress look sexy, she poses in front of a mirror.
* True Lies, when Albert "Gib" Gibson (Tom Arnold) is shot at and he hides behind a lamppost, as soon as the gunfire stops he checks out his "package".
* True Lies, when Arnold's character and his wife embrace and kiss while a nuclear bomb goes off behind them.
* True Lies. When Helen relates how she first met Simon, he's being followed by a couple of government-looking types, one in a trenchcoat. Given that Simon is not a suave superspy but actually a fraud trying to get into her pants, it's likely just her imagination working overtime.
* True Lies, where Arnold Schwarzenegger's character Harry Tasker is captured alive so that he can document for the authorities that the terrorists are capable of carrying out their threat, and afterward when they intend to torture him since he's an American spy who most likely has some valuable information in his head.
* True Lies, who really is a secret agent, to give her the excitement he thinks she's looking for. Before he can reveal everything, actual terrorists kidnap them both and things escalate from there.
* True-Life Adventures — documentary series. Seven shorts, six features, and one "True Life Fantasy" feature.
* True-Life Adventures, particularly due to the faked lemming suicide scene in "White Wilderness".
* True Life documentary series, with topics like, "I Have Schizophrenia", "I'm a Staten Island Girl", "I Don't Like My Small Breasts", "I'm Embarrassed of My Mom", and "I'm Living With My Ex" (among others), running since 1998.
* "True Life: I Have Embarrassing Parents" has featured a wannabe rocker dad, a couple of
* True Life profiled people with these on the episode "I Hate My Tattoos". The first person was a former criminal who got his tattoos done while drunk by a friend (who wasn't a tattoo artist), and as a result, he looked like he had a child's drawings all over his neck. The second person had tattoos all over his body but was trying to get a white-collar job. The third person tattooed her boyfriend's name on her arm, only for them to break up shortly afterward.
* True Love and was instantly pushed back, with her using words like "That's impossible!" and "That is Wrong!". Poor girl.
* True Love has a lesbian variant, with the young teacher and her student mutually falling for each other after sharing a mutual appreciation for art.
* True Love Is a Kink: When romantic attraction and carnal attraction are one and the same.
* True Love Is Boring: Conflict among lovers is considered more exciting than them being happy together.
* True Love Is Boring get together, but the story continues, expect them to be broken up by the time we get back to them.
* True Love Is Boring: If the status quo of the character forces him/her to remain single or without a couple.
* True Love Is Boring: When a couple doesn't stay together because them being happy together kills interest in the story.
* True Love Is Exceptional: A character falls in love with someone who is usually not their type.
* True Love Junai Monogatari), and another (Katsuya's sister Arisa) goes to a local all-girls highschool, therefore they can fill in this trope if they're pursued.
* True Love Junai Monogatari Chiemi Fujimoto, will catch the PC, who's given the

option of either telling her that he was cleaning up or flat-out admitting his peeping; in any way, she lets him go but warns him that she won't have mercy the next time.
* True Love Junai Monogatari is that she'll be willing to have sex with him.
* True Love Junai Monogatari. She comes under no suspicion by any of the students she interacts with other than the PC, and the PC only begins putting two and two together when he sees her without her glasses on.
* True Love Junai Monogatari's prospect love interests are women in their early-to-mid 20's: the nurse Misako and his homeroom teacher Yumi.
* True Love Junai Monogatari. The PC can only choose one of them, though, risking to lose love points with one girl while increasing them with the other.
* True Love": Milton is a programmer, and Joe is his experimental program. As the story progresses, Joe's dialogue gets longer, but it always retains a certain amount of fictional computer jargon, especially in the narration.
* True Love's Kiss cures all curses, yet Snow White and Prince Charming occasionally go looking for curses that have befallen one or the other.
* True Love's Kiss: Lovers share a kiss that cures a problem/causes a miracle to happen.
* True Love's Kiss, of the Valkyrie Brunhilda who was punished by Odin to sleep on a couch surrounded by fire and was awakened with a kiss from the hero Siegfried.
* True Love's Kiss the original versions of "Snow White," "Sleeping Beauty," or "Frog Prince."
* True Love's Kiss when Shrek takes a potion that makes him a handsome human and restores Fiona's form... and when given the chance to make this permanent, she passes it up because they were both happier as ogres.
* True Love's Kiss with the prince in order to win her bet with Ursula and not get turned into Ursula's prisoner. Ariel and the prince have a very romantic ride on a boat, and are about to kiss... When the two eels who are working for Ursula overturn the boat, so as to keep Ariel from winning the bet.
* "True Love" was cut from later productions but its lyrics and melody are still heavily referenced in
* True lycanthropes (i.e. born, not infected) can switch between humanoid and bestial forms at will. Infected lycanthropes can learn to control their shifting to an extent, but voluntarily changing into hybrid or animal form automatically changes their alignment based on which variety they are.
* True Magic mages in charge who have made "harassing peasants" the National pastime. Although, there is the occasional good noble...
* Trueman Bradley from the first book once lost $10,000 at poker and drunkenly accepted a loan from the mobster Benvolio. He paid it off as soon as he could, but Benvolio blackmailed him with the security footage into helping him hide Benvolio's illegal alcohol production. Things escalate, and by the time he's caught he's guilty of vandalism and attempted murder.
* Trueman Bradley has Asperger syndrome, so although he knows most common expressions, he has a hard time recognizing and understanding them in context.
* Trueman Bradley: In the first book, Trueman is trying to break into a warehouse when a cat runs out of the garbage behind him. He's so jumpy that he screams and drops his lockpick. Even after he sees that it's just a cat, his hands are shaking so badly that he can't finish picking the lock.
* Trueman Bradley: In the second book, the cat burglar Mark Chapel wants to join forces with Trueman because they're both genius Aspies. He thinks they could be one of the greatest criminal teams in history.
* Trueman Bradley is about to murder Trueman with an axe, Buckley bursts in and begins fighting with him.
* Trueman Bradley, Mrs. Levi makes raspberry lemon cakes because she knows they're Trueman's favorite.
* Trueman Bradley novel, Trueman notices his taxi driver following him into the bank. It turns out the taxi driver is actually Detective Sam Buckley, who saw that Trueman was both extremely rich and very naïve and decided to follow him to prevent him from getting robbed.

* Trueman Bradley runs to the bathroom during Trueman's hearing when he's accused of fabricating evidence against Trueman.
* Trueman Bradley's driver Sal Valle drives a thirty-year-old car on the verge of breaking down. Trueman hires him as his chauffeur and gives him enough money to buy a nicer car.
* Trueman Bradley so he could be just like his hero, the comic book detective Slam Bradley.
* Trueman Bradley: While trying to deposit money at the bank, Trueman sees a man in a hat, trenchcoat, and sunglasses following him. He immediately recognizes the man as his taxi driver because of his cologne and the birthmarks on his cheek.
* Trueman Bradley who decorates his penthouse with high-quality reproductions of many famous paintings.
* True Meaning of Christmas from some special children he met on the job.
* True-Name Nemesis No Sells anything a chosen opponent can throw at it short of a board wipe.
* True Name, or worse if the summoner botches a summoning ritual. When trying to summon high-level spirits, even the smallest mistake can get one eaten alive.
* True Names", about a group of hackers who take on the US government — until they encounter something online much, much worse. Unlike other cyberpunk writers of the time, Vinge was a computer scientist who had actually used the Internet and had some idea of what it could do. The story's focus on online anonymity remains relevant today.
* True Names" as a possible solution to Erythrina's health problems—the possibility is remote, but not necessarily completely out-of-reach.
* True Name, the total of their identity and experiences summed up in two or three words. It can only be learned from you or the one closest to you, and whoever has it can exert a great deal of control over you. This can be a good thing, however; someone you can trust with it can cast spells that affect you, such as healing spells, with a huge boost.
* true nature. This by extension makes Leliana one of the very few non-Wardens to know the real reason why only Grey Wardens can end Blights.
* true near two hours) is a 20 second cutscene in which Ezio's mom says thanks, then gives him the Auditore Cape, whose only function is make everybody attack him on sight. Everywhere.
* True Neutral and extremely powerful duo designed specifically to ensure that magic remains hidden. However, that's not to say that they have any reservations about killing.
* True Neutral as he stalls for time by fighting X and Zero. When he shows up in X6, he has no relation to the crisis at hand and is merely hunting for Nightmare Soul for his own profit (note that X and Zero are also collecting Nightmare Soul.) When defeated, he has no hard feelings and merely departs. It seems he just wants to get his job done.
* True Neutral. As such, the merchants and others interested in keeping the portal towns on Outland try to work to make sure there's a bit of darkness in Ecstasy, some light in Hopeless, a bit of order in Xaos and some spontaneity to Automata.
* True Neutral. Intelligent true neutrals are quite logical in how they go about things, including morals.
* True Neutral nature god, right down to his holy symbol, is a dead ringer for the Anglo-Saxon "Green Man" figure.
* True North she kills an entire village because its inhabitants refuse to tell Regina Snow White's whereabouts.
* True of most "heavy" weapons, including rocket launchers, anti-materiel rifles, and grenades: all of them are stopped by the flimsiest of cover. However, in
* True of the original generation 1 Transformers as well. Autobots were ordinary citizens, while Decepticons were the military caste. What's more, Decepticons could fly, and the first Autobots could not.
* True omniscient: the story is described from an external perspective, and any character's thoughts and feelings may be delved into. Often confused with multiple narrators. A truly omniscient narrator doesn't need scene breaks to switch to a

different point of view, and won't stick to one character for a whole scene, because then the scene would be in third person limited. This was the most common POV in literature before the twentieth century. In modern times it is particularly associated with works with an "epic" feel to them, such as
* true, only loosely based on truth. The Swedes had been Dan Browned. And were mad about it. Since then, the books have been presented and sold as fiction - after Liza Marklund became famous for her crime fiction. The first book was also published as not written by Liza Marklund at all. She had used a ghostwriter.
* true origins to bring an extraterrestrial army to Earth, Thor first demands that people speak respectfully of his brother... and then, when reminded of Loki's crimes, weakly replies that, "He's adopted."
* True Pacifist ending. While what we see is incredibly upbeat and happy, that doesn't stop people from exploring just how both human and monster society deals with such a sudden change in dynamic.
* True Porn Clerk Stories was a blog by a woman who worked in a video rental shop. Being a small, independent shop (and not, say, Blockbuster) a very large segment of their business was in porn. Some of the customers were rather colorful.
* true power is realized... yeah, it fires as fast as you can smash the Fire button.
* True Q (watts and other units of power already contain an implicit time measurement).
* True Q", when the Q continuum want a word with Q, his shadow comes to life and speaks to him.
* True Remembrance, destroying memories is used as a method of treating depression.
* True Resurrection shaman he once was, not the vampire he had become.
* true resurrection (the most powerful resurrection spell, capable of reviving a person even without a body) a story-breaker, and it will never show up in the comic. He also mentioned that the few monsters capable of casting it naturally would demand at least one life in exchange, which, in most cases, is too high a price for the characters to reasonably pay.
* True Romance (1993). The battery pack for the wire worn by Elliot drops down into his underpants, and he keeps trying to push it back up again. Fortunately no-one notices.
* True Romance believes that he's black, but he's actually a mix of several races. He makes a great show of incorporating stereotypically black speech mannerisms, wears dreadlocks, and makes racist comments against white people he meets.
* True Romance came just shy of a $13 million gross, and would have needed twice that to even start making a profit, but has a 92% on Rotten Tomatoes and has become a cult classic in the years since.
* True Romance ends with a big standoff between the police, the mafia, and the bodyguards of a Hollywood producer. And Clarence & Alabama.
* True Romance Virgi is bemused when he accidentally finds the suitcase hidden under the bed.
* True Romance when Christian Slater's character goes to buy "the two biggest, fattest burgers" a burger stand has, two chili fries… and a Diet Coke.
* True Romance: When Clarence shows up at Drexl's den to intimidate him, Drexl offers him some Chinese food from his spread, which Clarence rejects. Drexl tells him that if he'd gone ahead and casually chowed down as if he hadn't a care in the world, it would have been very impressive.
* Truer to the Text was originally supposed to come out in Fall 2014 but has yet to come out as of Summer 2019. It's still in production as of 2018.
* Truer to the Text: When an adaptation is more faithful to the source material than previous adaptations.
* True Slaves), the Covenant's citizens enjoy a far more healthy life than those of even the main Empires. Unfortunately for outsiders, that means they might get their ship captured and themselves dragged to "Blood Farms" for having their blood used for the rituals, research, or even nourishment of the Blood Raiders.
* True Source unless angry. Trapped in a sinking ship, her only option is to fully surrender to the Source, and thereby control it.

* True Stories: Perhaps the nicest, most idealistic example of the Trope, in which the Narrator says near the end of the film that he wants to forget everything he saw - because it's so nice to experience Virgil again as if for the first time.
* True story of a military officer who'd been serving for 25 years and who showed up at sick call one morning to be seen for a sore throat. The medical technician checking him in did something that apparently no one had thought to do in years, and printed off an entire list of all his physical problems and impairments and attached them to his sheet for the doctor to review. The doctor greeted the officer, took one look at his list of injuries, and recommended immediate processing for medical retirement. During the retirement physical, it came out that he should have been medically disqualified from his last deployment,
* True Story: The modern day Taser gets its name from an acronym of this example (
* True Strength, the best girdle in the game, can only be acquired by maintaining Paragon of Order status, meaning the player must be crowned a Champion of Law and must never have committed so much as a single chaotic act. Not only is maintaining this status fairly difficult due to the sheer number of actions and quests that the game considers chaotic (including several quests leading to the
* True Swamp kill a man and use his skeleton as a framework to become one of these.
* True Tail, a giant brute bear named Brutus looks after a small young kitten named Caleb. Caleb is also an orphan, so in this series, a bear is the closet thing the kitten has to a protective father.
* True Tail by Melody's family and one of Melody's reasons for training to become a bard being so she can sing about her adopted younger brother's heroic exploits.
* True Tail, Doh-Li the priestess is the last Kirin alive, since then, her race has been known as a lost ancient species and she wants to avenge her race.
* True Tail, Eldricth the Necromancer has an army of skeletons that are on green fire!
* True Tail there is a phoenix wizard named Kanikus, who wants to find a way to become mortal, because he has outlived all of his friends for millions of years.
* True Tail, the two girls are Doh-Li the Sorceress and Melody the Bard.
* True Tail, Viktor was laying a sofa with 4 different women swooning over him.
* True Talents, Cheater cheats at poker by using his telepathy to read the other players' minds and learn their hands.
* True Tears has the main character choosing Hiromi at the end, who is the first girl introduced and the first girl he crosses paths with.
* true telepaths crew, each of them hearing the message in his or her own language, and for the realistic illusions they project.
* true", the instrumental's claustrophobic and heavy atmosphere reflected Dilla's thoughts during his last moments on the mortal coil.
* True to her character in Batman, Cassandra Cain's style of speech in
* True to its gothic aesthetic, the final battle between Eric Draven, Top Dollar and his minions in
* True to life However, at his actual trial, he wasn't really charged with this.
* True to the comic, film, and video game examples, Iron Man pulls this off fairly often in
* True to their nature, this eventually got (more than usually) ridiculous.
* True to the series' Film Noir. Dwight himself lampshades this weakness in "The Babe Wore Red", when he first finds the titular babe and thinks "One look at her and I know I'm in trouble deep." He risks his life once more to save this woman.
* True to the trope's guidelines, it also happened in the last episode. This is signified by Optimus suddenly gaining some degree of facial expression without relying on the
* true victory isn't to kill your enemies, it's to make them believe they were wrong to ever oppose someone of your greatness.
* True Villains and doses himself with a hallucinogen — everything he's seeing looks comically distorted, but anything that looks normal is an illusion broadcast directly into his brain.
* True Villains and steals young women's skins to keep her youthful appearance. Sebastian is startled to learn her real age, but no less interested.

* True Villains, Bayn fills in new villain apprentice Sebastian about Xaneth's past.
* True Villains Elia's body is "held together" by Dark magic, which means she collapses from organ failure the moment the effect is disrupted. However, a healer is able to keep her alive until she wakes up and fixes the spells. She retains her youthful appearance all the while — because it came from a young lady whose skin she'd stolen.
* True Villains for the first time because of something she wrote, she is absolutely overjoyed.
* True Villains: Gray was ready to strike Sebastian down, but Mia intervened just in time. One of the reasons Sebastian made it out of there alive.
* True Villains had to train like mad to keep a necromantic injury from draining his life force and killing him. When that injury was healed, all the extra energy that had been feeding the injury was added to his physical strength.
* True Villains is able to do this, likely because he is just dang powerful. And after Sebastian gets his aura fixed, he is able to do this as well in the fight against the Paladin.
* True Villains makes his would-be torturer run out sobbing just by talking to him.
* True Villains. She's never shown stealing a victim's identity, but keeps extra skins as backups and disguises.
* True Villains suffers from this, and a sense of honor. He's a villain now, so it's rather... superfluous.
* True Villains takes over most Evil Genius duties. Just replace technology with magic.
* True Villains that's the only place free of his apocalyptic undead armies.
* True Villains that will cause him to wither and die without constant effort to suppress it. His reaction? "... Well. Crap."
* True Villains whenever she wants to restore her youth. It doesn't diminish his interest in her.
* True Villains, which she can't do while her own spirit is weakened by grief.
* True Villains, Xaneth explains to Sebastian how Mia is able to build an animate things. He uses the Blackboard of Mystery.
* Truffles shows up in one episode after being absent, asking if this is any of her business. Chowder replies "No. You're not in this episode." and she vanishes.
* TRU-Life Adventures built half a time machine in his apartment as part of a revenge scheme against the toy store.
* TRU-Life Adventures is bigger on the inside than it is on the outside. Subverted, though, in that it's a fluke of how the measurements were taken.
* TRU-Life Adventures is suggesting everything that happened since the first time travel story has been Bob's dream.
* TRU-Life Adventures Johnny Blastoff features the villainous Emperor Zarnack.
* TRU-Life Adventures. Old Bob's multiple appearances in the present have not been shown in his own personal chronological order.
* Trull Sengar is exiled for speaking out against his people's new ruler and eventually refusing to kill their incapacitated Emperor so he can be
* truly are scum, and this is one of the very few times when Al actually shows some responsibility as a parent), while he doesn't mind when Bud gets some (but once in a while)...
* truly believes the only way to "save" America is to turn the country into a police state.
* truly bizarre example was Irma's birthday, where Michelangelo brought ice cream pizzas with such flavors as garlic-vanilla and anchovy-butterscotch.
* Truly creative theme rooms, often combined with the options above. This can, of course, lead to some questionable
* Truly despicable people do terrible things all their lives, convert after one minute of
* Truly, it is hard to find an upbeat song that doesn't have a Big Yes in it.
* Truly nerdy fans of the show may have picked up on several running themes and gags over the course of the commentaries. For example, John Swartzwelder's refusal

to make an appearance is talked about on a number of occasions, as well as the Tube Bar tapes being the inspiration for Bart's prank calls to Moe, and the various censorship fights that the show has had.
* truly, only to break down the strategy at some fundamental oversight.
* TRULY OUTRAGEOUS: A Jem Fan Film!, it turns out that Kimber is a robot. Aja and Jerrica were the only ones who knew.
* TRULY OUTRAGEOUS: A Jem Fan Film! song with this excuse. They don't want the video to get taken down.
* Truly Single Parent: A parent who made their own child with no other partner to speak of.
* Truly Single Parent: A single parent who created their child by themselves with no partner to speak of.
* Truly Single Parent: Several Egyptian creation gods did this: Atum created the deities Shu and Tefnut from his semen or spit, Re created humanity from his tears, and Ptah created Atum and the other gods with his voice and heart (mind).
* Truly Single Parent: They had a child without the help of a mate, usually through magic or a labratory experiment.
* Truman Capote's short story "Miriam" tells the story of a little girl taking over a middle-aged woman's life. Except that the little girl exists only in the woman's head.
* "Truman Show" Plot: Someone discovers that their life was part of a film or television show without their knowledge.
* Truman tries to leave his "hometown" by taking a bus to Chicago. But of course, as his hometown is located in a giant studio (a fact that is kept hidden from him), the bus is operated by a walk-on, and cannot drive anywhere. To cover up this fault, the driver panics and grinds the gear instead of starting it, completely trashing the bus.
* Trumbo narcissism and holier-than-thou attitude, but because she's also one of the most famous gossip columnists in Hollywood who can ruin lives with a single article, no one wants to piss her off, not even the big-time studio execs like Louis B. Mayer.
* Trumping any of the below examples of unconvincing 2D/3D meshing are the helicopters from
* Trump is also very unpopular among facets of his own party. The only reason he won a close election in 2016 in the first place was that
* Trumplica rose to mainstream prominence in the 1980s, so caricatures of him started appearing in the same period. The newer, Trump-as-President version dates became popular in 2016.
* Trumpton. As a result, every Briton born between 1963 and 1990 can recite the Trumpton Fire Brigade roll call by heart, and a whole minute of every 15 minute episode was dealt with — they just needed to dub in Captain Flack's half of the phone conversation.
* Trump won instead, Matt and Trey had to completely rewrite (and presumably, reanimate) the whole episode in less than a day, as well as change the title— originally "The Very First Gentleman", it is now known as "Oh, Jeez".
* Trumpy Bear, as were the patriotism and the testimonial from a Navy veteran.
* Truncated Power Rangers doesn't even try to disguise the guy voice for the Pink Ranger.
* Truncated Power Rangers, since Mike Manos has admitted he couldn't keep the original voice up.
* Truncated Theme Tune: The theme tune gets cut down to one verse, usually for profit.
* Trunk Music, Deputy Chief Irvin Irving's son George is doing undercover work infiltrating a ring of corrupt cops. It turns out that the ring is run by Carl Nash, a dirty ex-cop who is a person of interest in Bosch's own investigation into the murder of Tony Allen, itself committed by two of the dirty cops (Nate Riley and Maureen O'Grady) on Nash's orders. George is eventually murdered when Nash finds the listening devices he wears on him at all times, and his death is staged to look like a robbery gone bad.

* Trunk Music Detective Chastain ends with the two of them arguing over this trope.
* Trunk Music, when a mob-affiliated producer is murdered, Bosch and Edgar find out he's being investigated by the FBI for his ties to an Armenian outfit based out of Las Vegas. Agent Jay Griffin admits that the FBI was wiretapping Tony Allen's office, but won't say why and won't share any intel. Bosch escalates the matter up the chain of command to Deputy Chief Irving. Irving gets the feds to turn over what they have but is suspicious with how readily they do it.
* Trunks himself, on the other hand, is a bit of an inversion to Vegeta due to not pointing them at the right androids, there constantly being more than two androids (three if you count Cell) in the present, and the aforementioned Goku Button. As time flies, Vegeta starts slowly respecting him, if only slightly; he mentions that Trunks is at least almost as strong as he is, acknowledges when Trunks makes a remark that's
* Trunks invokes this when he returns to the future on the evil Androids and Cell, intentionally
* Trunks is Bulma's son. While it was somewhat easier to be surprised by this in the anime (in the manga,
* Trunk's New Look outfit. Suffice to say after all of that he never takes a babysitting job again.
* Trunks' New Look. Shame that it caused him to waste a perfectly good gulp of beer.
* Trunks' timeline is eventually a double subversion of this. He changes the past, but creates an
* Trust, being a dramatization of John Paul Getty III's kidnapping, has Paul's ear being cut off and delivered after his ransom is delayed again. His mother is able to confirm it's his by matching the freckles to pictures of him. When his grandfather is shown a picture of the ear he notes that a finger would have been more convincing as they could have checked the print for a match.
* Trust-Building Blunder: An exercise meant to improve interpersonal trust increases tensions because someone intentionally or unintentionally messed it up.
* Trust-Building Blunder: There's an exercise to build trust, like "fall and I'll catch you." It is failed.
* Trust Building Exercises: The catcher will not catch the faller, either because they're distracted or just don't like the person. Alternatively, there's such a massive size difference that the (large) faller presents a
* Trust Doesn't Rust explores the idea that Needy and Jennifer have a psychic connection. While even the Winchesters aren't able to explain how it happened, Sam soon confirms that Needy is linked to Jennifer rather than the demon as Needy felt it when Jennifer was stabbed but had no reaction to the demon being hit with holy water.
* Trust Doesn't Rust (the actual footage used was from a different TV show filmed years before).
* "Trust Fund Pirates" features a group of rich yuppie kids gunning down (mainly Latino) drug dealers they feel are messing up the country, although their also motivated by thrill-seeking and at least some of them are taking the drugs from their victims as well.
* Trusting In Faith after Elphaba drops out of Shiz. Elphaba's younger sister Nessarose was born without arms.
* Trusting In Faith, Glinda goes to her funeral. She does cry, but she tries not to be too sad because she knows that Nessarose was always very interested in heaven. The fic ends with a quote referencing the nature of this trope:
* Trusting In Faith. Nessarose doesn't like how Glinda is so quick to say that she loves her. To her, the term shouldn't be used for something as simplistic as youthful puppy love.
* Trust Jennings: Jennings is playing around with an aerosol spray, but without paying attention to the nozzle direction, he ends up coating his hair with silvery grey paint. He then has to concoct one of his famous schemes to sneak into town and visit a hairdresser without the teachers' knowledge.
* "Trust me, a person would have to be desperate to go through a fey gate"

* Trust Me, I'm an X: A stock phrase used by one character to another to assure that they can trust what they're saying.
* Trust Me, I'm an X: Your profession indicates you can be trusted, because it infers that you have special wisdom to impart or you can be useful.
* "Trust Metric", sort of. Don and the team do show up just barely in time to save
* Trust No 1, Officer Doug Bradley is forced to hand his case over to the FBI and the NSA, both of whom are in on a vast conspiracy.
* Trust, one character jumps off a building so that another will catch her. Her love interest doesn't want to do the same since he is much larger than her.
* Trust Password, Bill and Ted ask their future selves what number they're thinking of, and they reply, "69, dudes!"
* Trust Password: You use a code, like a phrase of some kind, to verify that you are who you claim to be.
* trusty katana, and it keeps coming out of the sheath for ten feet, for no reason other than it looks cool while battling someone wielding a meat cleaver. The length of Kamina's sword seems directly proportional to the length of the speech he is making while drawing it.
* Truth (2015) opens with Mary Mapes, the main character, meeting up with her lawyer, and the rest of the movie shows us what led to that meeting.
* Truth ad spot featured a handful of teenagers going behind the school to, "Have a pick" (referring to picking their noses). The end narration was, "Isn't smoking just as disgusting?" The audience was obviously meant to roll their eyes, thinking "Hell no!" The subtext was, "Don't be like these gross nose-pickers, smoke instead!"
* Truth & Justice in the Girlfriend and that's why there was always trouble with Mary Jane.
* Truth and Advertising allowing him to serve as the protagonist to the season finale.
* Truth And Consequences: After Ladybug tricks Paris into believing Chat has turned traitor, Mayor Bourgeois hires American mercenaries to keep the peace. They quickly prove to be little more than mindless thugs.
* Truth And Consequences refuses to give it up until Adrien proves he's worthy of it, and puts him through hell to do so.
* Truth And Consequences: The American mercenary group Mayor Andrej hires to capture Chat Noir are little more than thugs-for-hire toting assault rifles. They talk a big game but accomplish almost nothing outside of harassing Parisian citizens and run like cowards the minute they're faced with an actual Akuma.
* Truth and Ideals has Fennel saying the following: "Precisely! There are several other features as well, but one of which I'm afraid no longer has official support ever since last year." She is referring to the C-Gear's connectivity to Nintendo Wi-Fi Connection; Chapter 9, where this quote originates, was published in 2015; a year ago from then was the shutdown of Nintendo Wi-Fi Connection on May 20th, 2014.
* Truth and occasionally filled in with the body parts it takes from the people visiting it.
* Truth Be Told is ethnically ambiguous to everyone, even her own husband. She's at least part Filipino, having referred to a grandmother living in the Philippines.
* Truth be told, most of the Traditions have groups who integrate their magical practices with technology, but the Adepts and Etherites make it their primary focus.
* Truth broadcast and find out that the memos, allegedly typed in the 1970s, could be reproduced perfectly with the default settings of Microsoft Word, and early 1970s machines that could have produced the memos would not have been available to the alleged author.
* (truthful) explanation that he gave sounding exactly like the lame excuses given by real predators and therefore only serving to make him look more guilty:
* Truthfully, they avoid making any such claim, at least in the American Axe commercials. They simply state that they can't be held responsible for the hazards their commercials depict.
* Truth in 24 about the Audi team in the 2008 24 Hours of Le Mans, plays up this

trope.
* Truth in Advertising laws require that if a set of machines is advertised as "Up to 99% Payout," then at least one of them must have 99% payout. Though there may very well be 50 other machines with 10% payout. Just don't expect that the "lucky" machine will be marked in any way, and since slot machines are computerized these days, most likely the lucky one changes by the day.
* Truth in Comic Books. In the early days of military aviation, fighter pilots had complex rules of chivalry which included "never shoot a cripple."
* Truth in Fiction - the FBI sometimes gets involved in international cases.
* Truth in Journalism and his unsavory reporting methods; throughout the story, we get disturbing glimpses of his infamous alter ego (including Brock babbling to himself and him attacking two junkies and stringing them up while the film crew is distracted). When he fully transforms into Venom at the end, we get a horrifying first-person taste of what it would feel like to be locked in a room with the symbiote.
* Truth in Music, as according to the Other Wiki, Timothy Evans was hanged in a miscarriage of justice.
* Truth in music? Queen wrote an awesome song about the Power of Friendship, the aptly titled
* Truth in Television (1943) for both Marie and, tragically, for Pierre.
* Truth in Television about those with outdated values that were once common within their lifetimes.
* Truth in Television accident which Robert David Hall, the actor who plays Dr. Robbins, suffered as a grown man.
* Truth in Television, a common symptom of depression, post-traumatic stress disorder, and the psychotic disorders (which includes schizophrenia). Some autistic people and people with aphasia also don't display emotion "appropriately"—that is, in ways similar to the majority—despite feeling it deeply, because they simply don't know how or it doesn't feel natural to them.
* Truth in Television. A Corporal or Sergeant Major (etc.) will only hold the rank they do because they climbed the rank ladder from the very bottom upward and will have gained valuable combat experience along the way, but are not yet too old to dish out a good asskicking.
* Truth in Television: a handful shock sites have images that appear innocuous as they're loading, but are really disturbing when completed. Many of them include unexpected nakedness, just to give you an idea. Another common trick is attractive naked people with genitals that don't match their top halves.
* Truth in Television: A large man reported taking a trip to China while bright red all over from a sunburn, which would have made him resemble the Buddhist lord of the underworld and judge of souls, Yama in Chinese and Enma in Japanese. He scared small children.
* Truth in Television, all widely-accepted examples of nightmare fuel - especially after dark.
* Truth in Television: A lot of various governments and intergovernmental organizations do indeed have contingency plans in the event that extraterrestrials ever land on their part of Earth, though (of course) these plans do tend to change as various administrations come and go. A number of these plans specifically include assembling a welcoming party including certain prominent scientists and/or certain prominent religious and political leaders to greet these visitors. (Some of these plans also involve arresting the extraterrestrials and impounding their ship; which might explain why extraterrestrials in range, if there are any, have been keeping their distance from us.)
* Truth in Television, although things didn't always went well due to various factors.
* Truth in Television amongst the Gypsy (Roma and Sinti) nations. The one reason why the Nazis almost managed to exterminate those two nation for good during the WWII was that various Sinti and Roma families were unable to co-operate due to centuries of family feuds.
* Truth in Television amount of curve to sit securely against one's thigh as if by

design led British and Australian troops to confidently suppose it was braced against the knee or thigh of the soldier operating the weapon. Allied field hospitals were, for a time, faced with a steady trickle of men whose kneecaps and femurs had been shattered by recoil energies, when seeking to use captured Japanese weapons against their former owners. Revised instructions and warnings were sent out as a matter of urgency. The "knee mortar" in Allied service eventually proved to be a handy and potent short-range weapon in jungle fighting.
* Truth in Television (an attempt to restore the Roman Empire — "Kaiser" and "Czar"/"Tsar" are derivatives of "Caesar"), and Imperial Japan after Perry's arrival (an attempt to recreate the older Imperial Japan).
* Truth in Television and had its' prime in the mid 20th century when there were more such institutions to the point the supply of such places outstripped the demand of willing applicants.
* Truth in Television, and isn't usually funny, even if the one doing the bating-and-switching may (or may not) think so. Some parents have actually done this to their sons / daughters. One example appears in a radio ad, although it (the ad) was intended to be funny:
* Truth in Television, and one of the last "oogie-boogie" myths they did on the show.
* Truth in Television and rented a couple of M551 Sheridan light tanks (which, yes, finally did manage to separate the books... effortlessly).
* Truth in Television and some implants might literally eat some of your brain to establish themselves in your noggins...
* Truth in Television, and the "white collar metalhead" who wears band shirts beneath their work clothes as undershirts, ties longer hair in a man bun (if male) or has a shorter haircut, and maybe slips in darker-colored work clothing, wears Vans, Converse, or high-tops on casual Fridays, and listens to their music with the volume down in their office when no one is nearby is the rough metal equivalent of the "corporate goth".
* Truth in Television, and to a lesser extent in the movie version of same.
* Truth in Television. An embarrassing baby photo became the basis for Tweety's character design.
* Truth in Television, as a lot of new customers will do that exact thing when buying their first firearm.
* Truth in Television as a way to give back, do the right thing, or otherwise help those who would never be represented.
* Truth in Television, as bookcases are often conveniently sized for a door and provide an ideal way to camouflage the necessary gaps.
* Truth in Television, as decreasing component costs and increasing education have made many fun, dangerous, and hi-tech options available to many garage scientists.
* Truth in Television, as Elizabeth I's unsuccessful attempts to expel the "Moors" from London indicates the presence of substantial numbers of black Londoners).
* Truth in Television, as Geordi would be considered the Officer of the Deck as delegated by (and thus may only be relieved by) the captain or XO. Humorously, Picard refuses to accept command back until Geordi gets his ship back in one piece (he ordered a Saucer Separation to protect the civilians on board), so he gets to be captain a little longer until the saucer is retrieved.
* Truth in Television (as in they're actually believable for the year 2070). Jet's goggles also provide magnification and facial recognition in one episode.
* Truth in Television, as it is true (it is a characteristic whine of many devices using large capacitors) but it can be heard only in perfectly quiet room, not among the hectic activity that usually accompanies resuscitation, not to mention sounds of other hospital equipment, background noise etc.
* Truth in Television. Ask any veteran, and chances are they knew at least one or two officers who lived this trope and quite a few who were anything but.
* Truth in Television as real pirates didn't particularly care about race and accepted Anne Boney and Mary Read (although they both originally pretended to be men). Alternative sexualities were also welcomed. They were all social rejects after all...

* Truth in Television as shown in the real life examples below. Prior to beginning a mock trial, the advisers or teachers sometimes show this movie.
* Truth in Television, as stuff meant to resist internal pressures is built very differently from stuff meant to resist external pressures.
* Truth in Television as such, however, they're both bred to be people-friendly dogs.
* Truth in Television as the only galaxies to study (and, as some astronomers have thought, without clues to know how the Universe began).
* Truth in Television, as this was a common way of setting off early cannon on land (back when there was a real chance of explosion so you did not want to stand near it when you fired it; not believing that one was needed was what did for King James II of Scotland.)
* Truth in Television as though you do. Doesn't always work, but moving with a sense of purpose and giving the appearance that you belong there is one of the most effective ways to avoid drawing attention.
* Truth in Television as young boys tend to be shorter than girls until they reach puberty.
* Truth in Television, at least in Canada. A 2012 poll found that 88% of immigrants considered themselves "very proud" to be Canadian, compared to 81% of Canadians who were born there.
* Truth in Television at that time. Any operation where terrain needs to be modified, fortifications built or machines and equipment used, engineers have made their mark.
* Truth in Television at the bottom of the military food chain has its ways to avert the watchful eye of the superiors. Many junior officers turn a blind eye on military moonshiners (as long as no one is getting too out of control, or hurt worse than a hangover), as they know their troops and how they need to blow off steam occasionally.
* Truth in Television) at them once they figured out how to properly set arrows on fire (with limited success). Note that more often than not, the idea was to shear an enemy vessel's oars off rather than punch a hole in their side, in order to disable the vessel and board it.
* Truth in Television: At the time of the wedding (1995), many New Zealand students were getting married to defraud the government into giving them a student allowance. Being married exempted students from having their parents' income means-tested - if your parents earned over a certain amount, your student allowance amount was cut.
* Truth in Television? A zoo allegedly had a sign on its monkey enclosure reading, "Warning: These monkeys steal glasses." Of course, this mostly happened whenever anyone wearing glasses leaned forward to read the sign....
* Truth in Television, because among gun enthusiasts revolvers are known for better reliability, greater accuracy, easier maintenance, and greater stopping power compared to automatics. Particularly with single-action revolvers. Because of basic mechanical designs, the maximum firing speed for a single action revolver is on par with a conventional semiautomatic, although few people can pull back the gun's hammer fast enough to even match normal semiautomatic firing rates. Of course, these benefits are offset by the small number of rounds, greater recoil, difficulty reloading, and difficulty with faster rates of fire (particularly single action).
* Truth in Television. Before the "mental revolution" in African Homo sapiens about 70,000 years ago, it was the norm for lithic industries to remain unchanged for hundreds of thousands of years, even as their makers evolved in completely new biological species. If we factor in the tools made by non-hominids like bird nests and insect-catching sticks, we may conclude that the norm is for technology to remain unchanged for millions of years.
* Truth in Television before the widespread use of transistors and printed circuits; radios used a lot of easily breakable tubes, and wires jarred loose with relatively little provocation.
* Truth in Television: being descended from a common ancestor, members of closely related biological groups (like a family or genus) often closely resemble each

other in basic body plan, but have adapted to various environments and ecological niches through changes in color, size, diet, and behavior.
* Truth in Television Bertie (later King George) adores his daughters Elizabeth and Margaret and makes it clear; he is shown as a very affectionate father, hugging his little girls and being silly with them.
* Truth in Television. Biological weapons are considered far too difficult to control and too prone to backfiring; the majority of germ research is on how to maintain cures and preventative measures for such things. Chemical weapons are seen as the more practical equivalent for something that poisons an area.
* Truth in Television, Bobby will be forced to somehow pay for all his expenses by working, whether it be stealing or factory work, or whatever.
* Truth in Television bring their aces out of combat (the idea being that they should stay where they could do the most damage against the enemy), and they were almost all killed eventually (the lone survivor was only pulled from the lines and sent to train new pilots due a stress-caused error causing him to get a bullet in the eye) — and the quality of Japanese pilots took a sharp downturn near the end of the war. This is also why the best known Axis aces had higher kill counts than their Allied counterparts.
* Truth in Television (bundle charge), and were designed to defeat armor and fortifications.
* Truth in Television. Buying concubines was an established custom in many polygamous cultures.
* Truth in Television by intercessionary angels, or the Virgin Mary herself. Protestants spread the counterpoint that the men had landed in a conveniently located pile of manure.
* Truth in Television. Caesar is more than thirty years Cleopatra's senior.
* Truth in Television can be extremely and embarrassingly contagioth...
* Truth in Television can kill you if you can't raise your head. Young children are prone to this, which is why even buckets have drowning labels on them.
* Truth in Television Cases of poisoning from drinking it were not unknown.
* Truth in Television, Chuck Yeager breaks the sound barrier with the help of a sawed-off broom handle.
* Truth in Television closed-circle variant, immortalized in a strip: an employee asking a question directed at higher-ups may find that the task of answering it is delegated back down... to the same employee.
* Truth in Television; coal trains at that time were overloaded and runaway trains simply had the route ahead cleared for them so they could use up all their momentum.
* Truth in Television, Cognitive Scientist Don Norman describes the ways in which architects and designers invariably create fancy doors that are hard to operate, typically because it is not obvious which side is hinged, or whether they open inward or outward. In an updated edition, he notes that people have started telling him stories of "Norman doors."
* Truth in Television comment section. Often leads to arguments unfortunately.
* Truth in Television common perception, even among modern "love doctors" and advice columnists.
* Truth in Television, complete with neurotransmitters. Takes "thinking with your stomach" to a whole new level, doesn't it?
* Truth in Television. Confusion reigns. So Matt Wilkins became Matt Marsden, on Trent FM at least. Now he's at Key 103 under his original name.
* Truth in Television) dedicated to professional cleaners visiting houses that have been absolutely overrun by filth. Also, you have probably met at least one person like this in your lifetime. If you haven't met someone like this, it just might be you.
* Truth in Television: deep-sea fish have evolved to live under high pressure and consequently do not react at all well to pressure significantly higher in the water column: deep-sea fish brought to the surface usually have bulging eyes and their swim bladders protruding from their mouths. They don't explode, though.
* Truth in Television did this to the senator Aponius Saturninus when he fell

asleep at an auction. He told the auctioneer to pay attention to the senator who kept nodding at him. Aponius wound up buying thirteen gladiators for a large chunk of change.
* Truth in Television: Dueling only became a crime in the 18th and 19th centuries, and even then they were largely tolerated and/or supported by authorities.
* Truth in Television: Due to there being no federal standard for sex education classes and certain conservative districts limit what can be said during sex education classes, many students wind up under or misinformed about sex. Attention is also pointed at creative workarounds, such as teachers who aren't allowed to show how to put on a condom instead give a demonstration on how to properly put on a sock.
* Truth in Television: Early reconnaissance satellites would take photos and then have the exposed film on board; they had to physically return the film to Earth so the imagery-analysis guys could have it to work with. They did this by ejecting it in a reentry-proof capsule. If it were equipped to land, though, it would be far too heavy, so they designed it for mid-air recovery; it would deploy a parachute and an aircraft, generally a modified transport, would snatch it in mid-air. This would also avoid damaging the film. They were recovered over water; sometimes, they'd be pulled out of the ocean, although they were designed to sink automatically after a while so as to not fall into the wrong hands. At least, that's what the US did. Later on, the same technique was used when some unmanned probes took physical samples from comets or from the space medium on various missions; for example, there was the widely-publicized Genesis mission, where there was a slight problem with the descent sensor being installed upside down, so the capsule with the samples (it was a mission to sample the solar wind) never deployed its parachute, so instead of being retrieved in mid-air by a modified helicopter, it slammed into the Utah desert floor.
* Truth in Television even amongst humans. Lots of jokes are hard to translate across cultural barriers due to reliance on context, and even within a culture humor tends to be subjective.
* Truth in Television. Even if he gets it right, it almost always takes such an unexpected amount of time and money that it'd be easier to just hire a pro in the first place.
* Truth in Television. Even if there are no astronauts' lives on the line, many space missions have that moment where billions of dollars and years of work could go up in smoke in an instant. It's quite a relief when it doesn't.
* Truth in Television. Even with all these precautions, prisoners continue to innovate new methods of creating weapons and other contraband (such as alcohol) from items provided to them. One prisoner featured on MSNBC's Lock-Up created a surprisingly effective shiv out of several pieces of hard candy. Others have fashioned functioning shivs out of toilet paper (used as papier mache) and with lots and lots of matches.
* Truth in Television, every now and then. A notable example involves a preacher who was sued for libel and refused to post bail to make a point. The prison wasn't particularly nice, either, and aggravated his health problems. On the other hand, his accuser was discredited and fled the country.
* Truth in Television. Everyone will probably have gotten at least one present they didn't like at their birthday. And do you remember the vase from your great-grandaunt that passes through the entire family, because no one wants it? Or that lame gift on Christmas? And yes, Christmas isn't about the gifts...
* Truth in Television example: UWA fighter Nick Watts actually does (or did) work at a power company. And really, with a name like "Watts", how could he NOT work at a power company?
* Truth in Television features a scene where a group of engineers have to figure out a way to make the command module's air filters fit into a port it's way too big for, using only the spare materials inside the lunar module. We later see the stranded astronauts rigging up the devised solution, which includes a sock, a plastic baggie, and duct tape, among other things.
* Truth in Television feuds), or having "heat" backstage with a member of

management.
* Truth in Television for a great deal of history. Clothing becoming cheap enough that the average person could afford to own more than 2-3 outfits is a fairly recent event on a historical scale.
* Truth in Television for airplanes, which carry far more fuel than a car and are also more likely to be damaged in ways that create fire hazards (i.e. exposed broken wiring); if a plane is badly damaged, fire and explosion (caused by the ignition of the fuel tanks) are very real dangers. It's because of this that evacuation preparedness is a major requirement in both aircraft design and crew training. (The international standard that planes are built to and flight attendants are trained for is for all passengers to be able to be evacuated in 90 seconds through half of the plane's total number of doors.)
* Truth in Television for a major part of human history. Many leaders came into power by kicking out the region's current leader, then doing the same to anyone who might try to challenge them later. (Although it's usually the army doing the asskicking rather than the individual leader.)
* Truth in Television for anyone in the UK who wasn't built like a brick shithouse during their school years and had to face down a squadron of their classmates during enforced physical education lessons.
* Truth in Television for both sexes in many cultures and environments (remember the cootie shots?), but the behavior tends to disappear around fourth grade. The general feeling and how early or late it tends to disappear, however, vary across cultures. Even once it disappears, there's a clear boy/girl divide usually until around the middle of Junior High. Until then, the boys and girls typically sit at separate lunch tables, engage in separate activities at recess, etc.
* Truth in Television for cats and some dogs, bringing their masters dead animals as gifts.
* Truth in Television for how some well-educated American athletes appear to Europeans where sports is not typically tied to academics but often involves dropping out of school early to pursue one's sports career full-time. From middle school onwards, most American schools with sports teams require student athletes to maintain a certain grade level/GPA in order to stay on the team. The lowest of these averages is a C (about 70%), with tougher coaches requiring better grades.
* Truth in Television for many places named by colonists; New Zealand, for example.
* Truth in Television for minor traffic violations. In most states, if you pay a fine before your court date, you sign a form confessing to the crime. In Georgia, however, the money you pay is simply your "bail." If you don't show up to the court date, it's considered a no contest, and the judge will routinely sentence you to "forfeit bail."
* Truth in Television, for most westerns. Guns of the period tended to be dangerous to carry in a charged state—an unlucky bump could discharge the weapon prematurely. Hence, most revolvers were loaded with five rounds and left uncocked on the empty sixth chamber. Repeaters and shotguns received similar treatment, requiring the showy pump to be ready to fire.
* Truth in Television for much of the world. Various places may well not even have such agencies or are so underfunded and understaffed they effectively don't exist.
* Truth in Television formula, with a good psychological reason for its use. Usually the others will respond in a very bored voice, "Hello, (name)."
* Truth in Television for people all over the world who simply can't afford to buy lots of clothing, or don't live in an area where clothing stores are readily accessible. Many people only have a few outfits that they just wash frequently until they completely wear out.
* Truth in Television for Potter's history giving respect. People who go from NCO to officer are called "Mustangs", and enjoy great respect from enlisted personnel.
* Truth in Television for scientists whose discoveries go against the established ideas of the time. One example is Dr. Alice Stewart, who showed a correlation between pre-natal X-ray screening and cancer, and was ignored for several years.
* Truth in Television for some cultures — Yanomamo rainforest Indians believe that everybody has a kind of animal doppelgänger called a noreshi,

which takes the form of aerial or arboreal animals for men or ground-dwelling animals for women. They say that to kill one's noreshi would cause the person drop dead and vice versa. Many intentionally try to find their rivals' noreshi for this reason, as outright murder is a pretty damn stupid idea in a culture where inter-village alliances are about as sturdy as damp tissue.
* Truth in Television for the Indian Police, who would often cut the heavy red tape that would ensue by catching a criminal by shooting them instead, and they always play it off as an "encounter", i.e. shooting in self-defense.
* Truth in TelevisionFor thermal control reasons, real life spacecraft also feature shiny surfaces — the Apollo Lunar Modules were covered in gold foil — or thick quilted material, as with the Soyuz capsules and several of the ISS modules. In addition, the Space Shuttles were covered in white insulation to help reflect heat as well as details in black. Many spacecraft also have "wings" that are extensible solar panels or radiators.
* Truth in Television for the time: The good sailors could get the comparatively cushy jobs on steamships, whereas the clippers were left with the dregs. Conversely, the officers were often young and ambitious, since you had to have sailing-ship experience to get a captain's license and possibly a ship to command.
* Truth in Television for this trope. It normally ends with a trip to the hospital (or morgue), since they never add in safety harnesses.
* Truth in Television for tidally-locked planets. So far, only theoretical, since none of the Solar System's planets are tidally locked to the Sun, but some exoplanets supposedly are.
* Truth in Television. Four or five identical plain t-shirts, either all white or no more than two solid colours per package, can be bought for the price of one or two more decorative individual ones from most superstores.
* Truth in Television: From the 1920s into the 1960s, trunks over tights were the preferred garb for highly masculine circus acrobats, wrestlers, gymnasts, and even professional boxers in some cases. Because tights were considered "too revealing" at the time, men covered their lower body with formfitting but loose trunks (that may look like underwear briefs or speedos to modern eyes but were actually baggier). A person has only to look at men's swimsuits in the days before speedos to understand this notion.
* Truth in Television gay, and so it can happen that someone who mostly prefers people of the opposite sex can have sexual fantasies about people of the same sex, and vice versa.
* Truth in Television given the real Dillinger's courtesies during at least one of his bank robberies (where he gave a shivering woman his coat). Baby Face Nelson on the other hand was the opposite of Dillinger.
* Truth in Television. "Gordon Bennett" is often used in Britain as a substitute for swearing or blasphemy (possibly because the first syllable sounds like the Cockney pronunciation of "God"). The real Gordon Bennett was a newspaper baron famous for, among other things, being both eccentric and extravagant.
* Truth in Television guidelines clearly state that Senators are to be addressed as such. Indeed, it specifically adds the line, "When the senator is a woman: Use Senator," likely for just such a scenario. Also, never mind the fact that although Congress is responsible for handing out commissions and a candidate for any level of general generally has to get Senate approval before getting his/her star, Senators aren't really in the chain of command: that goes exclusively up through the Executive Branch (from the Departments of the Navy/Army/Air Force and the Unified Combatant Commanders to the Secretary of Defense and then the President).
* Truth in Television. Happens often in hotels and on cruise ships, where the door locks automatically behind you when you step out. Many a guest popping out to set out his room service has found himself outside in the nude or in underwear without a key card.
* Truth in Television has only been called once, after some idiot terrorists tried to sneak liquid explosives onboard airplanes coming in from England and have caused problems for millions of air travelers since.
* Truth in Television: having a security clearance doesn't mean you instantly have

access to all the information classified at that security level. It's why the phrase "Need To Know" exists.
* Truth in Television, he doesn't) and orders his first officer to immediately search the cabin.
* Truth in Television here, because of the exotic materials used in their construction and the red-line conditions they're often subjected to. And regardless of the increased danger, they tend to burn up very quickly and intensely because of the exotic materials.
* Truth in Television here: Contraltos (female tenors) exist; so do countertenors (male altos). Compositions are sometimes written seriously specifying these ranges.
* Truth in Television here; given two working parents or one working parent and one houseparent, the moments a couple have in bed together before sleep may be the only time they have for any serious conversation.
* Truth In Television. (He's credited with inventing the first practical TV system)
* Truth in Television his orders in writing on a PADD, which he immediately hands over.
* Truth in Television: Hoodies. Many shops in the UK have banned them, and in the US some businesses at high-risk for robbery (liquor stores, gas stations/convenience stores, banks) have a sign on the door stating "Hoods or face obscuring headgear must be removed prior to entry", or some variation.
* Truth in Television: in 2008 Usher greeted fans in Maidstone, UK with "Hello, Manchester!" - managing to be out by nearly 200 miles.
* Truth In Television in Britain (especially London) where there's the highest concentration of security cameras in the world, but most of them are of incredibly low quality and pointed where they're only of what little use they are for protecting their owners' property (rather than there in case some poor Victim Of The Week flees that way).
* Truth in Television in Britain, which often did grant clemency to the condemned only moments before their scheduled execution.
* Truth in Television: in Germany and other European countries with a large proportion of people who speak English as a second language, it's common for tourists attempting to speak the local language to receive a reply in English. The guidebooks specifically warn people not to be disheartened by this and that the attempt is always appreciated.
* Truth in Television in jurisdictions where strict liability exists. Possession of certain items restricted or banned by law (drugs, weapons, an open container of alcohol in a motor vehicle, etc) is enough grounds for arrest, prosecution and possibly even conviction.
* Truth in Television: In martial arts complex and flashy moves look good, but they are often difficult to execute, require a lot of training, and, if failed, often leave you open for a counterattack. Many masters discourage their use even in tournaments, and in a common street brawl you can do very well with just a couple of boxing punches.
* Truth In Television in more ways than one: The idea of dedicated CICs on
* Truth in Television in nations like the USA that don't provide government health insurance.
* Truth in Television in orbit, said shuttle is travelling around the earth at tremendous velocity...
* Truth in Television in parts of Mauritius (especially in rural areas).
* Truth in Television instance of this happening. In 1978, a seven-year-old boy in Zambia was attacked by an African crowned eagle (the same species believe to have killed the Taung Child mentioned above). The boy only survived because the eagle was killed by a passing farmer. A search of the nearby forest found no evidence of a nest, meaning the attack was almost certainly predatory in nature.
* Truth in Television in Texas. One in five Texas dads greets their daughters' boyfriends while polishing guns, big ass knives, or other weapons. [Citation needed]
* Truth in Television in that people who are sensitive to seeing blood will often do fine until they go to wash the wound and see the red spatters in the sink. The

same can apply to people who don't feel as much pain from minor cuts until they see the injury.
* Truth in Television in the country. Over 70% of the population were born after the Soviet invasion, which means they have been experiencing nothing but war all their lives. And with how the war is dragging by the year, that percentage is growing.
* Truth in Television in the direct opposite direction - this proves that it was an official speed, and not assisted by a tailwind or such.
* Truth in Television: In the eighteenth century, officers would use their swords to keep order in the ranks. Naturally, they would seldom wish to kill their own
* Truth in Television in the more remote parts of Norway and possibly Sweden, where the entire population of some valleys were found dead after the plague, and were not repopulated for 200 years. In one particular case, a lone hunter just accidentally stumbled over the local church, still standing in the middle of nowhere. In the meantime, the building was made a hive for bears. The bearskin allegedly still hangs on the wall in this particular church.
* Truth in Television. In the time between being asleep and fully awake, the line between dreams and reality can be blurred, causing you to try and continue a conversation with someone present in the dream.
* Truth in Television, inverting our usual sense of security as an alpha predator at the top of the food chain. Usually, these are big cats, bears, wolves, hyenas, crocodiles, etc. who prey on humans either opportunistically, or because they're starving and unable to eat their regular prey.
* Truth in Television, in which an aging Puyi returns to the Forbidden City as an ex-convict tourist, to view the throne from which he'd once reigned.
* Truth in Television is particularly prone to getting this "truck stop in space" visual treatment.
* Truth in Television it can sometimes extend to the animal members of the family, with parents calling one of the kids by the name of a family pet, especially if the kid's name and the pet's name start with the same letter.
* Truth in Television. It is very common for fighters to specifically attack a cut created earlier or to keep attacking a swollen eye. Legends like Roberto Duran were notoriously dirty in their fights but were experts at hiding it from the referee. Arturo Gatti once broke his hand in the middle of a fight and kept using it. Matter of fact, much of what's ever happened in boxing is sometimes too crazy to think it might have actually happened.
* Truth in Television. It's been proven that people are more likely to reach an answer they can't think of by not thinking about it directly. Typically happens when you've forgotten something, when you're trying to think of an answer to some hard crossword, or something else mundane. If you're really struggling to think of it, then sitting back and thinking of other seemingly unrelated things has been shown to result in what you were looking for bubbling up.
* Truth in Television It seems unlikely that anyone being attacked by a shark would care whether it looked like it was grinning or not.
* Truth in Television it's tucked away inside a hard skull). When your sport involves a lot of ramming, bashing, punching, or sudden starts and stops, all that violent pounding on your head can start to take a toll on the number of healthy neurons in there. The number of concussions over a lifetime can also result in a downward-trending IQ, and so retired athletes from sports like football, boxing, or hockey are often a touch less smart than they were when they started - of course, don't try to tell them that their favorite sport and lifeblood has made them dumb.
* Truth in Television it was common for sailors' wives, girlfriends, and such to slip aboard ship whenever the ship was in port for an extended period of time. Leaving port always called for an attempt to run the women off the ship, which was rarely 100% successful.
* Truth in Television - it wasn't uncommon for High Schools to remove the doors of men's room stalls as a deterrent to smoking (easier to catch them in the act), while women's rooms remain intact due to privacy concerns.
* Truth in Television. It was the detection of the rare element iridium at the

geologic boundary layer between the Cretaceous and Paleogene Periods that first clued paleontologists in to the possibility that a large asteroid may have struck Earth at that time.
* Truth in Television), Kevlar and boron carbide ceramics. Widely deployed starting in the Korean war, the new materials were light enough to be worn as a matter of course, but also strong enough to protect against a wide variety of threats. Korean and Vietnam era armour could stop pistol caliber rounds and shell fragments at point black range. Today military grade armour can allow soldiers to shrug off hits from assault rifles. Further advances in material science will make soldier-armour even more effective and therefore, more widely deployed. Even if the lighter materials aren't strong enough to withstand direct assault rifle fire, they can still be lifesavers against richochets and longer-range shots, which have lost a chunk of their energy. To say nothing of much weaker but still decidedly dangerous pistol-cartridge fire and shrapnel. Additionally, should the powered exoskeleton tech prove effective and cost-friendly enough, it is not unimaginable that someone will attempt to graft armor onto it — power armored modern "knights" anyone?
* Truth in Television: killhouses are indeed a very valuable part of training for the military and police, especially in situations where civvies are expected to come up as an obstacle to achieving a certain objective - like for example hostage situations.
* Truth in Television: Land mines can last for a very long time. Live ones are a serious problem in developing countries with decades-old fields lost in the records.
* Truth in Television larger than they are now. The Aral has shrunk by about 90%, and Lake Chad by 95%. When the Aral dried up, it grounded a number of large steel-hulled ships on what is now both sand and grassland with no water visible in any direction. This is less prevalent in Lake Chad since even before its shrinkage it was an extremely shallow lake (no deeper than 11 meters/36 feet) despite having a surface area of over 10,000 square miles.
* Truth in Television: male bikini-wearing appears to be a fairly common thing. It is not predominantly associated with gay men, despite stereotypes. Youths will do this during their college/university years as a joke.
* Truth in Television. Many of them have successful relationships and even marriages.
* Truth in Television, many real criminals are caught because of insignificant things that shouldn't have happened. One notable example is Timothy McVeigh, who was also caught when he was pulled over by a state trooper.
* Truth in Television—which is as much because special forces tend to recruit soldiers who are self-disciplined and don't need micro-managing, yet are capable of using their initiative, as out of respect for their capabilities—and partly because they're often assigned covert missions where traditional military behavior can be detrimental.
* Truth in Television: Militaries and other armed (and sometimes even unarmed, see political campaigns) factions tend to have these for a reason, as they generally serve as a large, central meeting area for conferences with underlings and field leaders to talk things through, plan out future moves and contingencies, and anticipate future developments.
* Truth in Television miniseries, in which Joe Sr. has a stroke later, which is seen by his wife as God's revenge for what Joe did to their daughter.
* Truth in Television: modern-day officer corps are the direct descendants of knights. When warfare became a science instead of an art in the 15th century, most generals noticed that knights - professional soldiers who had trained for fighting, warfare, strategy, and tactics - were far more valuable as officers and commanders of units composed of commoners, rather than privates in elite units.
* Truth in Television, most animal "smiles" are, in fact, warnings to stay away).
* Truth in Television. Most of the clouds you see at a rocket launch pad are steam. Super hot exhaust gas would destroy the concrete "flame pits"? Easy solution, spray massive amounts of water at them so all that energy goes into turning it into steam.

* Truth in Television). Most of them also have the neat feature of being totally modular - swapping the entire engine, suspension, armor plates, etc is easier and faster than actually repairing the components.
* Truth in Television, most patrons to be found in these few gay nightspots tend to fit this stereotype.
* Truth in Television: Most police officers are good, upstanding citizens and honorable police officers, but the occasional one who breaks the law, engages in police brutality, or otherwise mars the badge will quickly be found out and just as quickly ousted from the force:
* Truth in Television, oddly enough, where it is known as "sledging". And as has been asserted by anyone they play (particularly Pakistan), the Australians are the best at it.
* Truth in Television of all murder sentences in Finland while they represent only 0.5% of the Finnish population.
* Truth in Television of a sufficiently complex piece of code without fully understanding what it does, e.g.: "Segmentation Fault. Core Dumped."
* Truth in Television. Of course fact from fiction is hard to tell regarding him.
* Truth in Television often go to lengths to point out if what happens in a video is real or staged with computer graphics. Technology has advanced to the point where it's not totally obvious what is fake and what is real — especially if the video is "filmed by an amateur."
* Truth in Television on certain surfaces with certain types of brake shoes.
* Truth in Television: One of the clues used to track down the perpetrators of the July 2007 terrorist attacks in London was a particular kind of plastic container that had been used to hold some of the homemade explosives, recovered from the home address of one of the suicide bombers. In a remarkable stroke of luck, they turned out to be an uncommon brand only available through one particular wholesaler and stocked by a limited number of retailers, mostly small family businesses. This was enough to narrow down the number of places they could have been purchased, and questioning the staff at those retailers would eventually provide a lead that led to a couple of co-conspirators being identified. If the terrorists had decided to get their containers from Tesco instead of the mini-mart at the end of the road then they might not have been caught before they could prepare another attack.
* Truth in Television, one of the precinct detectives is investigating a police shooting (which is done by the Homicide department in Baltimore), and ends up completely disgusted almost to the point of retirement to discover the fact that his brother officers peddle the same lies and bullshit as the murder suspects he brings in.
* Truth in Television on The People's Court. The husband lived in America but went back to Guyana for a funeral where he met his future wife. This woman took care of his elderly mother, and to repay her he married her to bring her to the U.S. He did love her, but bringing her to the States was the main reason for marrying her so quickly. This actually happens, though it's not extremely common due to the security measures.
* Truth in Television, on the principle that they can move on certain terrains other heavy vehicles can't, often leave less impact on said terrain (and thus would be harder to trace), and can be positioned for firing more easily. Having your nuclear option small, mobile, and relatively unrestricted by terrain is a pretty big tactical advantage.
* Truth in Television, or a design necessity, such as the highly flammable fuel and lightweight materials used by jet aircraft. A hit to a fuel tank with an incendiary, or occasionally even a high explosive round tends to lead to quite the fireworks display—the heat of the blaze is often enough to set ammunition off as well, completely wrecking the aforementioned vehicle and usually killing everyone inside.
* Truth in Television over how cute the couple is and sad that it means their favorite crush is now off-limits (not that they were ever a realistic option, but don't crush the poor fan's dreams).
* Truth in Television: Pitchforks were typical type of improvised weapon peasants

could reasonably expect to have on hand and more controllable than alternatives such as scythes, and burning torches were the only real portable light source before the invention of electricity. So if a mob formed after sunset this combination would not be unusual.
* Truth in Television places to conceal guns so they would escape even a thorough search.
* Truth in Television. Plenty of people never even manage to get the diagnosis before they lose it.
* Truth in Television. Ponies are known for possessing the ability to carry quite heavy loads, even those that match their body weight.
* Truth in Television. Pre-Windows MS Word especially seemed to have at least three keys, any one of which would instantly delete all your work.
* Truth in Television quote, just because they've always seen it done on TV and do it automatically, or the reassuring psychological effect of being bound and released, or just that handcuffs itch a bit, most perps will do this once the cuffs get taken off.
* Truth in Television racist or homophobic. This trend seems a minor issue at best these days, and most calls (like the ones listed here) certainly aren't meant to be taken as the literal meaning of their words.
* Truth in Television relates a true complicated prank he played on a friend involving his broken down car and the US Park Service.
* Truth in Television. Research shows a strong correlation between the depth of a man's voice and his physical capability. This is due to Testosterone affecting both physical strength and the status of the Larynx. There are notable exceptions, of course, with Mike Tyson, for instance, probably being the most famous inversion, but these are few and far between. Interesting thing to note is that this only applies to men. There doesn't appear to be any strong correlation between the depth of a woman's voice and their Badassery.
* Truth in Television, sadly. MD vs. DO is probably the most common, but other popular variants include surgeons vs. physicians, surgeons vs. anesthesiologists, and surgeons vs. surgeons (cardiothoracic vs. transplant, plastic vs. ophthalmic, etc)... It's probably less "MD Envy" and more "FACS Envy". In countries that have them, general practitioners may be looked down upon by specialists (who make more and spend more time in training) and different specialists may look down on each other as well.
* Truth in Television scattered around the globe. Atolls form from the remains of old undersea volcanoes which result in a ring shaped series of coral islands around where the mountain previously emerged from the sea. A single Atoll can be comprised of many small islands, some remarkably similar to the trope in its most literal sense, but even where the islands are large they are still small by any land based means of comparison. Atolls are found mainly in tropical and subtropical Indian and Pacific Oceans, because they are sustained by corals that grow only in warm areas.
* Truth in Television school bullying and cyberbullying cases. Some victims of school bullies eventually snap and go on a school shooting. Victims of cyberbullying who commit suicide will eventually lead to their friends or families hunting for the cyberbully's blood.
* Truth in Television? Seabird droppings are a source of potassium nitrate, an important ingredient in explosives.
* Truth in Television, seemingly oblivious to the obvious danger there is in having a loose card out for a high-security lab.
* Truth in Television sensitive when struck (as anyone who's bumped their shin in the dark can attest).
* Truth in Television since at this point the alcohol is practically tasteless and doesn't really kick in until it's been down your gullet long enough to thaw.
* Truth in Television since Murtaugh is carrying an adjustable sight Smith & Wesson revolver which is much better suited to carefully aimed shots then Riggs fixed sight Beretta.
* Truth in Television, since the radio waves aren't blocked in that direction. A satellite picks up the signal and retransmits it to ground.

* Truth in Television, since there are many examples of this in real life. The Colt 1911 was invented in, you guessed it, 1911, but is still in widespread use in 2020.
* Truth in Television. Sleep-talking is far more likely to be incoherent mumbling rather than any kind of scandalous deeply-held secrets.
* Truth in Television smell bad compared to some other animals as do some animals to us. Wet dog anyone?
* Truth in television: Some of the better deadbolts can withstand forces that would put a hole in an outer wall. And, of course, there are a lot of houses that have solid steel doors with deadbolts and security screen doors... and great big picture windows right next to them.
* Truth in Television: some people are just always loud, and have to constantly be reminded to quiet down. Let's face it, you have probably met/known at least a handful of people like this in your life. You might even BE this person.
* Truth in Television, sort of: A president-elect, governor, business leader, etc., initiates a search committee to fill an appointed position, but ends up picking someone on the committee or the person who had already been helping him in that area anyway.
* Truth in Television strict over the centuries, in order to prevent mentally ill people from being forced into or receiving exorcisms because someone mistook their delusions for possession. According to the Catholic Church, the signs of actual demon posession (as opposed to mental illness) include:
* Truth in Television subdivided into verbally claiming you're a cop, using a fake badge or warrant card, using a fake or stolen uniform, and using a fake or stolen police vehicle. The laws regarding this vary by jurisdiction: in Michigan, for example, it's only considered a felony if you're impersonating an officer while committing a different crime.
* Truth in Television take your car, it very rarely happens in real life due to the paperwork and liability involved.
* Truth in Television. Teachers, priests and similar individuals are easier to pass to another district or parish than to fire, defrock or imprison.
* Truth in Television that people can grow desensitized to disgusting elements due to overexposure. This is especially common among people who either own pets or have poor living conditions, as they are constantly surrounded by bad smells and/or general filth that they can become oblivious to them.
* Truth in Television: The city of Rouleau where the show was filmed really has such a store!
* Truth in Television; the fact that it was so sunny was precisely why shirts would be impractical (you would overheat too quickly in them, and robes weren't always practical or acceptable). Sunburn wouldn't be a problem.
* Truth in Television the favorite child of their mother, Eleanor of Aquitaine, while John was the favorite of their father, Henry II.
* Truth in Television, the length of solar day (sunrise to sunrise) changes depending on your present location and the time of year. Though the abstract "day" is still 24 hours wherever you go.
* Truth in Television. The more concentrated the wealth and power, the shinier, newer, and better maintained the buildings, clothes, and people will be.
* Truth in Television: The most esteemed British actors, both then and now, tend to be quite familiar with the idioms of American speech.
* Truth in Television, the preferred method of getting from Point A to wounded guy at Point B involved grenades. Lots of grenades.
* Truth in Television. There are devices in the real world which take a camera image and project it directly into the brain, albeit only as single-bit low-res images. Still experimental yet.
* Truth in Television...there are people who get kanji tattoos or paint them on their cars just because they look snazzy. For all they know, that sign that they've been told says "powerful" or "fast" really says "go jump in the lake" or "I'm an idiot".
* Truth in Television: There are some children who are really, really good chess players. If you see a kid playing chess in a park, you underestimate him at your

peril.
* Truth in Television, thereby making the offspring a clone of the mother molly alone. Since the male doesn't pass on its genes, and how it has no apparent advantages over normal asexual or sexual reproduction, it's a mystery why it works for the molly.
* Truth in Television; there have been cases where children have taken cars and have somehow managed to drive them reasonably competently, although it doesn't happen that often:
* Truth in Television. There is a joke in the British Army that if two officers from the Intelligence Corps appear at breakfast wearing identical clothing the junior officer must go and get changed.
* Truth in Television: there was such a school of thought in 1920s to 1930s advocating the use of powerful vehicles to serve as trench-breakers and infantry support. As the expected pace of warfare was restricted by both technological limitations and the speed of infantry, these largely concentrated on larger and more heavily armoured vehicles.
* Truth in Television the salvage team had to climb down part of the rear deck — which was being periodically blasted by plumes of -110 degree carbon dioxide.
* Truth in Television. These days security precautions package seemingly rudimentary things with too much tape, foam, bubble wrap, MORE tape, a box inside of a box, and more tape, to make it look comically unnecessary.
* Truth in Television. These now being 20-plus-year old cars and engine swaps being easier than extensive rust repair, condition is more important than original spec.
* Truth in Television. The US Navy does in fact have a pair of ships specifically designed and built to act as command and control vessels for major amphibious assaults — the Blue Ridge-class.
* Truth in Television (they aren't typically fast enough to drop somebody who's just sitting) than the entire thing going haywire. Statistically you're still far more likely to die in the car ride to and from the amusement park/fair than from the Ferris wheel or any other ride there.
* Truth in Television this happens on D-Day to Joe Toye in which he survives a pair(at different points) of thrown grenades exploding inside the trench of a German gun emplacement right next to him. In one case it was in enough of a dip and in the second his rifle takes the hit.
* Truth in Television. This has been cited on many crime shows as the reason why cops get suspicious of supposedly grieving loved ones. Conversely, cops have also gotten leery of those who are overly upset, feeling that they are putting on an act.
* Truth in Television: This is a standard way to fake a punch, and has been used for probably hundreds of years in theatre.
* Truth in Television: Those people with stable, loving families could consider their parents or ancestors this, with the evidence of them raising new generations in stable environments so that they can improve
* Truth in Television, though generally not of the VR Goggles or Matrix variety.
* Truth in Television, though it's usually been used as a naval weapon or a mine-clearing device over the course of history.
* Truth in Television to a large degree, even today; the U.S. armed services have enough of a need for medical personnel that they are given more leeway about their (lack of) military bearing than would be tolerated in combat soldiers/sailors/airmen. Crystallized in a saying going back to Korea if not earlier: "There is nobody as un-military as a military doctor."
* Truth in Television, to an extent, as morbid humor is often a coping mechanism.
* Truth in Television, to an extent. Certain special forces groups worldwide, including the British SAS and the US Army's Green Berets, are sometimes tasked with raising up rag-tag revolutionary armies to bring down governments perceived as exploitative or antagonistic. The peacefulness of the villagers in question, however, varies wildly.
* Truth in Television to clone other organs, practically removing the chance of

organ rejection.
* Truth in Television to killing one's own kind. On the other hand, a person fleeing triggers predatory "pursue and kill" instincts, and the killer doesn't see their face, thus dehumanizing their target, making shooting or stabbing them much easier. A person from behind also resembles the standard "person silhouette" target used on many target ranges, making it easier to revert back to training mentality and shoot.
* Truth in Television") to let MPs and SPs know they were civilians and not AWOL.
* Truth in Television to some extent, as witnessed by quotes from several US veterans of WWII; one submariner in particular recalled a captain who had been relieved as mentally unfit for a frontline command having his dolphins (submariner's insignia) torn off at the very same ceremony as he was awarded a Silver Star for his first patrol, by the same officer who had pinned the medal on.
* Truth in Television to this, as some hospitals require different colored scrubs for different departments and even different levels of staff. There are problems because supply management departments tend to not care about carrying five different shades of blue just to satisfy staff vanity.
* Truth in Television touch the camera!" Chinese officials do it a lot. This also tends to happen quite a lot in documentaries, especially those focusing on police; often someone being arrested attempts this, only for the cameraman to discretely step back and film from a different angle.
* Truth in Television: Try looking at your feet next time you ride an escalator. They are actually there to warn you not to put your feet there as you may fall, but still pretty cool.
* Truth in Television, unfortunately, as the novels are responding to recent revelations about what such orphanages could be like.
* Truth in Television, unfortunately. The real Baltimore child-murder which inspired the Adena Watson storyline was never closed. Getting word out about That One Case is one of the reasons why the real-life Baltimore Homicide Division was supportive of the true-crime book about their work.
* Truth in Television, unless said trauma was accompanied by a head injury. Indeed, people with PTSD and the like usually suffer just the opposite problem: being completely unable to ever forget the horrible things that happened to them.
* Truth in Television. Unpopular people put in the stocks faced a real risk of being beaten to death by angry mobs. Some people even wore armor when in the stocks in order to avoid this.
* Truth in Television. Unusually skillful and loyal slaves have often been rewarded with freedom.
* Truth in Television up to a point; aircrew are permitted to take dextroamphetamine in order to maintain their alertness if it's necessary to exceed peacetime limitations on how long they can remain at the controls without rest, as well as tranquilizers to help them come down from the high once their mission is complete. This is strictly voluntary except in the very gravest emergency scenarios, however, and many pilots choose to take their chances with the dangers of fatigue.
* Truth in Television: Walsingham really filled this position for Elizabeth I.
* Truth in Television was caught making sure the gunpowder trail leading to the explosives he planted under the house of parliament were perfect before lighting it.
* Truth in Television we perceive what is alive and what is inanimate by the look of the face and eyes more then anything else, so now we know the human truth. Dolls are just freaky soulless things!
* Truth in Television were designed, built and deployed in World War II. Likewise, a number of modern armored vehicles include amphibious capability, and most tanks can ford rivers using snorkels.
* Truth in Television; when a person is trying to recall an unfamiliar face, they will often use a face that they are familiar with as a guide, along the lines of "He resembled [insert celebrity here]." This means that the more they think about the face the actually saw, the more their memory of it begins to resemble the

celebrity's that they used as a reference.
* Truth in Television when the military started to outsource the service functions like feeding the personnel. Many other armies still do it in-house, providing ample possibility for this trope.
* Truth in Television, where any time a girls sports team shows up you can expect them to be dressed in shirt and bloomers.
* Truth in Television: Where things from fiction have happened in non-fictional real life.
* Truth in Television, which is recognizable because of its huge size and the bullet scars covering it. Okay, so you could probably kill it if you had a higher caliber gun, but the thing has been shot, a lot, and is still going.
* Truth in Television, which many lawyers say have spoiled many potential jury pools with unrealistic expectations of forensic science.
* Truth in Television which protect people who try to help, but fail to do so, make it worse by accident, or other such technicalities like lack of consent.
* Truth in Television who plays wheelchair rugby in the Paralympics. Really more of a subversion. The guys may be shameless about playing this card when they're trying to chat women up, but the footage of the rugby matches shows they're anything but weak, and a couple (especially Zupan) are downright scary.
* Truth in television with military brevet ranks; promotions given authorizing officers to claim the title and responsibility of a promotion, without the actual pay.
* Truth in Television with so-called "Top 40" and "All Hits" radio stations, which only play songs from the Top 10 or so of the current chart in heavy rotation while less popular songs only come up occasionally.
* Truth in Television, women tend to marry men who are less attractive and, in some cases, not as smart. At the very least, it would lead to a happier marriage or long term relationship. The reason is because men value beauty and women value emotional support. If a man finds his wife beautiful, or at least more attractive than him, then he will be happier and dote on her more, giving her emotional support, which makes her happier as well. A more attractive man is more likely to feel he can do better or be more tempted to seek other women as he knows they find him attractive. Because of that, he becomes unhappy and gives his wife less support, resulting in her being unhappy as well.
* Truth in Television yourself. Telling your care team exactly what symptoms you're experiencing can be very helpful; insisting that you have X disease tends to have the opposite effect.
* Truth in Television. Your very existence is proof that your parents are a successful template to follow!
* Truth In Web Manga. Other historical examples are also mentioned, including the political fracturing of Italy and the decline of the (neither)Holy (nor)Roman (nor)Empire.
* Truth is a scourge lives up to its name. Not only does it force its victims to tell the truth and to keep talking, something in its makeup seems to compel its victims to tell those truths which will most hurt, enrage, or otherwise unsettle the audience. There's a reason Pokey called the stuff "truth poison".
* "Truth, justice, and the American way." Despite not even being from
* "Truth, Justice and What?" was created as a response to the resurgence in popularity of
* Truth Martini also employed a two such women for a joke on his ROH
* Truth Martini cards not to wrestle, so members of The House Of Truth can get more matches in their place.
* Truth Martini: Debuted in 1998, arrived in Ring of Honor as a manager in 2009.
* Truth Martini was egging Dijak's old rival Will Ferrera to continue pursuing him too.
* Truth of Dare, the largely neo-Pagan community in San Francisco uses a variant that calls August the "Third Foggy Moon".
* Truth of the Sith, Palpatine is revealed to actually be this. He studied ancient Dark Side practices all his life but cannot use them, hence why he was so

determined to get Anakin to join him.
* Truth of the World: Welcome to the show by Evermore, is about media, propaganda and advertising, with occasional interludes by a trash-news type show that shares it's name with the album.
* Truth or Consequences (1950-51, 1954-75, 1977-78, 1987-88; total of 24 seasons, although it is best known for the 19 years {1956-75} hosted by Bob Barker)
* Truth or Consequences also had many ticking clock games and contests.
* Truth or Consequences, the popular radio show, was simulcast on radio and television for a single day on 1 July, 1941. To attract viewers to the station showing it. The game would not return to television until 1950.
* Truth or Dare (2012), Woodbridge is the grumpy groundskeeper at the family estate. He is the one who sends the guests tramping through the woods to the keeper's cottage, and is later revealed to be in league with Justin and his scheme of revenge.
* Truth or Dare (2017): Several of the dares require one to choose between losing a limb or dying. It starts with minor maiming, like having your hand burned or being kneecapped, but escalates to outright amputation.
* Truth or Dare (2018): A demon named Calux has possessed the truth or dare game within the film. Anybody who breaks the rules is possessed by him too to enforce them.
* Truth or Dare (2018): Demons can possess places and even ideas here.
* Truth or Dare (2018): Olivia and Markie being the only friends in the group to make it out of their game alive.
* Truth or Dare (2018), Olivia releases a video online in which explains the curse and the game. She ends by asking "Truth or dare?". As the rules are "once you're asked, you're in", everyone who watches in now part of the game, and anyone they ask is part of the game. The logical inference is that this will cause a genocide that wipes out the majority of the world's population.
* Truth or Dare?: A Critical Madness cuts a chunk of his own face off because one of his hallucinations dares him to.
* Truth or Dare?: A Critical Madness, the killer is packing a handgun, a machine gun, knives, a machete, a chainsaw, a spiked club, and a pair of nuchuks.
* Truth or Dare documentary, her father doesn't seem to understand that she's a megastar; he worries that she won't be able to get him tickets to her show when the tour comes to Detroit, and complains about the burlesque style that made her famous.
* Truth or Dare, one of the dares requires seven different living body parts to be removed. The count includes a pinky finger and a pinky toe.
* Truth or Dare writers know this very well, and Truth or Dare fics are practically a genre.
* Truth or Laser Shark", Brick reveals that he wet his pants on his first and last days of school.
* Truth Or Scare: A documentary series geared around supernatural events, cryptids, and creepy historical events.
* Truth Or Scare is a kids' program hosted by Michelle Trachtenberg that discussed supernatural-related historical events or pop culture characters. It had a gothic horror tone to it. Most of the show's content was actually taken from previously produced documentaries.
* Truth Or Scare on Discovery Kids existed entirely of promoting this trope. Because we all know the Tower of London is haunted, right? RIGHT?
* Truth or Square" reveals that Squidward once had a precious flower parterre next to his home that was squashed by a giant pineapple that would later become SpongeBob's house.
* Truth: Red, White & Black introduced Isaiah Bradley, the sole survivor of a battalion of black soldiers who were administered a recreated version of the Super-Soldier Serum. He only served in one major mission and was promptly imprisoned in Fort Leavenworth for decades for "desertion". It's unclear whether his current disabilities, similar to the symptoms of Alzheimer's and steroid abuse, are a result of an unstable super-soldier formula or his treatment at Leavenworth. The

story reads like he is in fact the human guinea pig for Steve's serum, with the racist US Army spending many "more disposable" black lives before giving the serum to a white man, and this was originally the author's intention. However, Marvel backtracked, so the story begins in 1942 after Pearl Harbor while canonically Steve was already Cap by then, and this is acknowledged in-universe.
* Truth: Red, White, and Black, a Nazi sympathizer WWII vet lectures a black man about Germany's political motivations for war. The black man knows all about it — his family is German going back generations, ever since Germany colonized what is now Namibia in the 1800s. His grandfather fought on their side in WWI and wasn't interned in the camps because of his veteran status.
* Truth: Red, White, and Black, one of the black test subjects for the Super Soldier serum was Maurice Canfield, a young man with a moneyed background and strong socialist leanings. When he was arrested for taking part in an anti-war protest, his family's reputation allowed him the option to join the military rather than serve jail time. Implicitly, were it not for this incident he would have used his money to avoid the draft altogether.
* Truthsayers is also possible, which is why the drug is banned for anyone who is not a Truthsayer. The entire colony of Atlas is supported by the belief that the Truthsayers are never wrong and always correctly determine guilt or innocence. Guess what happens in the novel?
* Truth Serum, he confesses that Skipper's monkfish surprise "tastes like elephant sweat, but everyone pretends they like it to spare Skipper's fragile ego".
* truth serum), its main effect being the popularization of LSD as a recreational drug; towards the end of the program's life, CIA agents were dosing each other and holding private LSD parties, which resulted in the death of one agent when he threw himself out a window while in a hallucinatory fit.
* Truth Serum lead DiNozzo to explain about the different members of his group in flashbacks.
* Truth Serum on him. Instead, it makes his heart beat faster and then kills him, with a heart monitor showing the whole thing.
* Truth Serums, have treated themselves in such a way that mind-control drugs have extremely little effect on them.
* Truth serum's inability to make someone tell the truth is a somewhat recurring plot point, sometimes due the interrogated being conditioned to resist, more often due him having a medical condition that would kill them if the truth serum is administered, the interrogated one having been administered something that, with the help of the truth serum, ends up killing the subject mid-interrogation, having taken some drug that counters the serum's effects, and, in at least one case,
* Truth Serum was the Secretary of State'' referred to the same thing or something completely different.
* Truth-Telling Session: Many truths being confessed during a crowd argument.
* Truth" that she loves those scenes because Tom Welling's chest makes the perfect headrest due to their height difference.
* Truth to Tell into limericks, one book at a time. The first book goes as follows:
* Truth Twister are often thought to fall into this category, but in fact, they can lie; they just strongly prefer not to. When confronted with evidence of having told an untruth, the typical Vulcan response is, "I exaggerated." Liar!
* Tru TV. That's right, round 3 questions are worth 10 times as much as round 1 questions.
* Truxican as their name implies, it probably involves masked luchadores.
* "Try a Little Tenderness" was a big-band pop number from the Thirties, by the composer of "When the Red, Red Robin (Comes Bob, Bob, Bobbin' Along)." Aretha Franklin and Sam Cooke covered it as a straightforward soul ballad. Then Otis Redding picked it up from Cooke, made it build from a slow beginning to an explosive conclusion, and wiped every previous version from memory.
* Try and be fairly good people. They at least try to have decent morals, try to do the right thing, and acknowledge on some level that some of what they do is
* try and get rid of Maya twice And her father divorced because, in Kurain village, men are pretty much useless since only women inherit psychic powers.

* try, as that's not exactly easy to do. Klinger manages to do it by bluffing operators and lying about his identity, causing Potter to remark, "I don't know whether to arrest you or promote you!"
* Try attacking a Behemoth with a levelled up Yuna doing 99999 damage. The wimpy sound she makes as she swings her staff just makes it that much stranger.
* Try Burning Gundam, which adds more of the blue parts that stores Plavsky Particles similar to the RG system used by the Star Build Strike. It has the same attacks, but the performance was better tuned so that the machine could handle Sekai's more extreme attacks such as the unnamed phoenix attack that shattered the original's arms.
* try, but various bits of serendipity get in the way). Amusingly, their peers assume the trope played out straight.
* Try counting the number of times "No comment" is said in the interrogation room on UK crime drama
* Try dating somebody with glandular fever, or another disease spread by saliva. This becomes a hell of a tool.
* try. Even better, try explaining Ozma spending her first years as a boy to a modern audience. This does appear in adaptations, such as one of the anime adaptations, but is sometimes glossed over.
* Try going from a lifetime of using Gameboys and Nintendo DSes to a PSP. Not only do you have four new buttons to learn (circle, square, triangle, and X), the four arrows on the left side may not always be used for moving your character about (as in the Nintendo handhelds); they may be for a whole separate menu system, and you'd have to move using the joystick in the lower left-hand corner. Results in many a rage quit until one figures it out...
* Try going from anything but a Glock, to a Glock. A Glock has two "triggers" slightly offset (kinda like an Accu-trigger) when you go to shoot: the first trigger you encounter is a trigger safety for the second one, which is the actual trigger which fires the weapon when pulled. Pray it doesn't get caught on a tree branch.
* Try going from a pen tablet to drawing on paper. You will draw something wrong and almost instinctively try to hit the non-existent Undo Button. God help you if you're drawing with any permanent medium (like oil paints or pens). The same goes if you want to resize something, make different layers or copy a pattern several times.
* Try going from Monument to Bank. This means 5 stops and 2 changes by the route plan. However they are actually directly above each other, with an escalator connection, but this was edited off during construction of the Docklands Light Railway in the 90s and some installations STILL don't show this as a result.
* Try having a firefight in a crowded parking lot. Or not, because it'll last about 10 seconds until everyone is dead. One has to wonder what a car wreck on a crowded highway was like in Fallout world.
* trying, for all the things he does to get out of the Army, he won't do anything that would actually compromise the unit's ability to give the wounded the best care possible — even when he pretends he thinks he's in Toledo, he still helps with the wounded, claiming they're all victims of a bad traffic accident. When Radar leaves, Klinger is promoted to Company Clerk and continues to prove his worth.
* trying heavily to avoid the parts of hockey they couldn't compete in wanted to play.
* Trying Human, Glassner, who's stopped aging due to contact with alien tech.
* Trying Human suit) and being an organization totally dedicated to dealing with alien activity on Earth. Unlike most examples of this trope, a good number of Majic agents are female.
* Trying Human, when EBE1 first crashed on Earth (in the Forties), they amputated his arm and replaced it with one made of the metal from his ship, which he retains in present-day storyline.
* trying not to bite, a dog can be heard barking somewhere in the distance as he starts to go all fang-y.

* Trying their hand at the quoting variety as well: "As Friedrich Nietzsche famously said, "Hey, you! STOP HITTING THAT HORSE! WHHAARRRRGGARHABLGLL!" (Nietzsche suffered a lot of mental decay.)"
* Trying this trope in real life can have disastrous results. Building a relationship with someone you do not see as "good enough" leads to turmoil and resistance from the partner. For examples of how badly trying this can go, just consult your nearest advice column.
* trying) threaten to pop off the dollified Akane's head and a normal Shampoo attacked Akane & Ranma with bombs at the wedding ceremony.
* trying to adjust to becoming a human, in an effort to embarrass her and keep her out of the running for Princess of the Fall Formal.
* Trying to avert this trope is partially Redcloak's motivation for his deeds, as expanded on in
* trying to avoid a fight, one tends to find him, either on its own or due to his passengers. River, in particular, is a colossal magnet for trouble, ranging from angry superstitious villagers who think she's a witch, to corrupt police officers and bounty hunters after the giant bounty on her head, to elite government assassins who want to hide any secrets she might know.
* trying to avoid another one that sounds more dangerous on paper properties. In another, he goes away from a main battle with Chaos forces to an out-of-the-way dredger where there plausibly might be a demon summoning taking place; as he'd fervently hoped against, there was. This, incidentally, keeps enhancing his reputation and makes his attempt to get cushy desk job even harder.
* trying to be "nice", Nanny is surprised to see her looking at a pink cardigan. Nanny's reaction is "You're not going to wear that, are you?" She would have been reassured to get the reply "No, I'm going to eat it, you daft old fool", but instead Granny just says "You don't think it would suit me?"
* trying to capture the Imperial capital of Coruscant-class Star Destroyers he had kept in reserve, which promptly hopped through hyperspace to appear right behind the Ciutric fleet. One missile barrage against the enemy flagship's unshielded flank later, the war was over.
* Trying to clean Jon's teeth, which rather resembled doing the head-in-lion's-mouth circus trick.
* trying to come Back from the Dead Joker? He knows things that Batman wasn’t there for but Batman may have heard about secondhand and is filling in the gaps for himself.
* trying to cover something up, as the amount of effort involved in a cover-up is almost always more than the amount of the actual crime.
* trying to damage his control of Earth, but the Brigadier cuts it short by pointing out that the companions haven't become ruthless killers, but are just desperate people taking the only option available to them to hurt the Master and only oing it because they know they won't have to live with the guilt of being pushed that far.
* Trying to drum up interest and also against her girlfriend Vaggie’s wishes, she decides to sing out her idea. After singing her idea, everybody in the studio laughs at Charlie. Charlie sadly realizes not even singing her idea would make people interested. Even Katie Killjoy points out nobody
* trying to escape, you can see Red Guy's head in the microwave, Roy sitting on top of the wall of the set, and a shot of Red Guy just standing as it falls down, when Red Guy has been absent for almost the entire episode.
* trying to extort sex from her and she was trying to record and expose him. Beckett plays the recording of the proposition and the part right after that where the husband confronted her, then pauses the file, hoping he'll confess rather than hear himself murdering his wife. With some prompting from Castle, it all comes pouring out. We then learn Beckett didn't actually have a recording of the murder: the battery died on the victim's smartphone beforehand.
* trying to figure out her powers, Lord Camelot no longer responds to her, but after augmenting her powers with technology, she is able to use a weaker attack called Mold Camelot.

* Trying to figure out if a U.S. Marine captured in Afghanistan has been converted/brainwashed into one or not is at the center of
* Trying to find loopholes in the rules has been shown to result in leaving angry notes for your past self not to do so.
* Trying to flip formerly long hair over your shoulder. Also using shampoo or a brush when you are suddenly bald.
* trying to get fired, as working at the Krusty Krab is "cutting majorly into her social life," but Krabs simply didn't have the heart to fire his own daughter. So SpongeBob, who was sent to fire her anyway, "pretends" to fire her so she could go and enjoy her summer vacation.
* trying to get help from a phone line with the hold music that plays relating to whatever problem they have, causing them to break down in tears. Examples include Marge calling the mental institution to which Homer has been committed in "Stark Raving Dad" and having to listen to an easy-listening version of Patsy Cline's "Crazy", or Homer calling the missing child hotline after Maggie runs away in "Homer Alone" and being subjected to Player's "Baby Come Back".
* Trying to get out of filming so he can officiate at Monica and Chandler's wedding, Joey
* trying to get the casino destroyed as part of an insurance scam. Much as it infuriates him, Joker realizes Batman is right, and has to abandon his death trap to go settle accounts with the casino owner instead.
* trying to grow out of your innocent child star image to lure (former) children into depravity.
* trying to hex Arthur Weasley when his back was turned, then in the fourth book trying to get compensated for the destruction of a luxury tent he never owned.
* trying to hit him, before whacking Eddy off the log and into the pit.
* Trying to investigate the rooms in the inn without talking to the clerk and finding out which room is yours will result in an
* trying to jump up to a high platform in his game world and then get exhausted from hitting his head repeatedly on the side of it Mario then went back into the TV and continued the game as a giant, being able to climb up said platform.
* Trying to keep track of everything that happened after the death of
* Trying to make herself appear more busty than she really is, possibly by using a push-up bra or
* trying to make the other one look stupid, and it looked like they were going to actually hit each other at some points.
* trying to prevent. Despite that, Eris still blames the, for Rezo's death. Zelgadis even calls out that she has totally misplaced resentment.
* trying to protect her, and she takes care of him despite not having really believed his claims. If they reach the max support level, they get married.
* Trying to push your glasses up the bridge of your nose only to remember you're not wearing glasses. No dramatic effect there. It even works if you just have a job where you wear safety glasses.
* Trying to raise the dead will also cause instant death because that would be a HUGE energy drain. In the last book, Eragon considers trying to bring Brom back. However, what he seems to be suggesting sounds more scientific (use magic to repair the body, repair the brain, use telepathy to give the brain its memories and personality, then jumpstart) than summoning Brom's soul from beyond the void, which is specifically what he was warned against. In any case, he decides against doing it.
* Trying to reassure a morose minister. "We're both in the business of helping people. DON'T MAKE ME HIT YOU!"
* "trying to repair itself" to be more like the original, hence the reason why everyone all ended up on the same ship.
* trying to return her purse, the real rapist was the girl's dentist uncle who drugged her, and the ending implies that the father will probably get off easy since he attempted CPR.
* trying to say, because the Japanese word he used means "fried chicken" (perhaps he meant "jellyfish"). Note that Chamo didn't have any reason to speak Japanese, as

Negi is also a native speaker of English. Interestingly, this wouldn't be the last reference to fried chicken we'd see in this series...
* trying to seize power just like Darth Vader. This is the same woman that originally didn't want to have children out of fear that they'd become Sith.
* Trying to shotgun a niche property into a multimedia cash cow even though not many people are interested in it.
* Trying to spare the final boss of the genocide route, Sans, will get you killed
* Trying to steal the Demon Archive from Jade while she was the Queen of the Shadowkhan by deceiving her resulted in her destroying it.
* trying to stop the prison break initiated by Luffy; it's easy for readers to forget that while Luffy and Jimbei are good guys and Ivankov seems to be too, most of the other pirates who escaped decidedly are not. Though it doesn't help that despite Magellan and Hannibal, the other staff members enjoy torturing and killing the inmates even long after said inmates have relinquished their pirate life and just wanted to go home.
* Trying to stop Twilight from contacting Sunset, through deliberate fire spells, disguised as accidental spellcasting:
* trying to take advantage of the situation for some good ol' lip-locking, Kaname's irritated attempts to point this out don't deter her very much.
* trying to take over Hijikata vice-commander position, and regularly attack him with a Bazooka, tried to poison his food in one or two occasion, and generally do anything to unnerve Him.
* Trying to touch things, but accidentally phasing through. (Commonly for ghosts and holograms)
* Trying to unravel a Weave of the One Power instead of letting it dissipate naturally has this result at least once: a
* Trying to use a laptop on the same desk as a desktop computer. You'll instinctively try to use the keyboard, mouse, USB ports, etc., wonder why they're not working, then realize you're manipulating the desktop computer instead of the laptop.
* Trying to use the out-of-bounds bug to reach the casino staircase results in the bouncer catching you, throwing you out, yelling "you little punk!"
* trying to warn him about the (fake) bride to lose all trust in Shining Armor and disown him in retaliation.
* "Try It And See" by Rita Pavone is sung from the perspective of a woman trying to convince a man to let her be a Manic Pixie for him. It was written by
* Try it; the short kid will attack the arm on their head, they'll kick (which is when you use your leg to keep them at bay and end up hopping around attached to a small bundle of joy), or they fall over when running into the hand. It's effective at least but doesn't happen the way the trope describes.
* Tryks hunt down and infect the various species of vampire. They need normal humans to reproduce though. Deacon Frost also tries to become a creature above vampires on the food chain himself but instead gets eaten by one.
* Try learning to play the viola and then trying to play a contrabass. To clarify, the contrabass is a viol, which is actually a different instrument family than the violin, viola and cello, and tunes in fourths instead of the fifths that the others do. This means that the entire fingering system of the instrument is different from that of the other three, which could be a
* Try Lina's group outrights destroys another world's Mazoku lord, but since it invaded the world of another mazoku lord, any effect this had on the "balance" is best saved for WMG.
* Try living a day as Firecracker Jim. He's an amputated stump who lost both his hands and both his feet since he blew them off completely with his own explosives.
* Try looking at Alucard's sprite while he's running, flowing beautiful hair and all.
* Try, Lucas' model is a straight-build that doesn't change anything from the original (other than adding the Core Fighter back in, since the stock model didn't have it) and is still competitive because it's such a high-quality build.
* "Try Not To Breathe": the verses, when taken at face value, describe the narrator

attempting to suffocate themselves, while the backing vocals repeat the line "I have seen things you will never see."
* "Try not to make the sword glow. We don't want the enemy to know which one to take if they capture us."
* try out the Eggscellent Challenge with a recreation of the dish seen in the episode.
* Try playing "Park bench," in which the entire point is to sit beside one of your friends, and act out a routine or do shenanigans, all in order to make the subject laugh, or even just smile.
* Try playing through a game without ever buying ammo from a vendor — in other words, ammo crates are your only method you have of reloading weapons. For added challenge, never use a max-level weapon, and play on the highest difficulty, if possible. In the games where ammo doesn't reset if you die, this becomes a major case of
* Try Polar White, Onyx, Cobalt, or Metallic Rose DS Lite colors on for size.
* Try reading a book of Greek myths that uses only the Roman names? (Greek names were only used in the Greek-to-Roman
* Try running Windows on a Mac with a Mac keyboard - the left Alt and Windows keys are now the wrong way around.
* Try showing some German expressionist movies to someone who isn't already familiar with the genre, and see how long it takes for them to mention
* Try solving a 4D maze. Just 3*3*3*3 takes about half an hour, and that's if you've gotten used to moving around in 4D.
* Try some early H&K long guns - most of their weapons based on the G3's action have a AK-like release lever for military models, and then a AR-type release button on civilian ones. For some of them, that's the only significant physical difference between the two. Interestingly, military models actually have
* Try speaking a language that isn't your native one right after getting braces. Not pretty.
* Try stretching an ordinary latex balloon across the pipe. Since it expands, it won't rocket off instantly, giving it time to smother the engine. Then, if you've done everything right, it will pop, making a loud noise and spooking your victim without actually causing damage to the car.
* trysts and/or relationships with alien characters, the respect and admiration that Shepard has fostered throughout the galaxy is a key factor in bringing them together in the war effort.
* Try swapping from MS Paint in NT 5 (2000/XP) to NT 6 (Vista/7) and you'll quickly find the Ctrl+R (rotate in NT 5) activates the flipping RULER in NT 6! That not only screws up muscle memory but can/will add countless hours of time to what should be a simple effect.
* Try the "NBMB run" (no bosses or minibosses), where you see how high a percentage you can complete without killing any bosses or minibosses.
* try this. Because the Warp is a hell dimension co-ruled by the God of Screwing People Over, it's never going to work.
* Try to avoid ambiguity when possible. Example: "Jill likes cookies more than Jack." could mean two different things. Make it clear.
* try to corrupt him, only to utterly fail when it can't think of anything to tempt him with that he actually wants. The Ring tries to tempt with the idea that he could use it to overthrow Sauron, and use his powers as the new lord of Mordor, to transform it into a large garden tended by enslaved servants. Sam rejects this idea, because he only wants to tend a garden on his own, not to lord it over others and force them to do the gardening.
* Try to find a version of Flash that does not have goodies hidden behind a tiny button in the about window.
* Try to Fit THAT on a Business Card!: A person with a very long title.
* try to flirt with some of the cute girls his age. Ozma is not interested in letting him.
* Try to have Guy Gardner murdered by said army, and when he survives, frame him for the deaths caused by the attack and expel him from the Corps.

* try to help Ishigami win the heart of his crush Tsubame for the sake of improving his self-confidence).
* try to hide it out of embarrassment, Ivy and Luna are both big fans of anime and manga, and bonded specifically because they both had an interest in it.
* try to pair them up. Though this is all down to Mac being large, as Cheerilee is exactly the same stature as >90% of other mares. His eventual girlfriend, Sugar Belle, also falls into this trope.
* Try to repeat after me: * BOOM* Brass section, go: * BOOM* Now the winds: * BOOM* Now the drums: * BOOM*
* try to save him by also dressing up as Robot Santa!" Amusingly, the jailer doesn't fall for Fry or Leela's disguises for a second, but he immediately believes that Zoidberg is actually Jesus.
* try to save the galaxy from the Reapers, unknowing that the "rogue Reaper" they're serving is the only one who still plans to continue the Cycle. Ironically, Tevos, Saren, and Benezia believe humanity are the unwitting pawns of the other Reapers who will turn on them the moment they've outlived their usefulness.
* try to stay out of galactic affairs and generally do their best to kill everything else in the galaxy. Disturbingly, there's no restrictions on government type for this personality, so it's entirely possible for such an empire to be a democratic "Purity Assembly" whose citizens come together in free and fair elections to decide how best to exterminate all the lesser races of the galaxy.
* Try to tranquilize the leader instead? He's wearing protective thermal underwear, you see.
* try to usurp power). In most cases, these units spend the game with their commander, but in certain armies, they can be split up to act as leaders for other squads.
* try to work anti-ork slurs like "tusker" into their vocabulary fans were during the early nineties by humans.
* Try to wrap your head around how many of WWE's roster at the time needed to not know their father in order for this storyline to work.
* Try Try" this is the main plot. Mark has been stuck in one for around a thousand days. However, unusually the episode does not take place from his perspective, but from that of the woman he has been continually trying to seduce during that period.
* Try using MicroStation after a few years of only using AutoCAD. Then, for giggles, try teaching yourself Google Sketchup. Where the heck are all my tools? And why can't y'all settle on names? Drop Complex=Explode=the default way something's drawn?
* "Try Whoson First", the narrator/customer needed a mechanic who does body work on cars. His/her usual mechanic doesn't do such work, but suggested a shop called Wrech-a-Mended, which the caller kept mishearing as "recommended".
* Try wrapping your head around the Moebius Loop. It's a loop with a half-twist with only one side and one edge. Similarly, the Klein bottle, which is a closed surface and only has one side, rather than having an inside and an outside. (3-D models have one part intersecting another; a proper Klein bottle would go back and forth through the fourth dimension at that spot.)
* Try writing today's date on your birthday. Chances are you will write your date of birth instead.
* TS3 coffee and energy drinks were toned down significantly, basically just preventing a sim from falling asleep for a few hours rather than actually boosting sim's "energy."
* TSAB: because Beryl, jealous that Endymion fell in love with Serenity instead of her, incited the war.
* Tsai Chin appeared as Lian May, Melinda May's mother, in an episode of
* Tsali also founded his own private military company, although it's been almost completely destroyed by the start of the story (he's the only member of it left).
* Tsali barely angsts at all, even though he has a backstory that could rival
* Tsali considers Venus one of these, as she's "the only Seedrian who ever put up a good fight."
* Tsali has shades of this. Though he has actual reasons to want revenge against

the Seedrians, he butchers entire worlds simply because he can, even if
* Tsali manages to defeat Super Sonic one-on-one in the opening scene. However (unknown to Sonic), he was wounded and only barely won. Come Episode 64 when he fights Sonic, Shadow, and Eric in their Super forms, it doesn't take long for him to lose horribly.
* Tsali's metal endoskeleton is actually one of these, powered by Dark Chaos Energy which allows him to absorb impacts and tank nearly impossible amounts of damage.
* Tsar Alexander III of Russia became this as he aged. As a youth, he was noted for his size and strength (over six feet tall) and as he aged the muscle turned to fat.(
* Tsar Alexander III was a truly massive man, nearly two meters tall and possessing great physical strength. He was rough and, though his reign was relatively peaceful, was known to train extensively for combat. When his train crashed, he actually held up the roof so his family could escape. This puts the
* Tsar Alexander I's beauty and charm enraptured many of his contemporaries; Napoleon famously confided to Joséphine: "If Emperor Alexander were a woman, I'd make him my mistress."
* Tsarevich Alexei Romanov, youngest child of Tsar Nicholas II, ruler of the
* Tsarevich Petr and the Wizard, one ferryman demands that you let him cut off your right hand; the next, your left foot.
* Tsarevich Petr and the Wizard", they run ferries, are terrifying in appearance, and demand your hand, or your foot, or your head, as toll.
* Tsarevitch Ivan, the Fire Bird and the Gray Wolf", after they murder Ivan, his brother draw lots about who gets to marry Helen the Beautiful.
* Tsarevitch Ivan, the Fire Bird and the Gray Wolf, and they get word to his father, who turns his oldest sons into menial servants and make Ivan his heir.
* Tsarevitch Ivan, the Fire Bird and the Gray Wolf arrives in time to stop Helena the Beautiful's forced marriage to his brother Vasilii.
* Tsarevitch Ivan, the Fire Bird and the Gray Wolf for his father, and once this is accomplished, he settles down.
* Tsarevitch Ivan, the Fire Bird and the Gray Wolf, the three princes find a stone at a crossroad warning of the perils on each way. Two turn back.
* Tsarevitch Ivan, the Fire Bird and the Gray Wolf, the Wolf carries off Helena the Beautiful, but dries her tears when she sees the handsome Ivan, and soon they love each other. Given that he had kidnapped her because another king had demanded her — it's a good thing they have the wolf on their side.
* Tsarist Russia era, Saint-Petersburg stood for the Enlightenment, built by European architects as a pinnacle of Peter The Great's modernization efforts, dubbed "The window to Europe". Moscow was the Romanticism, a stronghold of old Muscovite culture, traditionalism and Orthodox Christian spirituality.
* Tsarist Russia still has "spiritual Skoptsy" who practise asceticism without mutilation.
* Tsarist Russia. This is the reason why the word "принц" ("printz") is now used in Russian specifically for the son of the king (or tsar). "Knyaz" is the word with the broad meaning. In fact, the title of the ruler of the original Russian state (Kievan Rus') was Grand Prince.
* Tsar Nicholas II of Russia married the minor German royal Princess Alix of Hesse and by Rhine (later Tsarina Alexandra Feodorovna) in an example of this that dropped the collective jaws of most of Western Europe.
* T. S. Eliot, and every stanza ends, "For Christ's sake stick it up your ass."
* T. S. Eliot as a little book ... it was discovered that the poem was inconveniently short, so I set to work to expand the notes, in order to provide a few more pages of printed matter, with the result that they became the remarkable exposition of bogus scholarship that is still on view to-day."
* T. S. Eliot blacked out, but whether Eliot knew or cared is doubtful.)
* T.S. Eliot, born in St. Louis, became a naturalized British citizen in the late 1920s and for the rest of his life affected a decidedly more British accent.

* T. S. Eliot, Dobson the Dog Detective used to be an eager young police dog, but now spends most of the time seemingly dozing in his basket ... until he suddenly looks up and announces he's solved the case.
* T. S. Eliot, starting with comparing a sunset to "a patient etherised upon a table".
* T.S. Eliot wrote entire essays based around the belief that writing is fundamentally intellectual, not passionate, and the author is simply a vessel for the work. This was a rebellion against the Romantic poets who claimed that all work comes from the author's heart and thus there is no "impersonal" writing.
* Tseng is last seen unconscious in the entrance hall of the Temple of the Ancients, a building that is later destroyed by Cait Sith. Most players assumed he was dead, and were really surprised to find out (from the game's sequels) that this was never intentional and he was supposed to still be alive at the end of the game.
* Tseng: Marginally. He doesn't slap Aerith as he did in the original, tries to assuage Reno's guilty conscience, and offers him vacation time. It's also mentioned by Elmyra that the Turks knew Aerith had to come to them willingly, so they've not been constantly trying to kidnap her, more just constantly nagging and harassing her.
* T-Series) as a drop-in replacement for the Twin Cam, likely due to the fact that they, along with fellow aftermarket motorcycle parts manufacturer Delkron, were sued in 2005 by Harley for patent and trademark infringement.
* TSFW: Technically Safe For Work. Similar to "Mildly NSFW" in that while no naughty bits are visible, the image is clearly erotic.
* Tsiolkovsky whose dedication plaque reveals that it was built and launched in the USSR in 2363.
* Tsioque doesn't say a word, having a wide range of expressions, from a determined pout when thrown into the dungeon to a nervous smile waving at an Imp guard after she escapes. She does start to get some bits of unvoiced inner monologue in the second half of the game, though.
* Tsioque has these, always glowing to be seen since his whole figure is pitch black.
* Tsioque is actually pitch black and evil, his only features appearing being his eyes and his mouth when he speaks.
* Tsochari and Hellwasp Swarms can crawl inside a body and take over, although the process slowly kills a living victim and does not prevent the decay of a corpse.
* Tsogt Taij was ending, the context is clear. To make it even more obvious, the swastikas shown in the movie are right-facing, Nazi-style, rather than left-facing as used in actual Buddhist iconography.
* TSOL's "Code Blue". Specifically, the narrator has turned to necrophilia because he "never got along with the girls at my school, filling me up with all their morals and their rules".
* TSOP was originally written to be the official song to be named "Soul Train", but it was decided not to closely associate it with the show. Mother Father Sister Brother (MFSB) released it as a single,
* Tsotsi: The title character steals a woman's car, only to realize that there's a baby in the backseat.
* TSR 3rd edition novels (nine authors, including names that could probably shift product to D&D fans on their own, writing as T.H. Lain) was that it ensured the books would all be shelved next to each other in bookstores.
* TSR, as well as a massive loss on a pile of unsold novels hit TSR with a trifecta of Creator Killers, forcing them to sell off to upstart rival Wizards.
* TSR did publish statistics for God, Jesus and Archangels, but later removed them from publication after heavy criticism. They have tons of other gods though, both evil and good.
* TSR, disappeared suddenly in the late '90s, leaving many D&D fans wondering what happened. According to a fellow module writer and friend of his, Sean K. Reynolds, the truth is that he was involved in a car wreck in 1997 and has been unable to write due to the severity of his injuries.
* TSR had a credit to Chaosium before Melnibonéan material was removed in

the third edition.
* TSR has consistently remained the flagship setting for the game, with the most adventures and source books.
* TSR, if you chose to drink this unknown potion that said it'd make you "strong," then you got an ending where the main character turned into a giant.
* TSR magazine #48 adventure "Dr. Yes: The Floating Island Mission". The enemy facility has small robots called "Bernies" that can act as vacuum cleaners (and trash compactors, because they compress the trash they pick up), They also mop and wax the floor as they pass over it. When one encounters a trail of debris (dirt, water, blood, etc.) it will follow it to its source, cleaning as it goes.
* TSR miniatures rules. Swiss, Landsknecte and Turkish troops do not take prisoners as a matter of policy. In any situation where opposing troops would surrender, they are considered killed instead.
* TSR off. Not only did they torch their own franchise, they didn't even leave its Crossover character un-singed.
* TSRs is a miniatures wargame rather then RPG but it also had rules for individual adventures. Legal threats from Burroughs estate meant that it saw only one printing.
* TSR that can be up to a mile in size and the larger mass drivers can quickly wipe out an entire city.
* TSR that fires rockets) and Buck gets a +2 to hit with it. Additionally the .45's bullets can't be electronically baffled (Rocket Pistol smart ammo can lock on a target and track it to a limited degree but it can be jammed and it can mistakenly lock on to cover that a target is hiding behind). Rocket pistol dumb rounds are cheap but extremely inaccurate so there's a -2 to hit penalty. The only drawback for Buck's .45 is that he can only get more ammo by going to a NEO supply base.
* TSR, which literally is "wander through the wizard's dungeon picking up treasure."
* Tsst! The only person capable of actually taming him is Cesar Milan "The Dog Whisperer", by lieu of treating him like an animal rather than a human.
* Tsubaki, as well. Just as much as Nu-13, because she is prepared to take down anyone who tries to take Jin away from her.
* Tsubaki cries into Black*Star's chest after defeating her brother. Of course, she's on her knees since she's taller.
* Tsubaki once gave Jin the nickname "Jinny the Kisaragi", which gave him some manner of irritation. Kagura caught on and started calling him "Jinny" as well,
* Tsubaki's brother Masamune, the Uncanny Sword, has the ability to twist his shadow into a stick-figure shadow monster, an ability she inherits after defeating him.
* Tsubaki shows her hidden Yaoi Fangirl after she gets a nosebleed from seeing a doujinshi of Rai and Konoe, which she thinks is "hot".
* Tsubaki's soul changes between a dark world filled with long, looming shadows and a clear blue sky over water, depending on whether or not her brother is involved and how it's being used.
* Tsubaki, the Order's High Priest, also qualifies for this. She is cruel and evil and commands her followers to gang rape Yuno to get to Yukiteru. However, she was also a victim of sexual abuse.
* Tsubaki unexpectedly do this to Black☆Star after he makes Maka run off crying during their training for Chain Resonance.
* Tsubaki Yayoi is another example of this. When she equips the Izayoi in Continuum Shift she has an eyeball on her hat, and eyeball on her book, and an eyeball on the handle of her sword. Ironically,
* Tsubame does this while showing Ishigami how to use a cocktail shaker during her Christmas party in
* Tsubame is ranked seventh among the senior class and is a member of the school's rhythmic gymnastics club.
* Tsubame Tip-Off!: the author is a fan of the NBA and frequent comparisons to successful players are made. Newcomers to the sport need not be worried as explanations for just about every complex play are given out very generously.

* Tsubame uses her social connections to repair Ishigami's reputation among the student body at large because she isn't
* Tsubasa also was childhood friends with Yayoi, and he actually was her
* Tsubasa arrived to Shizuoka when he was 11-12, so he considers the members of the Nankatsu soccer team (Ishizaki, Misaki, Wakabayashi, etc.) plus Manabu and Sanae as his childhood friends.
* Tsubasa Chronicle has many different worlds, and the four protagonists actually come from different worlds.
* Tsubasa is only seven years old when he first went to Clow Country and met Sakura but somehow, he understands the concept of love, magic, and even deals with the sorcerers. He might as well be the most mature characters in the the series, even more than an adult like Fai or Kurogane.
* Tsubasa Ohzora of Nankatsu (and later for the Japanese team as a whole) clicks almost all the boxes of a Charismatic leader. He's the undisputed
* Tsubasa Oribe, despite wielding a lance as a weapon, is also this. Her Magic is nearly as good Kiria's and she has access to both
* Tsubasa -RESERVoir CHRoNiCLE-, also by CLAMP, the main characters have taken the Screw Destiny route multiple times, often apparently going along with a prophecy right up until the moment of decision in order to prevent their opposition from being able to formulate counter-strategies.
* Tsubasa -RESERVoir CHRoNiCLE-), and begins to value their well-being and safety above everything else. He even decides that fighting is only justified if it's to protect someone important.
* Tsubasa -RESERVoir CHRoNiCLE- and Kurogane having to pound some sense into his head.
* Tsubasa -RESERVoir CHRoNiCLE- and then skip around 90 chapters (a little over a third of the manga's run). Story arcs before then have very little to do with the overall larger story, save for a handful of minor events, and can be summed up as "Syaoran and Co. travelled to X world to solve X problem and get a feather".
* Tsubasa -RESERVoir CHRoNiCLE- anime had almost an entire episode with Syaoran, Sakura, Fay, and Kurogane all drawn in chibified forms. A few other characters they met on their travels also showed up in the episode as chibis. The Art Shift can be explained, though; Mokona was the artist drawing the cast and making up the story. The episode was appropriately named "Doodler Mokona."
* Tsubasa -RESERVoir CHRoNiCLE- as payment for his continued existence.
* Tsubasa -RESERVoir CHRoNiCLE- because the mangaka love to hear fans scream in frustration.
* Tsubasa -RESERVoir CHRoNiCLE- between these two just jumps right off the page.
* Tsubasa -RESERVoir CHRoNiCLE- but in Celes. Since he was adopted by Ashura-ou he was the prince, or at least the king's ward, and he went out to help the citizens and fight "monsters" regularily.
* Tsubasa -RESERVoir CHRoNiCLE- by Syaoran of all people. Chunyan is left behind with Sakura, despite both having extremely powerful latent magic in a land where the three heroes have virtually none. Justified as, despite having great magical power, the girls have no idea how to use it: Chunyan's mother died before she finishes her training, and Sakura is kind of out of it as she has only retrieved two feathers at this time. Kurogane puts it best when he says, "You never know when she's rowing the boat or asleep at the oar." The boys, on the other hand, are all veterans in physical combat.
* Tsubasa -RESERVoir CHRoNiCLE- can have their whole bodies stretched out like this, usually with the sound effect.
* Tsubasa -RESERVoir CHRoNiCLE- directly explore Sakura's development in her dream-seeing abilities for the Infinity arc in future chapters.
* Tsubasa -RESERVoir CHRoNiCLE- does not have literal feathered wings, but more fluid-looking wings which, we are informed, are composed of her collective memories from her birth and have the power to travel across the various dimensions without limit. When the wings are broken, they scatter into feathers of astonishing power, which do not look at all like they should comprise the wings themselves. However, the very first few panels of the first chapter seemed to indicate that Sakura's

wings do allow her to fly, but that she does not control them, nor when they sprout from her back.
* Tsubasa -RESERVoir CHRoNiCLE- ends with a happy note as while Syaoran is cursed to travel endlessly across dimensions he believes he will see his love Sakura again. However, the fact that time flows differently in other worlds means that if it takes him a year to return to Clow Country, Sakura could already be dead when he returns. Furthermore, the villain who cursed Syaoran, Fei Wang Reed, was revealed to an artificial being before his death. Despite dying, it has been stated that artificial beings can be reconstructed so it is possible that he will be back.
* Tsubasa -RESERVoir CHRoNiCLE-: Fai D. Flourite. With his home country gone, he has no place to officially call home. Syaoran lacks a nationality, as well. Thankfully, they both have loved ones in welcoming countries, and perhaps someday they will become citizens of one of them.
* Tsubasa -RESERVoir CHRoNiCLE- gets considerably darker when it turns out that the Syaoran and Sakura who had been traveling with Fai and Kurogane ended up being clones of the originals, whom Fei Wong Reed had captured sometime previous.
* Tsubasa -RESERVoir CHRoNiCLE- had ever done, or ever would do again (barring the rest of the chapter / OVA).
* Tsubasa -RESERVoir CHRoNiCLE-. He comments that he did it in secret because Kurogane hadn't let him wear the maid costume.
* Tsubasa -RESERVoir CHRoNiCLE-. Her power is described as 'speaking to things that do not have voices', and therefore can communicate with ghosts and inanimate objects. The unfailingly gentle persona starts to develop cracks in the second half of the series.
* Tsubasa -RESERVoir CHRoNiCLE-his mother'', and then it went from odd but cute to absolute nope.
* Tsubasa -RESERVoir CHRoNiCLE- in hopes of finding the one who did the deed and killing him.
* Tsubasa -RESERVoir CHRoNiCLE- in the image of the twins' mother, whose purpose was to look after and take care of the corpse, though the extent to which she did so was never elaborated on.
* Tsubasa -RESERVoir CHRoNiCLE- in this manga. It helps that the former share a large number of physical and personality traits with the latter.
* Tsubasa -RESERVoir CHRoNiCLE- in which everything goes to hell and Kurogane does quite a bit of stepping up and taking charge in order to keep the team together.
* Tsubasa -RESERVoir CHRoNiCLE- is able to project flashbacks directly into people's minds, which can be fought against, with effort.
* Tsubasa -RESERVoir CHRoNiCLE- it seems straightforward up until the revelation about the clones and time travel.
* Tsubasa -RESERVoir CHRoNiCLE-: Kurogane (mid-twenties), Syaoran, Sakura (teenagers), and Fai might count as this.
* Tsubasa -RESERVoir CHRoNiCLE-. Kurogane might also apply: Tomoyo is the only person he ever calls by their real name. Fay is "the mage", Sakura "the princess", Syaoran "the kid", Mokona "the meat bun" and Yuuko is "the witch".
* Tsubasa -RESERVoir CHRoNiCLE- movie Syaoran and Sakura accidentally lean on each other extremely close while hiding in a barrels. In the manga, Sakura performs a charm in Syaoran which requires her to connect their foreheads but are interrupted by Mokona. The two downright deny any romantic implication but Mokona is sure "It's love!"
* Tsubasa -RESERVoir CHRoNiCLE- or a blow your brain combo of all of these put together simultaneously! Putting what is confusing about the time travel involved into words is, in itself, extremely confusing.
* Tsubasa -RESERVoir CHRoNiCLE- over the course of Tsubasa. Even so, they still frequently acted as parental figures to Sakura and Syaoran, as well as parallels/foils to them in various official artwork and in-story plots and jokes, such as their Outo Country names: Big Dog (Kurogane), Little Dog (Syaoran), Big Cat (Fai) and Little Cat (Sakura).
* Tsubasa -RESERVoir CHRoNiCLE-, pretends to kill him and give him the body. Just as the Fei Wang is about to receive the body, Syaoran proceeds to impale him with

the underling's weapon.
* Tsubasa -RESERVoir CHRoNiCLE-, Sakura is introduced as a character by glomping Syaoran.
* Tsubasa -RESERVoir CHRoNiCLE-: Sakura (princess) and Syaoran (middle class).
* Tsubasa -RESERVoir CHRoNiCLE-, Sakura says this to C!Syaoran when he is about to defect from the group in the Tokyo arc.
* Tsubasa -RESERVoir CHRoNiCLE- seed?", which sets off another character declaring what his perception of an apple is. Not surprisingly, the fruit stand owner tersely asks them if they want to buy the fruit, or just argue over it, prompting Mokona to respond, "Want it!", and swallowing the apple, ending the discussion.
* Tsubasa -RESERVoir CHRoNiCLE- she lost her memory, she'll be knocked out and wake up again, having forgotten even that.
* Tsubasa -RESERVoir CHRoNiCLE-. Since the cast themselves are from 3 different worlds, if they get separated from him, they can't even understand each other.
* Tsubasa -RESERVoir CHRoNiCLE-'s openings are serious offenders, as they pack more fighting sequences than the entire anime. They even show Mokona of all people fighting enemies.
* Tsubasa -RESERVoir CHRoNiCLE-'s shirt with a different-colored thread earlier, and the impostor's shirt button was held together with thread of the original color.
* Tsubasa -RESERVoir CHRoNiCLE-'s Tomoyo can't help obsessing over a Sakura she just met.
* Tsubasa -RESERVoir CHRoNiCLE-, Syaoran's goggles appear useless at first, but then he finds an underwater country and uses them for diving.
* Tsubasa -RESERVoir CHRoNiCLE- that her Japan is his Japan too, just a different version of it.
* Tsubasa -RESERVoir CHRoNiCLE-: The first time we meet Sakura, she jumps on Syaoran and rapidly asks him a series of questions about how he's doing.
* Tsubasa -RESERVoir CHRoNiCLE- the main characters receive clothing with prominent chains.
* Tsubasa -RESERVoir CHRoNiCLE-. The "reservoir" can also refer to how Sakura's memories are in feathers, so the "wings" are a reservoir of what is the plot to our story.
* Tsubasa -RESERVoir CHRoNiCLE- The show is no longer remembered as fondly as it used to.
* Tsubasa -RESERVoir CHRoNiCLE-. The two of them reconcile once Fay's worked through some of his myriad issues.
* Tsubasa -RESERVoir CHRoNiCLE-. The Valerian people chalk his insanity up to the curse of the twins.
* Tsubasa -RESERVoir CHRoNiCLE-. They split at about age ten, possibly, when the original made a wish to turn back time a few years. This fucked the time-space continuum up so much that another him, who looked completely different, appeared in his place back home, and nobody there remembered that he had existed. The terminology involved is somewhat difficult to discern.
* Tsubasa -RESERVoir CHRoNiCLE- to adapt the rest of the arcs into two OADs, ignoring the filler material from the TV series.
* Tsubasa -RESERVoir CHRoNiCLE- to develop connections to other people that will anchor him to existence when the endgame comes.
* Tsubasa -RESERVoir CHRoNiCLE- to stay with them. After he is returned to Japan he has no more reason to stay with the others, but he does so anyway, stating he can keep two promises. Never mind how caring he is towards his traveling companions, even the white manjuu (Mokona).
* Tsubasa -RESERVoir CHRoNiCLE- travel the multiverse in search of Princess Sakura's scattered memories — however, they rarely know what kind of world they will end up in next, just that there is a "memory feather" in it somewhere.
* Tsubasa -RESERVoir CHRoNiCLE- wandering around with three expert fighters, it's not surprising they don't need or expect her help in fights.
* Tsubasa -RESERVoir CHRoNiCLE- was a produced with a six month period of development. Typically a series will have a development time of ten or more months.

And it showed, to the point that the series eventually got cancelled and the remaining arcs were adapted as OVAs.
* Tsubasa -RESERVoir CHRoNiCLE-, when the group first comes across a kudan gang war, the gang members are aiming their arms at each other while shooting off energy from just above their wrists, clearly meant to evoke the arm-mounted cannon.
* Tsubasa -RESERVoir CHRoNiCLE-: When the main characters arrive in the town of Spirit, they are accused of being behind the disappearances of various local children.
* Tsubasa -RESERVoir CHRoNiCLE- will eventually have enough power to usurp the throne from the current emperor, who is himself incredibly powerful. In the latter case, it's clear that the king is very powerful by the standards of his country, but it's hard to say if that has much to do with his position as king; he still has a court mage.
* Tsubasa -RESERVoir CHRoNiCLE-: Yes, despite the genre of the various series it's a crossover from it runs in Shōnen magazine.
* Tsubasa -RESERVoir CHRoNiCLE-: Yuko Ichihara ends up becoming the Ms. Exposition, before she is temporarily removed from the story. When she returns in Chapters 216 and 217, these chapters were pretty much her exclusively explaining what the hell's been going on.
* Tsubasa, whose normal attire is so convincingly feminine that no one except Ukyo knew he was male until
* Tsuburaya in his Supreme Version form, which was a design first seen in a design book 23 years prior and hadn't been re-utilized since until now.
* Tsuburaya Productions vignettes where the title superhero fights monsters. Since the fights have no context to speak of, this gives off an unnerving feel to the proceedings.
* Tsuchigumo and Jorogumo is considered lucky for its bright coloring.
* Tsuchimikado does this as well, though his esper ability (level 0 auto-regenerate) allows him to live through more spells than most.
* Tsugumi in her family, the game implies she'll outlive her children one day.
* Tsugumomo, but those same ecchi elements made it popular enough with fans to sell many volumes of the manga and spawn two profitable anime series.
* Tsugumomo: The ability to share Kazuya is hinted at multiple times by the girls, especially since some of them are bisexual. Their main point of contention mostly seems to be who will be the first to "deflower" him and share other intimate "firsts" with him. But beyond that, there's little attempt to hoard him for themselves.
* Tsujigiri is the samurai tradition of trying out a new sword or fighting technique on a person encountered at a crossroads. In medieval times, this would have been a formalized duel between samurai, but in the Sengoku period this degraded to murdering a hapless passerby.
* Tsukasa gets poor academic grades and is capable of sleeping from 10:00 PM to 2:00 PM. Despite this, she is shown to be an excellent cook.
* Tsukasa Shiramine acts like this purposefully in an attempt to spark a reaction out of Kyoichi.
* Tsukasa wants to save Miyako from killing herself. It was also implied that he traveled back in time multiple times but he still failed every time.
* Tsuki Adventure: Bobo is a skilled ramen cook, but some of his experiments are on the questionable side. One combines soy sauce, banana, and ginger.
* Tsuki Adventure: If a character can be befriended, a heart appears next to their dialogue boxes. The color of the heart indicates Tsuki's relationship level with them, with the lowest being grey (just met) and the highest being red (best friend forever).
* Tsuki Adventure: Tsuki can climb Mount Yukiyama. The journey takes at least 18 hours.
* Tsuki Adventure: You can watch ads at certain points to get more carrots (the in-game currency). It is also the only way to get bags of manure, which can be used to get more carrots and are required for a certain diary entry.
* Tsuki Desu. The protagonist mentions having no friends only for directly

afterwards her best friend Sakura pops up and greets her.
* Tsuki Desu, Tsuki finds out someone wrote romantic graffiti about her and Chitose on the blackboard. She freaks out worrying he will be bullied for liking her.
* Tsukigasa, and why he freaks out as badly as he does when Kuroe makes advances on him.
* Tsukigasa, Azuma's family is loaded, whereas Kuroe is of a slightly more modest background.
* Tsukigasa extras, it's mentioned that the middle-aged Toubee will be marrying an 18 year old girl because he got her pregnant. His son, who is older than his new mother, is particularly shocked by the news.
* Tsukigasa wanted to turn himself in too. Ultimately, it comes down to Kuroe being a righteous sort of person and wanting to protect Azuma, the criminals' next target.
* Tsukigomori) as part of a long-term plan to avenge himself on the family. Because fiancee-Meiyou's father was responsible for murdering Katsuki's whole family when he was a kid and disguising it as one of those car-over-a-cliff suicides. He has to keep her believing he loves her madly, or his whole scheme will collapse.
* Tsukihime, Akiha says something like this in one of the routes, and does her damnedest to kill Shiki.
* Tsukihime also has a relationship values check in all of the routes, though Akiha's and Kohaku's routes are the only ones whose endings aren't determined by it. In Arcueid's route, she'll kill you if your relationship value is low (this can easily happen if you choose to rape her in your craze, which greatly lowers your value and happens right before the check). At the end of Akiha's route, Shiki puts her down if the check fails, which is still considered a Bad End in spite of Shiki living. Generally, having a good relationship with the main heroine of the route nets you the True Ending.
* Tsukihime. Also, Shiki killing Satsuki after she became a murderous vampire, earlier on.
* Tsukihime, and are aware that only the most elite of their elite agents would even have a prayer of surviving against her.
* Tsukihime, and dedicated her life to hunting Roa, as well, which is when Shiki meets her in the story proper.
* Tsukihime and is still almost entirely normal. In at least one route she even actually turns into a vampire after biting Wallachia but after getting beaten up for a bit she decides it's not really that much worse than it was before and she can still resist drinking blood and viewing people as lunch. She then leaves and goes back to work. Wait, what?
* Tsukihime anime, the blood of Shiki's mother drips down from a tree into his eye.
* Tsukihime' Answer: Stab himself in his own point of death on the assumption that if his will is stronger than Roa's, he'll live through it and Roa will die instead. Still, it's not like Ciel had any other ideas, and Arcueid provided backup by way of a single drop of her blood. (Thus sharing her will with his and allowing him to overpower Roa with relative ease.)
* Tsukihime apparently booby traps her underwear drawer, if that's as accurate a detail of Shiki's life as a lot of other things were in Kagetsu Tohya. The trap? A magical talking leopard that pops out and eats you. Yes. Really.
* Tsukihime. Arc and Saber are stated to be as weak as they appear if not for their high levels of supernatural magical energies. Then again, it does fit this trope in that muscles are meaningless compared to magical energies, and just about everyone that matters uses magical energies.
* Tsukihime), are so absurdly manly that you'll grow a beard from playing just one route.
* Tsukihime are some sort of hybrid bird creatures. They haven't appeared in anything but supplementary material yet, though.
* Tsukihime around the entire school area in order to partially depower Arcueid and make her somewhat more vulnerable in Ciel's True End. Imagine if the 'point of death' of the entire world happened to be nearby him.
* Tsukihime: A white ribbon is given to a young Shiki in a flashback by one of the

girls. This is a throwaway line with Shiki rambling about his memories in three of the game's five routes - and critically important in the other two.
* Tsukihime because of his mixed upbringing by the Nanaya (assassins, but good) and Tohno (half demon clan) families. When he finally goes back to the Tohnos, he uses his Nanaya abilities to quell problems related to the Tohnos to some extent depending on the route. Also vampires.
* Tsukihime because of this. The backstory is unbelievably complex and well-written, with each route giving off a small amount of information about the past. The entire backstory can be put together (like a puzzle) only after playing all of the routes.
* Tsukihime. Best friends, adopted siblings. Then SHIKI goes crazy because Roa possessed him plus his inversion went off. Still, turns out if they're able to meet on friendly (Kagetsu Tohya) or semi-sane (Kohaku's route) terms they still actually get along quite well, and he's not really that bad a guy.
* Tsukihime cracked his mentality to become this. Now as an adult, he's extremely powerful, but now he's prone to violent temper tantrums, self-centered, aggressively possessive and just plain creepy.
* Tsukihime dead, damnit. #2: Dead Apostle Ancestors, so another 20 or so on the list. #3: Normal Dead Apostles, Demon Lords, people like the Church who get in her way.
* Tsukihime emotion. The specifics are a little complex: True Ancestors as a whole were created by Gaia (and corrupted by Brunestead, the Type of the Crimson Moon) as an Artificial Type (a planet's Ultimate One) in response to humanity, and probably aren't even born naturally. It seems that Arcueid was "created" to hunt Demon Lords in both senses; she was trained to do so, without any other unnecessary education, but it also seems that the True Ancestors guided her creation, causing her to be a perfect vessel for the Crimson Moon, something that the original Crimson Moon couldn't even manage himself.
* Tsukihime, ever. The number of females Shiki hasn't charmed to some extent can be counted on one hand.
* Tsukihime exists in a dream world of a single day that Shiki loops through. But what sort of day is it? Is it a school day? A holiday? The day of the culture festival? A day where, for whatever reason, Shiki wakes up as a cat?
* Tsukihime familiar without a master, Len needs to form a contract with someone to survive, and Shiki agrees to do so. It just so happens that the most convenient way to do so is through sex (Len being part-succubus might have something to do with that). There isn't suggested to be much actual romance between the two: Len is certainly fond of Shiki afterward, but Shiki doesn't seem to consider her a romantic partner.
* Tsukihime finds Arcueid so beautiful, that when combined with his bloodline's impulse to kill non-humans, he is driven literally insane with bloodlust and sexual lust. Depending on the player's choice, he can even rape her.
* Tsukihime gains his Mystic Eyes of Death Perception as a result of his near death experience as a child.
* Tsukihime going on, but in that case it's actually lampshaded in Kagetsu Tohya.
* Tsukihime has five routes, each focused on different aspects of the story.
* Tsukihime has inside him is some sort of unnamed spider that is slightly larger than a large elephant. It's not pictured or named because Shiki just kills it in one blow like everything else.
* Tsukihime has several pages of this while Shiki is bedridden in Hisui's route.
* Tsukihime has the ability to see death conceptualized as lines and points that only he can see. Not just people or other living things, but also walls, buildings and even the walking dead. It's incredibly disturbing because it makes the world seem like it could fall apart at a touch. And, if it was him doing the touching, it very well might. Most of the time he wears special magic glasses that seal off this ability because not only would it be impossible to remain sane if you could see death all the time, but it also causes him brain damage to see things that humans weren't meant to see.
* Tsukihime have been the vampire responsible for most of the incidents. And the

savvy reader realizes the story is way too short otherwise.
* Tsukihime. Her real name is Elesia, which is referenced roughly equally relating to her as to her Nightmare in Kagetsu Tohya: One scene.
* Tsukihime him from seeing something supernatural: The black lines of death that lie across everything, and which can be used to destroy anything. If he were forced to look at that his whole life, he might have gone insane, likely before dying from the amount of constant strain it puts on his brain.
* Tsukihime if so needed hunting the man's incarnations down because in tricking her he completed a reincarnation spell, and will now reincarnate for eternity.
* Tsukihime" in official material. She's still somehow able to communicate, presumably just by showing her emotions really, really well. (Shiki, for one, seems able to pull full sentences just from reading her facial expressions.)
* Tsukihime in the Arcueid and Ciel's storylines ("Near Side of the Moon").
* Tsukihime: In the near-side routes, Nrvnqsr plays this role before Roa takes the stage, while in the far-Side routes it’s Sacchin. SHIKI is quietly killed off and replaced by Akiha in Kohaku's route, which is the last one.
* Tsukihime is a subversion, as there's a perfectly viable alternate solution you can take, Len just doesn't like it as much.
* Tsukihime is at least as old as Arcueid is, has probably spent the entire time active and looks only about 14, making her perhaps a better example.
* Tsukihime is largely written around this. Unfortunately for her, except for in her own ending this means she never graduates from 'little sister', even in sequels and expanded universe material. A definite tsundere type, she's even called Imouto (Little Sister) by Arcueid rather than her actual name.
* Tsukihime is Shiki's only normal friend, as well as being a comic-relief slacker, pervert, and all-around failure.
* Tsukihime is the root of the problem in all three far side routes, part of the near side ones and Shiki would also be a badass (and possibly psychopathic) assassin of demons with an intact family and not destined to die in 5-10 years tops. It's pretty impressive for a character who's already dead to be worse than the serial killer in town or Nero Chaos.
* Tsukihime, is the sole survivor of the Nanaya demon-hunting clan. Not counting his TATARI clones.
* Tsukihime: Kohaku and Hisui's birthday is March 12, which is 12/3 in D/M formatting.
* Tsukihime left in the closest-to-canon ending, she's still around in Kagetsu Tohya. Apparently, she has to go stamp out the evil Dead roaming around. You know, the ones that are completely mindless mooks and barely a threat to muggles when the Church doesn't care about them anyway. Apparently it just wouldn't be safe unless she stayed for at least a full year after Roa is gone. *Cough*
* Tsukihime: Near the end of the closest to canon ending, Shiki realizes the real reason he kept agreeing to guard Arcueid and help her hunt Roa was that he loved her. He doesn't really feel responsible for the town or anything. It goes the other way too, in that Arcueid only decided not to publicly dismember him because, as she puts it, she also loved him from... well, the first moment he cut her to pieces.
* Tsukihime: Nero to Shiki, who proceeds to destroy over a hundred of his beasts.
* Tsukihime. None of them are anywhere near as bad as Kotomine, though.
* Tsukihime: Nvrnsqr Chaos believes Shiki Tohno to be an ordinary high school age boy with a knife, and torments him a bit, finding pleasure in the kid pathetically struggling against the inevitable before he eats him. What Nvrnsqr doesn't know is that Shiki is probably the only person on the planet who can bypass his regeneration mechanism, and is thus among the few capable of killing him. Which is exactly what Shiki proceeds to do.
* Tsukihime of demon/demon-hybrid assassins, retires and leaves the protection of the organization he belonged to, Makihisa Tohno and Kouma Kishima lead an attack on them. After a prolonged battle, Kiri is killed by Kouma, who goes on to slaughter everyone else except Shiki. Both were motivated by personal vendetta: Kouma was attacked and had one of his eyes blinded by Kiri when he was younger during one of his missions, and Makihisa is implied to have been the client for that hit, who

Kiri tried and failed to kill out of impulse.
* Tsukihime of energy to do this, though, and she stays weakened for much of the story as she slowly recovers, forced to rely on Shiki to help her face foes that she would normally crush in an instant.
* Tsukihime really only seems to be a problem because even Shiki's eyes can't kill him normally. In direct combat he appears to be rather weak.
* Tsukihime-related media for years on end. The actual product finally released in 2021, but with half the missing routes to be released later.
* Tsukihime's endings sees her degenerate into a mindless monster. Shiki keeps her in an empty room and feeds her his blood every day in the feeble hope that she will one day return to normal.
* Tsukihime, she doesn't need an official identity. When necessary, she presumably hypnotizes her way into getting a hotel room should she need to recover from damage. She actually has a special ability to psychically absorb cultural knowledge so that she instantly knows the language and general customs of any place or time she wakes up in. (Although there is a funny gap between theory and practice.) She's fairly rich, though, as she has a friend in the Clock Tower who sells her fairy gold for her.
* Tsukihime she is. If she's not killing vampires, she's somewhere between a hyperactive six-year-old and someone a year or three older than Shiki.
* Tsukihime. She's the only (well, sort of. She was supposed to be, anyway) love interest who actually does start basically normal and unaware of all the bad things going around.
* Tsukihime. She wasn't intentionally created as such, but as the most powerful True Ancestor to have ever existed, she is, per Nasuverse logic (that copies are always inferior to their originals), the closest it gets to a being a carbon copy of the original vampire, Crimson Moon (who was a guy).
* Tsukihime: Shiki is impaled in the guts by a black deer, has some animals eating him and then gets up and starts fighting in a rather badass fashion. After winning, he falls down and gets back to bleeding to death. Obviously, he doesn't but...
* Tsukihime, Shiki laughs manically after slaughtering a herd of Nero's beasts as their blood rains down upon him.
* Tsukihime. Shiki really was the unfavorite of Makihisa and upon being wounded was promptly disinherited and kicked out. However, that's because not only were they not related - therefore making Shiki incapable of becoming the Tohno family head - Shiki was the son of Nanaya, the guy whose family Makihisa just killed off. He was kept around to take care of SHIKI (Makihisa's favorite) if he happened to Invert.
* Tsukihime Since the reader already knows the truth from one of the previous routes, it is not a big surprise, but it does alter how the story unfolds after that point.
* Tsukihime's intro is about when Shiki met Sensei right after his accident at age nine, an immensely important time in life for a bunch of reasons. The non spoiler one is that this is when his eyes activated and got his Mystic Eye killer glasses. And learned slicing stuff in half for shits and giggles wasn't nice.
* Tsukihime, so he has at least a few years left, but Arcueid will outlive him eventually.
* Tsukihime. So he's able to kill pieces of Nrvnqsr without them regenerating, which freaks the monster out.
* Tsukihime, specifically with Ciel trying (unsuccessfully) to hide that it's the second answer.
* Tsukihime's Shiki Tohno can see "lines of death" on pretty much everything, and any cuts he makes along these lines are Clean Cuts.
* Tsukihime started seeing the lines of Death Perception after he got in an accident. Pro: He now has the ability to destroy almost anything by simply cutting the lines. Con: It makes him physically and psychologically sick, and being able to perceive death in such a way means his lifespan will be much shorter than a normal human's.
* Tsukihime supplementary material had eyes that could detect the emotions and, apparently, the humanity of people he was near. It's unknown how this really helped

him apart from "this guy, Kishima Kouma, is immensely dangerous because his aura is bright red." Blue and silver were similarly inhuman but were noble and possessed by allies.
* Tsukihime tends to have a love of moe traits among the girls in the games. The doujins take this to whole new levels, creating his infamous line "So moe...I'm gonna die~!"
* Tsukihime that his other self has, is understandably a little bit bitter.
* Tsukihime that moves at the speed of thought, hits like a sucker punch or a spear, holds like a python, and is invisible even to her own eyes. Fortunately, the drain itself doesn't start or finish instantly.
* Tsukihime that's completely made up of seafood (in the original Japanese) or Ben and Jerry's Ice Cream Flavors (in the English translation) metaphors.
* Tsukihime The best thing about Arcueid: she's being completely earnest without a trace of irony.
* Tsukihime). The doorshark has become something of a meme among the fans.
* Tsukihime The dream he's in also mixes all the different Tsukihime continuities heavily, though Shiki does not notice.
* Tsukihime, the identity of the real vampire serial killer is masked in all routes and is not the first major antagonist that Tohno Shiki is forced to confront. In the Near Side routes, Nrvnqsr Chaos serves as the Red Herring. In the Far Side routes, a turned Yumizuka Satsuki serves as one. In Kohaku's route, the plot contrives an extra layer of Red Herring.
* Tsukihime, the Mystic Eyes of Death Perception cause brain damage, which is increasingly severe with every use. They're also quite taxing on the psyche. How drastic the damage is depends on what Shiki is trying to destroy, and merely severing alone lines does less still. The low ends of the scale is merely slicing or destroying a normally living creature. The farther end is potentially lethal and covers trying to kill objects, concepts, and properties, such as walls, the senses (theorized but never utilized), and the toxic factor in poison.
* Tsukihime. The natural result when your love interest happens to be pretty much the most powerful thing on the whole freaking planet. Given how insanely scary and unstable Arc can be at times, it's a real good thing that Shiki is more than capable of taking care of himself.
* Tsukihime: The primary difference between the two classes of vampire, Dead Apostles and True Ancestors, is that the True Ancestors don't actually need to drink blood to survive, while the Dead Apostles do. True Ancestors feel a hunger for blood regardless, but if they do start drinking blood, they turn into psychotic, violent beings known as "Demon Lords", so they try as hard as possible to avoid it.
* Tsukihime, "This chair is an eyesore. Disappear! This chair. This chair!"
* Tsukihime this is expanded on to include Akasha, which exists alongside Gaia in some form or another. People have tied their existences to such things and made themselves nearly indestructible.
* Tsukihime. This process happened off-screen, though. She also used packing tape to do this.
* Tsukihime, though he does take out at least one DAA like this in supplementary material.
* Tsukihime, though in regards to a Vampire Apocalypse instead. Shiki naturally points out that if there are vampires, and they have to feed so much, then why are there still so few? Arcueid points out that A. vampires don't get along well with each other and fight a lot and B. organizations such as The Church hunting them down, so they keep a low profile and avoiding making too many minions to avoid unwanted attention.
* Tsukihime to have been rather on the decline. They did not even have enough

children to replace the members they lost, so the birth of Arcueid itself was pretty big news even before people knew how powerful she was. Possibly tied to the fact that they were almost entirely all male.
* Tsukihime, Tohno Shiki, despite constantly facing incredibly powerful vampires, never has a plan. Justified in that he really has no idea what he's going up against before he actually faces it. His main means of winning is a combination of inborn talent, inhuman instinct and calmly thinking out the situation DURING the situation. In the end, he's pretty much just making everything up as he goes along. Sometimes his partner at the time (Arcueid, Ciel or Sion usually) try to plan things out ahead of time, but those plans rarely go well. In fact, it's occasionally implied that his VERY EXISTENCE throws a metaphorical wrench in any plans anyone could come up with. This is partially attributed to the fact that no one really knows what Shiki is capable of, including himself. Thus, everyone is constantly surprised by anything he pulls off, and frequently does things in each subsequent game that would have been impossible in a prior one. In other words, in Shiki's case, it's practically impossible to plan ahead.
* Tsukihime: Tohno Shiki spends much of "Far Side" investigating the disappearance of Satsuki, who he barely knew.
* Tsukihime underwater, but it's a bit of a tradeoff since Sumire's ability to tolerate water has made her weaker on land.
* Tsukihime up, with the first part only coming out in 2021, 13 years since the original announcement, with the second part being announced with no date.
* Tsukihime use this. Notable example, the curry restaurant scene with Ciel where she acquires blank white eyes, three v shaped teeth, cartoony hands... oh, and a head larger than her torso.
* Tsukihime visual novel allows you to choose any girl, Arcueid, the closest there is to a 'canon' pairing, is the last girl Shiki meets in all versions of the story (except for the the 'far side' game routes in which Shiki never meets her at all.)
* Tsukihime was apparently a very pure and probably decent person before apparently falling in love with Arcuied at first sight. He decided it was hate for some reason, so he tricked her into drinking his blood, making him a Dead Apostle and making her kill off all the other True Ancestors. Apparently all he wanted was for him to like her...
* Tsukihime was extremely isolated by the other True Ancestor vampires, even from themselves. They were glad she was around to kill Demon Lords, but she was so incredibly powerful that she unnerved them a bit so they never taught her anything and tended to reset her memory every now and then. Just when she finished wiping out the Demon Lords and they were getting ready to accept her and teach her, Roa comes along aaaaand... now there are no more True Ancestors except for her.
* Tsukihime, we get the first introduction to familiars in the Nasuverse: A mage takes a dead body, places a soul inside it, and reanimates it by forming a contract. The new being is neither of the two things that went into making it and usually acts as a servant or assistant to the magus, such as being used for surveillance, combat, or use of special abilities. A magus generally needs to supply mana to the familiar, which limits how many a normal mage can possess, but Len has adopted some succubus traits and is thus capable of feeding on her own by manipulating dreams.
* Tsukihime when Shiki is getting some spillover from Roa/SHIKI and causing violent rage of which he's not really aware. He wanted to lie down and get rid of his headache so he could talk to Ciel without... getting... horrible destructive. Good luck, Shiki!
* Tsukihime where Shiki meets Len (Arcueid's familiar at the time) while Akiha goes to school with him. The continuity snarl occasionally confuses Shiki as well, but he's prevented from really thinking about it by Len.
* Tsukihime, which sucks all the mana in the surrounding area dry (of course, it doesn't really benefit her directly).
* Tsukihime, who gives Shiki a reason to use his Mystic Eyes of Death Perception and pretty much transforms him from an everyman to an incredibly broken badass.
* Tsukihime will not let her die to prevent a paradox from occuring. Ciel herself

possesses extreme regeneration abilities.
* Tsukihime wiped out a whole hotel full of victims and left no trace behind. This is not for Bowdlerising purpose, said villain is so blood-thirsty to the point of decanting every last drop of blood and flesh in his reach. The bloodless catnage also served to provide a clue to another villain with a completely different conduct, which evidently, also falls into this trope: He sucks the victim completely dry of blood, but he leaves the corpse.
* Tsukihime wipes from existence those things which aren't in the Church's canon.
* Tsukihime, with the exception of Shiki due to his situation. They only breed within the clan to sustain and increase the psychic power within their bloodline.
* Tsukiko assumes she can threaten Redcloak to his face, figuring he is the spineless wimp Xykon always treated him as.
* Tsukiko is a necromancer who likes undead. LIKE likes undead. Even Xykon is squicked by this.
* Tsukiko is killed by her own wights after Redcloak takes control of them.
* Tsukiko overhears a conversation between Xykon and Redcloak about the gate and asks, "Gate, what gate?". Lampshaded when the Monster in the Darkness snaps back "Hey, that's my line!"
* Tsukiko's grounds for her conclusion that the undead are nice people., so as the antithesis of life, the man-eating undead must actually be sweet, innocent, virtuous entities.
* Tsukiko's necrophiliac advances aimed at him, one of which he was rebuffing this way.
* Tsukiko thinks she is mistaken for bi due to misinterpreting the Monster In The Darkness's comments that she "does both" (actually referring to doing both Arcane and Divine magic).
* tsuki meaning "moon") is shown standing in the light of a full moon.
* TSUKIMICHI -Moonlit Fantasy- in dresses and so forth than the more standard monstrous portrayals, also fit the description.
* TSUKIMICHI -Moonlit Fantasy- power in the deal. Mio, on the other hand, gleefully accepts a position as Makoto's slave. At first, Makoto chooses to abstain from pursuing anything sexual with Tomoe or Mio on he basis that it would be cruel if he ever returned to Earth, but after deciding to stay on the Goddess's world, he becomes so sexually aggressive that Tomoe and Mio find that they can't keep up with his stamina. He also later gains a male servant (Shiki) and another female (Tamaki).
* Tsukino Empire - Unleash your mind - has Shun as the second prince of the empire. He certainly is charming, enough to win over Kai to being his knight upon their first meeting. The twins from the fourth fleet are also dazzled by him.
* Tsukino Empire - Unleash your mind - users in the empire. That said, despite being a high-ranking military officer, he doesn't act like much of a warrior. He's the same sweet cuddly prince that he always is.
* Tsukino Empire - Unleash your mind - with Prince Shun and his knight Kai. Gender aside, it's played straight.
* Tsukino Usagi, junior high student and reincarnated moon princess. And indeed all the Sailor Senshi.
* Tsukipro, and more. It helps that in canon, one of the idols is a demon king. Or maybe it doesn't...
* Tsukipro does contain flashbacks, but the main part of each episode takes place the week it aired (including Eichi's birthday).
* Tsukipro groups, Lizz-kun for the SQ groups, and Arainu ("Alive dog") for the Alive groups. The mascots have the same oblong bodies and minimalist faces, but different ears and tails depending on the animal, and they come in each member's unit colors, so fans can show who their favorite idol is by which color mascot they carry. In-universe, the idols tend to carry their own mascots on their bags, as well. In real life, special-edition collars and t-shirts for the mascot plushies are sold at events, and many fans have also taken to making accessories and costumes for them. And of course, full size mascots appear at the events for photo ops (and in the first anime, two of the idols have to wear the suits for a special

job).
* Tsukipro, it features more adult idols than underage. On top of that, the series takes place in real time, so the idols get older every year.
* Tsukipro, male idols Rikka and Dai are cast in these roles for a cosmetics commercial. Notably, Rikka has no issue with playing the princess. The episode focuses on Dai's insecurity about whether or not his performance can be worthy of co-starring with Rikka. It's also the case that many of the idol units have this sort of dynamic with the leaders and their partners - all male/male or female/female pairs, though.
* Tsukipro, more or less, so when they get cast in a play with a setting like this, they're miffed at the stereotype and ask for it to be changed.
* Tsukipro often; male performers model for womens' products without a second thought, etc.
* Tsukipro. So this was inevitable. It's most notable with the series' mascots, a different animal for each pair of groups and a different color for each member. They've also defictionalized several plays and events that the characters have been said to perform in in the story, making them into real-life stage plays.
* Tsukipro's SQS series ends with Shiki, an oni leader, sacrificing himself as an angry mob of humans rushes against him.
* Tsukishima Kei and Yamaguchi Tadashi. Tsukishima stopped a few kids from bullying Yamaguchi when they were little; as a result, Yamaguchi followed Tsukishima in joining the volleyball team. Yamaguchi is also the only one is allowed to call Tsukishima 'Tsukki' without the latter getting angry.
* Tsukiuta. And Shun definitely has powers - as does Hajime, the leader of Procella's sibling/rival unit Six Gravity, who Shun has a major crush on. Those mad scientist girls really are moon goddesses in training, and that palm-sized reindeer that looked like a plush toy? He's actually a fairy.
* Tsukiuta Hajime, who is usually the most covered up, had very revealing side cutouts on his costume - and, of course, You did too.
* Tsukiuta has audio two audio plays featuring the idol units doing improv fairy tales. Six Gravity's "Little Red Riding Hood" (Kakeru) ends up as an axe murderer. Procellarum's "Shunderella" is, well... what you'd expect when you get the Demon King to play Cinderella.
* Tsukiuta - it's heavy on video game references, light on plot, and more of a playground for the series to experiment with combining technology and live theatre.
* Tsukiuta - it's heavy on video game references, light on plot, and more of a playground for the series to experiment with combining technology and live theatre. They do sing Christmas songs, though.
* Tsukiuta series tends to have some of these in every entry. There are several recurring actors who have played original characters in multiple series entries, particularly Sean Suzuki, who has been in 5 of the 8 entries so far, playing a total of 7 different characters.
* Tsukiuta Shun and Hajime go on a date, Shun casts a spell so that they won't be recognized, so that they can enjoy themselves like normal people.
* Tsukiuta's Lunatic Party stage play is their Halloween episode. Hajime, Haru, Rui, and Iku go to a Halloween market and buy gifts for their pets, and end up transporting them into a demon world where the pets turn human. Complete with sheet ghosts.
* Tsukiuta steampunk AU). Particularly noteworthy was their original series, 'Kuro to Shiro', where out of 16 cast members, 7 were in both Tsukipro and Identity V, and only one was in neither. The same choreographer, J.U.N., has also worked on both Identity V and Tsukipro's SQS series.
* Tsukiuta, taking plenty of cues from CLAMP and the magical girl genre.
* Tsukiuta villages, and their companions, Kansuke and Sessai, who perform this role for them. This reflects the relationships between Gravi and Procella's leaders and their partners (example under "anime").
* Tsukiuta with Kakeru, though other cast members often feature as well. The spinoff series SQS features a similar segment, with Shiki going to a coffee house, and the members of Quell doing an improv scene, with Shu and Issei in different

costumes in each performance.
* Tsukiyama also developed an attraction towards Touka initially because of her cold nature reflected in her eyes and fiery personality.
* Tsukiyama, before Tsukiyama decides he'd rather not share and saves him. The second time, Touka comes to rescue him when Tsukiyama lures him into a trap with the intention of eating him.
* Tsukiyama's breakdown on the rooftop may be one as well, even if he
* Tsukiyama spends months working with Kaneki, attempting to earn his trust so that he can eventually eat him. It's only after Kaneki is seemingly killed in battle that Tsukiyama is forced to realize he had come to genuinely care. Unable to cope with the loss, he spends the next two years in an
* Tsukiyama's relationship with Kaneki starts out as this, blurring the lines between amorous and murderous intentions. He views Kaneki as the ultimate meal, and seeks to lure him into traps. Later on, he pretends to have changed his ways in order to become close to Kaneki again and begins working for him, while biding his time until the day he can feast. Later on, the
* Tsukiyama tells Kaneki he should accept responsibility for making him so focused on eating him and tells him it's his fault because he's so delicious before attacking him.
* Tsukumogami, it's extremely safe to say they are just as skilled at this trope.
* Tsukumogami, objects and tools said to develop spirits and animation after at least a century of existence, are said to be repelled by electricity, justifying why they don't show up in modern society or manifest from appliances.
* tsukumogami waves away some problems by explaining electricity repels such creatures, hence modern examples are rare. Also serves as a commentary to the effect that people don't really save things for that long anymore.
* Tsukune himself had a bit of trouble until he got some well-earned
* Tsukune himself has his moments of this: for example, his initial reason for wanting to join the Swimming Club (before finding out water is a vampire's
* Tsukune's ghoul transformation is much closer to the trope. He requires a power limiter like Moka to keep it under control, but unlike Moka, he's a complete monster without it, and only monster of a similar/higher level to Inner Moka stands a chance against him, unless he
* Tsukune's mother and cousin fall into it during Act IV, automatically trusting Jovian and Jacqueline, Hokuto's
* Tsukuyomi is like this in her earlier appearances. As of her later appearance, she becomes a full-blown
* Tsukuyomi: Moon Phase. Anyone unfamiliar with the story and character would NEVER assume she's a monster! The opening theme doesn't help.
* Tsukuyomi: Moon Phase had this problem in the televised version, which was fixed when the show came to DVD.
* Tsukuyomi: Moon Phase has a few examples: Balgus (Vargus) and Arte are one. The little twins Hikaru and Kouru are engaged to Kouhei and Seiji.
* Tsukuyomi: Moon Phase - Hazuki is a vampire, but Kouhei's grandpa asked her to wear a pair of cat ears.
* Tsukuyomi: Moon Phase: Hazuki's homeland in Germany is a lot like this.
* Tsukuyomi: Moon Phase in an entire family of mages. Fortunately, that also means he's immune to all sorts of magic.
* Tsukuyomi: Moon Phase is borderline, he personally made several erotic doujins of the manga.
* Tsukuyomi: Moon Phase: Kouhei's total lack of magic power also means he's impervious to all forms of magic, which is by the way quite common in this series.
* Tsukuyomi: Moon Phase: Once upon a time, a group of thugs roughed up Kohei Morioka, the favorite servant/blood donor/toy of vampire princess Hazuki. They were never seen again.
* Tsukuyomi: Moon Phase: Read the arc Elfride's Past. She may have been sad when Kinkle lost, but when he lived, she had a lot of good reasons for hating him. It takes three chapters of manga to explain her backstory before the main characters met her, and it's almost all just Kinkle being a complete monster.

* Tsukuyomi: Moon Phase, this is the result of every photo Kouhei takes.
* Tsukuyomi: Moon Phase, though the only time it really becomes a problem is when she almost drowns in a hotel swimming pool with a whirlpool feature.
* Tsuku you can, right up to the point where she slices your limbs off.
* Tsume and Hanabi exhibit this at different points to different people in
* Tsume Inuzuka is the single mother of two teenagers yet has maintained not only active ass-kicking status as an elite kunoichi but also runs her own clan.
* Tsumihoroboshi-hen. She tells Keiichi that she wants him to be there for her always and that she wants to hear him say "good morning" to her each day and "good night" each evening. She never does outright say "I love you" but the scene is heavily implied to be a romantic confession.
* Tsumiko and the Enslaved Fox and attempts to seduce her. While initially receptive,Tsumiko puts a stop to things once she realizes how far he intends to go, due to her religious upbringing and moral convictions. Later, she's made aware that his words and actions were the Amaranthine equivalent of a proposal and consummating the relationship would be considered as binding as a wedding to his culture. It's implied she might not have stopped him if she had realized. However, by this time, she has already set conditions for their relationship, so the couple waits until after they have a more traditional wedding.
* Tsumiko and the Enslaved Fox Argent ever shows any romantic interest in is Tsumiko.
* Tsumiko and the Enslaved Fox, Argent is Tsumiko's proper butler—until he's an enormous predator guarding her from any and all attacks.
* Tsumiko and the Enslaved Fox by putting on a show total childlike innocence and naivety while completely shutting down her "relatives" who are hoping to pin her down into marriage to one of their sons.
* Tsumiko and the Enslaved Fox, despite the protests of Lady Smythe who outright tells her not to "take a beast to her bed." However, despite their growing mutual attraction, things do not progress beyond (mostly) platonic cuddling and a few kisses...with one notable exception that Tsumiko puts a firm stop to.
* Tsumiko is the only member of the Sword Five who never says a word and the lower half of her face, like the rest of her body, is completely bandaged over.
* Tsumiko, the heroine of the first book, is an extremely powerful Beacon, who can bring the most powerful Amaranthine to their knees with the sheer brillance of her soul. However, she was raised in a highly sheltered religious school, and did not know she was a Reaver or of the existence of the Amaranthine, even
* tsumo (drawing the final tile themselves, as opposed to taking someone else's discard).
* Tsum Tsum toys made by Disney. Despite the premise, it was generally considered to be pretty fun and well-written.
* Tsumugi is revealed to be so pure, she can only survive in continuous presence of a god, such as the one who resides in her shrine. So Letty goes out,
* Tsumugi Shirogane: The mastermind of the killing game and die-hard (literally)
* Tsumugi telling Yui their club is not officially recognized, and their request to use the use the gym is denied.
* Tsumugu Logic doesn't quite let us see what exactly goes down, but the description says enough. It should also be mentioned that his family has a vague relation to crime to begin with.
* Tsuna and Kyoko aren't really very different in personality. They're both determined, both naive and good-natured, and both are very oblivious to other character's feelings for them (In Kyoko's case, Tsuna's feelings for her; In Tsuna's case, Haru and Gokudera's feelings for him). It doesn't help that due to
* Tsunade and Jiraiya, with Kakashi and Shizune as backup, keep the secret of Naruto's father's identity.
* Tsunade and Kushina are possible examples of World Class beauty, as basically everyone who claps eyes on them comments on it.
* Tsunade and Moegi also sport pigtails. Tsunade's are smaller and less obvious, possibly matching with the immaturity of her addiction to various vices and early tendency to run away from problems. Moegi is younger, and the pigtails

correspondingly larger.
* Tsunade is even more powerful than her canon counterpart and is also a mother of four (two adopted, two biological).
* Tsunade is incredibly dull compared to other S-rank ninja who almost all use immensely impressive ninjutsu to fight. Instead, she uses
* Tsunade is the student of the Third Hokage as well as being descended from the Senju clan which the First and Second Hokages (her grandfather and granduncle respectively) hail from. However, she becomes a Hokage because she wants to inherit both her brother, her lover, and Naruto's legacy. This can be best shown in her Infinite Tsukuyomi dream where Dan becomes Hokage instead while Tsunade became his loyal secretary with Jiraiya and Orochimaru as her companions.
* Tsunade managed to one-up herself at the conclusion of her fight with
* Tsunade's only confirmed love in the entire series was Dan Kato. After his death, she left Konoha, disparaged the position of Hokage, and developed a fear of blood, things that characterize her when she first appears. Even after she has overcome all this, Tsunade never falls in love again (though she has a brief
* Tsunade's Summon, Katsuyu the Slug, could dissolve into many smaller slugs, each of which talks and behaves like the original.
* Tsunade toward Naruto; among other things, letting him call her "Tsunade-no-baachan" (Grandma Tsunade) instead of the formal "Hokage-sama" and letting him
* Tsuna is clearly beating Xanxus towards the end of their fight. Xanxus is
* Tsunami Channel has Magical Mina, a magical girl who, like Nanoha, has strong influences from shounen manga.
* Tsunami Channel, with a guy who doesn't speak Japanese and a girl who doesn't speak English. Somehow they understand each other, though, much to the confusion of the rest of the cast. Mind you, this later become a plot point...
* Tsunami tried to rid LLF of Reina Vampira by stuffing her on a bus and sending her away. It didn't work, as the driver rejected Tsunami's ticket.
* Tsunami (Tsunami Warning - TSW) (this one is a recording of a real-life warning from the tsunami caused by the 2011 Tohku Earthquake off the Japanese coast)
* Tsunami, with everyone vocally denouncing her as a two-faced bitch, all while her powers are degraded to Pre-Claramont Comics Jean level in order to "fix" how "perfect" she is.
* Tsuna's mom who is rarely seen outside of the kitchen. Chrome too doesn't seem to be very strong despite being a guardian...Arguably, since the primary fanbase is women, they all want to see the cute boys act
* Tsuna's new best friend Enma is basically himself. That makes them not only the "Loser Duo", but also the "
* Tsunayoshi Sawada, mostly because he sees his subordinates as his friends rather than subordinates since he doesn't actually want to be a mafia boss.
* Tsundere … Huh? *blushes* I-I didn't say anything! You idiot, just go on the page!
* Tsundere: A person who switches between being abrasive and caring with their friends.
* Tsundere, as she also constantly abuses him verbally and physically.
* Tsundere being shorter. Gamma still seems like the dominant one however, just a little more subtle about it than most.
* tsundere by implying that Maria and Hayate will eventually leave her (presumably for romantic relationships), and after convincing attempts are made by Hayate, she 'allows' him to continue working as her butler.
* Tsundere disposition. She usually acts aloof and haughty, bringing up her status as a royalty, but will show a softer, kinder side to those close to her, especially the Black Bulls, who accepted her in spite of her shortcomings, and Asta, who she's in love with.
* Tsundere explicitly identifies herself as the "den mother" of the other Anarchs, and given how she's the one who gives you missions geared towards looking out for vampire community and trying to help you stay out of trouble (trying to convince you jumping ship from anything to do with LaCroix and the Camarilla), that title seems like its more than self-appointed.

* Tsundere, has two massive pink twintails that are almost as long as her body.
* Tsundere) He also gets like this when around/thinking of baby America.
* Tsundere. Her kinder and polite cousin, Mimosa Vermillion who is also royalty, is also smitten with Asta.
* Tsundere, her personality follows suit and she becomes a lot more hot-tempered and aggressive.
* Tsundere: In in love with their love interest, but outwardly acts hostile towards them to hide it.
* Tsundere — a girl who switches between affection and aloofness/hostility; usually either the main female, or the main competing haremette.
* Tsundere moment, Kurama flips off Naruto when the latter asks the former if he missed him.
* Tsundere (no, it's not a crotch rope), making this example a bit more plausible than others.
* Tsundere of having doctored (and dirty) photos of him posted on the internet by said organization.
* Tsundere. Over time, however, they became close friends, and that friendship bled over into their streams as, while Calli still will not return Kiara's overt affections, she became more warm and friendly to her. During Kiara's last stream in Japan before returning to her home country, Calli comforted her and assured her that she would still be around when she returned.
* Tsundere partner Kent. Yup, they can get hitched at A support level too. They even hang a huge lampshade on this:
* Tsundere, quickly escalating to phone sex to his disgust and bewilderment. Daiki ends up more annoyed with her antics than anything, but in the few moments where she's being 100% sincere and thankful to him, he and the audience can see that she's beautiful and is genuinely in love with him.
* tsundere Ruri Miyamoto, who's been kicking his perverted butt since the series' beginnings, was both confused and impressed.
* Tsundere shows shades of this with his cool and quiet demeanor. His sugar side mostly arises when in the proximity of large bodies of water.
* Tsundere, sweet-natured, honest and open about everything—even her fetishes—and has remained that way, with no hint of tsundere, since.
* Tsundere Teana, who initially dislikes her and tries not to bond with her, and the initially socially awkward Erio and Caro, but also the reformed Combat Cyborgs, four of whom become her adopted sisters. She also manages to befriend Ixpellia and change her worldview. Lampshaded by Teana.
* Tsundere tendencies, their last scene together implies it was really this.
* Tsundere: The concept existed before this point, of course, but really seemed to take off in this decade, becoming a prominent character type even in Western media.
* Tsundere: They're secretly in love with you, but they have trouble admitting it and mask their feelings with a hostile attitude.
* Tsundere, they usually are, and a real bitch to be in a relationship with.
* Tsundere), they would pour a glass of wine into the water, hoping to please any mermaids (and thus protect the sailors themselves from disaster.)
* Tsundere to the girl he likes, and will instead dip her pigtails in the ink bottle, or stick frogs in her desk. When a girl acts similarly and shoves, hits, or is otherwise aggressive towards a boy who's caught her interest, she might be labeled a Tomboy. (Or in some cases, a girl who's already considered a tomboy being aggressive towards a guy will often be assumed to mean she has a crush on the guy.) The mixture of self-confidence and insecurity is also often a Tomboy trait.
* Tsundere" we mean "girl who goes well off the hook because her brother has been spending time with women besides her."
* Tsundere (when she uses physical violence against her love interest)
* Tsundere" where she is stricken upon learning about Gambit's “engagement” with Bella Donna but Rogue is relieved when sees that Gambit doesn't love her.
* Tsundere who melts like butter around her "young lord" Ling, for whom she very obviously has feelings while never showing any interest in anyone else. Though it's

unknown whether or not a relationship forms (since Ling did seem to have feelings for her, too), she at least remains his bodyguard into adulthood after he becomes Emperor of Xing.
* tsundere who secretly uses them as material for her boys love manga.
* tsundere with a temper (though she calms down once Togepi enters the picture) while her game counterpart doesn't seem to be that way (though later games made the odd nod to this characterization). The English dub also toned down her narcissism compared to the Japanese version.
* TS!Underswap by making him give you his lunch money, if you really want to kick him while he's down.
* TS!Underswap lampshades this trope, saying he's like everyone's dad and telling Chara to be good to him. And of course, he also tries to take you in when you reach his home, and even has Chara's approval.
* TS!Underswap of the game show the credits in full, in part to honor Offtopic's memory.
* TS!Underswap, one of the Greasers, Norman, is quite obviously this. Specifically, he's a Froggit, a Whimsun, and a Loox, as foreshadowed by his attacks in battle. You can spare him by revealing this, making him run away, and his components can be talked to at Grillby's after.
* TS!Underswap, who is himself an example of this trope in the original game.
* Tsun-Tsun TzimTzum is a tall, burly warrior woman, and the narration spares no effort in expressing both how big and strong she is and how super-hot she is.
* Tsun-Tsun TzimTzum killed the monster - he just happened to be holding it at the time!
* Tsu onwards introduce Double Rotation: If your current Puyo pair is in a shaft one column wide, you can still rotate it to flip the order of Puyo by pressing either rotation button twice.
* Tsurezure Children features this as the last-minute twist to Motoyama and Enomoto's relationship. Motoyama had previously fallen in love with Enomoto, but realized that her romantic attentions were elsewhere (specifically, to a long absent childhood friend from her home town) and she only saw him as a friend. She was supposed to meet up with him one day, but despite her waiting for him he was never able to do the same. It's at this moment when Motoyama decides to throw out all decorum and ask her out on a date.
* Tsurezure Children, the plot revolves about several couples getting together, so this is a given.
* Tsurime Eyes. Guys with tareme tend to be cheerful, innocent boys, while girls with tsurime tend to be mature, mysterious or seductive ladies.
* Tsuritama has Akira and his crew of Indians. They all appear to be a part of a mysterious organization called "Duck" (as in the aquatic fowl) that monitors alien activity on Earth, namely Haru and Coco.
* Tsuritama has black, Arabic, and Asian members, as well as a great gender ratio, and their lead agent, Akira, is Indian.
* Tsuritama he pulls whenever scared, and the need to constantly switch schools because of his grandmother's job.
* Tsuritama, the first episode's introduction and the ending credits use a computer-generated artstyle based around clusters of circles.
* Tsuro, demand was so high that the publisher exhausted all stock reserves.
* Tsurugi is a magician and has the same weaknesses as a normal human would (e.i. blood loss, starvation, etc) though he is more resilient. However, as he never learned how to swim and according to himself '[he] sinks like a rock', Tsurugi is so vulnerable to drowning he can't even fill up his bathtub too much.
* Tsuruten than Senbei. While Senbei is focused on single women, Tsuruten has no such restriction, despite himself being married to a beautiful woman as well — in fact, he once tries to grope Senbei's wife (it fails because Senbei's wife, who's quite acquainted with Tsuruten's reputation, keeps her guard up around him).
* Tsuruya has a 600 year old titanium-cesium jar buried in the mountain behind her gigantic home that she didn't know about. And since the only other

* Tsuruya has, in some official artwork, ankle-length hair. From the novels, Kuyou Suou also has very long (and full-bodied) hair. In fact, she got a
* Tsu'tey. Even though Neytiri only ended up having feelings for Jake, she was technically supposed to have been betrothed to him from the beginning, so to free her from any possible obligation to or conflict with him, the triangle was predictably resolved by redeeming his character and subsequently killing him off.
* Tsutomu Miyazaki, the infamous Otaku Killer who murdered several young girls (and blamed it on a side of his personality he called "the Rat Man") sent a box containing the ground-up bones of one of his victims to her parents, as well as several of her teeth.
* Tsutomu Nihei, this swiftly leads to Tanikaze becoming one of the most skilled and experienced soldiers on the ship, far too valuable to conveniently dispose of. Eventually he's being sent on dangerous missions not as an attempt to get him killed, but because he's the only one skilled enough to possibly succeed.
* Tsutomu Nihei. When things resume normal speed, all the actual noise catches up in a combined boom.
* Tsutomu Nihei, who is quite well known for having the emotional range of a broken toaster.
* Tsutomu Yamaguchi. Dude survived both nukes and outlived the pilots.
* Tsutomu Yamaguchi is sometimes considered the luckiest man in history because he survived the nuclear attacks on both Hiroshima and Nagasaki. However, he could also be considered the unluckiest man ever because... he was in both Hiroshima and Nagasaki when they were nuked.
* Tsutsumu. He doesn't make it easier and fights right up to the end, fully intending to kill the girls if he can... but he's left a pleasant surprise for the heroes if they do manage to beat him.
* Tsuyokiss Cool X Sweet also had a guitar riff, played backwards at the end of the break.
* Tsuyokute New Saga: Mileina's father chose to protect some human refugees instead of assisting the dwarves in the original timeline, a decision that ultimately weakened the human forces.
* Tsuyu Asui admits that she had trouble making friends before joining UA. One reason was that between taking care of her younger siblings due to her parents' busy work schedules and studying to get into a good high school, she didn't have enough time for a social life. The other reason is that her classmates were put off by her
* Tsuyu Asui's brutal honesty is acknowledged in-universe as her general M.O. ("I always say all that's in my mind", as she freely admits to Izuku when she starts talking to him) She has no filter and says what she thinks about others, frequently snarking at the antics of her zanier classmates and rarely letting personal feelings or sentiment get in the way of her judgment.
* Tsuyu Asui suddenly developed her ability without any sort of emotional trigger, transforming her into her current frog-like appearance without any warning.
* Tsuyuko gives a harsh critique of Kirin's and Shiina's cooking in Episode 6. However, she also says it tastes good. This in stark contrast to Ryou's review, where she liked it quite a bit.
* Tsuzuru, the triple-fusion of Izuku, Minoru, and Tsuyu, not only manages to incapacitate Nomu.
* TT2000, who happens to be the original creator, whose inherent effectiveness stems entirely from the total lack of effectiveness that his actions inherently possess.
* T Tauri stars, that are known to have much more activity than our own comparatively calm Daystar, with strong stellar winds, extensive coverage of starspots, and of course flare activity. Planets in orbit around such stars are thus likely to be lifeless.
* TTD reached the limit- mainly because it only ran from July to September of 1978).
* TTGL thanks to Nadia's Blue Water. Averted with Kittan who still dies just like his canon.

* "T: The Terrestrial" and "Murder on the Planet Express" establish the Planet Express buddy system in such instances as follows:
* T-Top - A roof of a car with removable panels on both sides of a central pillar
* Ttwo of the three main male good guys were pleasure slaves in Courts in Tereille. Aside from Daemon and Lucivar, there's also Jared (pre-Invisible Ring) and a small army of others.
* Túrin/Niënor in which they're the title characters — but there's fanfic.
* Túrin Turambar. He's one of the most Badass heroes to have ever lived, killing Glaurung
* Tuatara has a third, parietal eye (lens, retina, and all) at the top of its head.
* Tuataras are often mistaken for lizards due to being similar in appearance. In reality, tuataras are from a separate order (Rhynchocephalia) than lizards (Squamata).
* Tuatha de Danaan instead of aircraft. It should also be mentioned, that it's also Ballistic Missile Submarine, and can also launch mechs in this fashion as well, instead of a catapult launch.
* Tubba Blubba is completely unstoppable until you find his heart and make him mortal again. Mario and co. are aware of this, and immediately run for their lives in a chase sequence when he catches you in his castle. Attempting to attack him at this point is an unwinnable battle.
* Tubbs grows one in the fourth season, but shaves it off early in the fifth.
* Tubby Custard was available in the U.S. as well as part of a Burger King promotion for the show. It was pretty much just vanilla pudding with pink food coloring.
* Tubby the Tuba (1975), and the original 1945 song inspiring the film, has been used by music teachers in primary and secondary schools to teach students about the principles of music, musical instruments and their relationship in a symphony orchestra.
* Tubby the Tuba (1975) by The New York Institute of Technology under the direction of founder Alexander Schure, who had no experience in animation prior to this film. Singer was hired as the animation director for the movie but was fired a year into production due to Schure's frequent intrusions. After negative feedback from test audiences, Singer chose to have his name removed from the final cut.
* Tuberculosis doesn't quite work in real life the way it works in this game, presumably for the sake of time compression. First of all, only about 10% of people who get infected ever develop the disease and generally speaking if you make it two years without showing symptoms, you're in the clear. Although people
* tuberculosis (said half being "Best Audio Design", "Best Narrative", "Best Score/ Music", and "Best Performance" with Arthur's voice actor Roger Clark, who indeed admitted that he looked surprised at his win).
* tube stations. In the late game, a depot is set up in an aboveground courtyard, but even that's expected to be temporary.
* Tubifex worms, in the absence of soil, will cling to each other. And to walls, which gives an effect not dissimilar to both this and
* "Tubing," the practice of bringing babies to term in artificial wombs, is a matter-of-fact staple of medicine in
* tub of popcorn cheering her favorite team on. She did like sports, she just didn't want to marry the guy.
* Tubular Bells) does this; the "caveman" passage segues into a very quiet and soothing guitar/organ segment and then suddenly, without warning, the Sailors' Hornpipe drastically ups both the tempo and the volume.
* Tubular Bells. Only a small part of the album-long composition was used in the film, but that part was released as a single and made the U.S. Top 10.
* Tuca & Bertie: After Dirk hits on her in "The Promotion," Bertie's breast literally leaps off her body and spends the next 24 hours getting drunk.
* Tuca & Bertie and is an indicator that Bertie has some sort of sexual trauma going on.

* Tuca & Bertie, Bertie and Speckle ask each other what their favorite porno movies are in an attempt to liven up their sex lives. Speckle's shows a perfectly normal bluebird couple having completely vanilla sex, while Bertie's is a perfectly chaste British drama.
* Tuca & Bertie. Bertie's phone has its own personality and feelings, and in one episode, she deals with a sentient filing cabinet that begs her to feed it files.
* Tuca & Bertie", Bertie starts to sing a song about Yeast Week, only to get interrupted two lines in by Pastry Pete saying, "Bertie, please, only first-timers sing by the fountain."
* Tuca & Bertie episode "The Jelly Lakes," Bertie reveals to Tuca that she was molested by a lifeguard when she was twelve, which destroyed her love of swimming.
* Tuca & Bertie for "Bird Mechanics," Bertie's (unhelpful) new therapist tells Bertie to cut Tuca out of her life, remarking that "[their] names sound wrong together." She then repeats their names together ("Tuca and Bertie, Tuca and Bertie, Bertie and Tuca?") in the exact same manner as the theme song, which starts playing right after her dialogue to make the reference clear.
* Tuca & Bertie" has Tuca and a pair of geese decide to swim naked in the pool during the bachelorette party of Speckle's sister Dottie. Dottie and Bertie choose not to participate, the former because she's concerned about the repercussions of being seen nude in public and the latter because she doesn't usually feel like disrobing when she's sober and has chosen not to drink.
* Tuca & Bertie have to be the mayor — which means nothing ever gets done.
* Tuca & Bertie, he ends up with legs so well-toned that they rip through his pants. Tuca tests them out by putting three ears of corn between them, then having Speckle press them until the kernels pop.
* Tuca & Bertie inside a blender. Speckle is understandably squicked out.
* Tuca & Bertie: In "SweetBeak", when Bertie is giving Tuca her presentation on her new bakery, one of the slides details on "Why Bertie SHOULD be allowed to have a boy-girl slumber party".
* Tuca & Bertie", she is shown to have a filthy apartment which consists largely of random garbage that she has picked out of the garbage.
* Tuca & Bertie" shows this to also be true of Speckle, the show's primary male bird character.
* Tuca & Bertie", Tuca sees two different versions of herself, Bertie, and Speckle in one of the realtor's houses.
* Tuca & Bertie: Used frequently, varying between waterfalls of tears to giant, golfball-sized gobs of tears. "The Jelly Lakes" includes a gag where Tuca and Bertie have a post-make-up cry, which floods their entire car with tears.
* Tuca & Bertie: What do you expect when two avian roommates, one a toucan and the other a songbird, have to survive the world around them?
* Tuca & Bertie" when Bertie, upset that she may have blown her promotion, and Tuca whips out an umbrella.
* Tuca & Bertie" when congratulating Bertie on her promotion: "Text me when you get the good news, okay? And tonight maybe we can do some celebrating with my big di...nner idea."
* Tuca & Bertie" when Tuca is treated for an an abdominal pain: "Okay, let me put this as sensitively as I can: you have an egg up in your cooch and you'd be a moron not to cut that shit out of your lady pipes."
* Tuchanka is covered with ruins from their pre-nuclear war civilization but they are largely utilitarian. The third game, however, visits an elaborate burial and temple complex, complete with immense statues of krogans. If Wrex is present he points out how far his race has fallen.
* Tuchanka. Wrex himself heavily implies that the only person in the galaxy that he thinks could beat him in a straight fight is Shepard.
* Tuck & the Abbess of Rutherford can seem like this, but Black people have lived in England since the Roman Conquest. While Black members of monastic orders and nunneries would have been quite rare, it's not impossible.

* Tuck and Cover: Covering someone with your body to protect them from an explosion or something similar.
* Tuck and Cover: Saving someone else from an explosion by leaping on them and taking the blast for them.
* Tucker & Dale vs. Evil: After she hits her head while swimming, Dale takes Allison back to his and Tucker's cabin so she can recover. Fortunately, she's not badly hurt and feels fine when she wakes up, but he insists she stay for a little while so they can make sure she doesn't have a concussion. Their romance blooms as he serves her breakfast, plays board games with her, and encourages her to follow her dreams.
* Tucker & Dale vs. Evil a series of deadly accidents and misunderstandings.
* Tucker & Dale vs. Evil, Chad is revealed to have asthma, using his inhaler many times throughout the movie. During the climax Dale throws a box of chamomile tea at Chad, which causes him to have an asthma attack and fall to his apparent death.
* Tucker & Dale vs. Evil, Dale finds Tucker hung upside down as bait for him, surrounded by booby traps. He accidentally triggers one, causing a huge spear to come flying down and pin the ground right between his legs. After standing in shock for a moment, he tells Tucker "For the first time, I'm glad I'm not hung like a bear."
* Tucker & Dale vs. Evil genre where the deaths are over-the-top and played for humor, both by the over-the-top nature of them and the fact that they're all the result of stupid accidents done by those who die.
* Tucker & Dale vs. Evil has a paper version, when an old newspaper found in a derelict building coincidentally turns out to have a front-page story revealing a major plot twist.
* Tucker & Dale vs. Evil, inverting the usual set up for the trope.
* Tucker & Dale vs. Evil killer ends up suffering that fate instead.
* Tucker & Dale vs. Evil snobs who misinterpret the motives of the in-fact quite friendly and harmless (if not incredibly bright) hillbillies. It doesn't stop a lot of them dying in hilariously gory ways, however. Tucker and Dale even believe that the kids are part of some deranged murder-suicide pact.
* Tucker & Dale vs. Evil they believe to be in. So in a certain way, this is a case of Death By Wrong Genre Savviness.
* Tucker became the mayor of Amity Park in the Series Finale, it's safe to say he got a good bit of respect.
* Tucker Budzyn, show Tucker and/or other dogs not following the "script" of the food reviews, which Linda edits as them being sassy:
* Tucker charges the Red and Blue grunts guarding the Blues and Reds' hanger and Pelican, ruining the element of surprise Locus wanted to exploit and resulting in them being pinned down by a heavy machine gun. Furthermore, his actions resulted in Washington being shot through the neck after walking into the middle of the battlefield while in a daze due to being starved and dehydrated.
* Tucker, despite his collusion, was actually part of the reason Nimauk stayed as safe and well provisioned as it has since societal destabilization, and it might be in more danger without him.
* Tucker does this in Season 4, when confronted with Crunchbite for the first time.
* Tucker got better when first Clarice took him to meet more girls who happened to appreciate his sensitive nature (and to be fair the previous targets of his wooing were the bitchy
* Tucker. He also gets into the habit of using the Designated Marksman Rifle as his standard firearm as the series goes on.
* Tucker himself is worthy of mention. This is a guy who hits on most any woman he meets, including Tex, who could easily kill him if she so chose, and has admitted to punching him while he sleeps. And who can forget his almost memetic catchphrase? When you hear the words "Bow Chika Bow Wow!" you know Tucker is around. And the less said about Junior's origin, the better.
* Tucker is a much more proper example. In one episode, a ghost frames him for the

bad things happening to other people. However, once
* Tucker is obsessed with Mexican wrestling and sea creatures (even sponsoring an octopus) and has a strange collection of human hair.
* Tucker is quite accurate in his summary of events soon after Tex arrives.
* Tucker Max gets a few of these in his stories that rely on more exposition than stream of consciousness for comedic effect.
* Tucker might be this as well. He develops into a more than competent combatant throughout the series, and it's implied that the only reason he's not running the Blue Team is that he simply prefers not to, and just lets Church handle it. His status as this is confirmed in Season 12, Episode 19.
* Tucker's alien baby 'Junior' briefly serves as this for Blue Team in Season 5 of
* Tucker's Kobolds are a textbook case. Even though they were no match for the high-level adventurers in a straight fight, they used the terrain to their advantage and set up a variety of clever traps to make the PCs' lives hell.
* Tucker's "quest" in Season 4 actually played an important role in the Chorus Trilogy, as his connection to the aliens helps the people of Chorus gain an upper hand.
* Tucker's Witch: He's Detective Tucker. His wife is a witch. They Fight Crime!
* Tucker: The Man and His Dream, the telling of Preston Tucker's struggle to start a car company. For one, it only shows it taking one year when it actually encompassed four, the president of the Tucker Company was actually a good guy, but they needed a villain.
* Tucker: The Man and His Dream to take time off from the Hollywood system. However, critics credit the film for renewing interest in Preston Tucker's cars.
* Tucker: The Man and His Dream: Tucker tries to shake off the legal eagles with a quote about shipbuilding he attributes to Confucius.
* Tucker: The Man and His Dream type is used quite well and true. One hiccup is the Machine and Tool sign, featuring Helvetica, which wouldn't have been used in such a manner in the 1940s. That, and Helvetica itself was created in 1957.
* Tucker was a victim when ghost hunters attacked him when he was dressing up as a ghost. We earn this gem:
* Tucker, who talked about "picking up chicks" in the first few episodes, became a literal font of innuendo.
* Tuck Everlasting has cows. Yes, cows that follow a dirt path and quickly go around the forest that the main character flees into. That's one of the reasons why the humans also stay away.
* Tuck Everlasting. In the book, she was a preteen with perhaps a slight implied crush on him and nothing more.
* Tuck Everlasting is about a teenage girl falling in love with the younger son of a family of Flying Dutchmen.
* Tuck Everlasting. It still doesn't make much grammatical sense once you know that.
* Tuck Everlasting Jesse's older brother Miles was once married. When his wife realized that she aged while he stayed twenty-two, she accused him of selling his soul to the Devil.
* Tuck Everlasting learns through Jesse's love that it's better to live a limited life to the fullest then be stuck like a rock in a stream.
* Tuck Everlasting revolves around an entire family of immortals and their interactions with a young mortal girl, along with the question of whether or not she will decide to become immortal as well.
* Tuck Everlasting takes place about 70 years after the previous one. The main character chose not to drink the water of immortality; the immortal Tucks discover this when they see her grave.
* Tuck Everlasting They don't age, and nothing they've encountered yet can kill them.
* Tuck Everlasting, this is the reason for Miles Tuck's bitterness; his wife, daughter, and son all died while he stayed immortal.
* Tuck loves to call for one of these following the successful completion of a mission of on

* Tuesday has frogs who inexplicably gain the ability to fly on their lily pads on Tuesday night. The power vanishes Wednesday morning and a bystander is shown being interviewed by a TV crew.
* Tuesday in France or Japan. However, the experience (or lack thereof) with early prototypes made a World Bank credit to Japan for what would ultimately become the Shinkansen conditional on the top speed being lowered to 210 km/h.
* Tuesday is dubbed for one of those cultures (including the Spanish dub)...
* Tuesday. It's completely devoid of text other than times, yet nevertheless manages to convey a story about frogs suddenly being able to fly for one night.
* Tuesday nights have now become ABC's second Friday Night Death Slot due to fierce competition from rival networks dominating the night. For the past few seasons nearly every show scheduled on the night has either been canceled after one or two seasons at the most (
* T.U.F.F. Puppy: At the start of the episode "Dog Daze," Dudley and Kitty drive after a giant robot piloted by D.O.O.M. Dudley yanks off the Tuffmobile's steering wheel and tells Kitty to "take the wheel." As he ejects his seat to get into the robot, she can only scream as the car crashes.
* T.U.F.F. Puppy: Dudley and Kitty fit this trope to a tee, as Kitty is clearly taller than Dudley.
* T.U.F.F. Puppy, Dudley pretends to be a zombie to follow real ones towards the place where Snaptrap, Birdbrain and Chameleon are hiding all candy and all the toilet paper. He befriends two zombies who tell him where the bad guys are hidden.
* T.U.F.F. Puppy: Dudley Puppy is a complete idiot... until it comes time for him to fight villains as a secret agent, where he shows surprising cunning and planning ability.
* T.U.F.F. Puppy enough, being that he's a rat), he swells up and hits the controls, which cause him to set Dudley and Kitty free.
* T.U.F.F. Puppy episode "Freaky Spy-Day" has Kitty's attempt at making an outgoing.
* T.U.F.F. Puppy episode has Dudley prank calling Snaptrap by asking for Anita Bath (I need a bath). When Snaptrap repeats the name, Dudley yells, "You sure do!"
* T.U.F.F. Puppy episode "Hot Dog" has Kitty Katswell cooling herself down by taking off all her clothes and shaving her fur into a onesie.
* T.U.F.F. Puppy episode, "Moms Away!", Snaptrap plans to get rid of all the Moms in Petropolis by shipping them to a deserted island and stranding them there. At the end of the episode, Dudley foils Snaptrap's plan and decides to have his Mom punish him. Snaptrap begs to be taken to jail instead.
* T.U.F.F. Puppy episode "Puppy Pause" has the time-stopper gloves that stop time for everything but the user.
* T.U.F.F. Puppy episode "Share-A-Lair" features "Schmoodled", which is then used later in the episode.
* T.U.F.F. Puppy episode "The Wrong Stuff" where Dudley and Keswick try to hide their identities from Kitty while spying on her by taking their aliases from nearby signs.
* T.U.F.F. Puppy: "Go to sleep, go to sleep, go to sleep or I'll choke you."
* T.U.F.F. Puppy had an episode called "Dog Daze" where Snaptrap owned one he used with his D.O.O.M. organization to wreak havoc on Petropolis. It humorously was acknowledged by him and Dudley to get horrible fuel mileage.
* T.U.F.F. Puppy has Olly answering DOOM's phone with the words "Diabolical Order Of Mayhem. We deliver evil in thirty minutes, or it's free."
* T.U.F.F. Puppy Has quite a few of these such as Carpet World, Lamp Chops, Twigs & Things etc.
* T.U.F.F. Puppy in a huddle. Keswick appeared why they were still crying. Kitty then exclaims, "Not now Keswick, we're too busy crying over Keswick!"
* T.U.F.F. Puppy: In "Mall Rat" as Kitty is fighting Snaptrap, the two stumble into a photobooth which snaps five pictures of the brawl, with the two striking a silly pose for the second-to-last slide.
* T.U.F.F. Puppy in the episode "Dogs Best Friend" KIL-R was a friendly robot turned into a deadly one by Snap Trap when he pressed a button on the remote for

it.
* T.U.F.F. Puppy in the episode "Frisky Business", Kitty gets completely charred black by the Chameleon landing and taking off his rocket on top of her.
* T.U.F.F. Puppy: In the episode "Mind Trap" Snaptrap predicts Dudley and Kitty coming into the base with the mind reading helmet so he throws a bunch of marbles right where they're coming from and they trip.
* T.U.F.F. Puppy in the episode "Share-a-Lair" T.U.F.F. and D.O.O.M. were surprised at seeing each other in the same office and proceeded to point their guns at each other to try and attack. Kitty managed to reason with them that if they both started shooting their office would get destroyed.
* T.U.F.F. Puppy in the episode "Watch Dog" when Dudley is discovered by "Snapbots" in an alternative future he gets dragged this way to be captured.
* T.U.F.F. Puppy Jack Rabbit does this to Dudley Puppy in "The Wrong Stuff" when he tries to fight him to rescue Kitty Katswell from him.
* T.U.F.F. Puppy, Keswick reanimated some corpses to have zombies for the holiday. He said the zombies would be harmless as long as there were candies for them to eat. Otherwise, they'd eat brains. When Keswick commented Dudley would be safe, Dudley proved the point by claiming he didn't understand it.
* T.U.F.F. Puppy segment "Super Duper Crime Busters", Kitty overdoes this, smoking in and out of places with the words "Nowhere and Everywhere!" Dudley even tells her they can see her as she tends to go a few feet away to get something.
* T.U.F.F. Puppy. She's pretty much the only competent agent yet her accomplishments are usually glossed over by the agency in favor of celebrating Dudley.
* T.U.F.F. Puppy spree. At the end, it is hinted that Keswick was actually certified and their marriage was real.
* T.U.F.F. Puppy stealing bases, while in "Lie Like a Dog", Dudley Puppy beats up the villains after they steal the other spectators' money.
* T.U.F.F. Puppy, The Chameleon got into a tussle with Dudley, while disguised as Dudley, Kitty was able to tell who was the real Dudley by getting one of them to spell Dudley's name, the Chameleon got it right and she blasted him. The real Dudley can't spell his own name, let alone write it down.
* T.U.F.F. Puppy, two of Snaptrap's henchmen, Ollie and Larry, are said to be an opossum and a shrew, respectively. However, Ollie looks more like a weasel or brown rat, while Larry could easily be mistaken for an opossum, white rat or mouse.
* T.U.F.F. Puppy uses CGI liberally for things such as machines, a few vehicles and the like. The CG is cel-shaded, however. The episode "Puff Puppy" uses this trope intentionally by having characters change to traditional CGI after jumping into a vortex.
* T.U.F.F. Puppy, wakes up unaware of what just happened. She gets a badly written note from Dudley in which he spells "brains" as "brians". Because of how badly written the note is, she goes into the women's restroom where the women inside scream and leave. Kitty looks at herself in the mirror and realizes what Dudley's note meant.
* T.U.F.F. Puppy: When Dudley goes undercover to learn one of Snaptrap's plans, he finds this, and thinks it's in code.
* T.U.F.F. Puppy: When Larry takes over D.O.O.M. and changes his name to Murray, everyone in T.U.F.F. gasps in fear at the sound of it.
* T.U.F.F. Puppy: While we don't see it, this is how Dudley's mom started dating his enemy Snaptrap. They met at the laundromat, and she let him borrow her stain stick.
* Tuff Turf: After Nick's gang has been driving around for hours, one of them complains that he has to pee. Nick tells him to go out the window, which he does.
* Tuff Turf is remembered for Kim Richards sporting long blonde hair that goes past her hips. Most of the promotional pictures from the film showcase her hair.
* Tuff Turf, Morgan steals a Porsche, which is promptly stolen by Nick's gang.
* Tuff Turf) plays the piano and sings a romantic ballad, with the voice provided by Paul Carney.
* Tuff TV, a male-oriented network carried mainly by digital subchannels and LPTV

stations, abruptly went off the air in 2018.
* Tuft of Head Fur: An animal with a tuft of fur or feathers on their head.
* Tuft of Head Fur: For less anthropomorphic animals, fur is used as a counterpart to hair. Hair tufts on females contrast with "bald" males, giving the allusion of hair.
* Tuf Voyaging for a feudal world and throws in some "harmless" animals for their beasts to prey upon, only for the rapid-breeding critters to ravage his clients' farmland (he despises cruelty to animals you know.)
* Tuf Voyaging, Haviland Tuf is eight feet tall, heavily built even for his height, completely hairless and has snow white skin yet no one ever questions his humanity nor is any explanation ever given for why he looks this way. There do exist, however, genetically altered populations of humans in the setting, so maybe they assume he's one.
* Tuf Voyaging is a series of short stories where a benevolent "advanced" human travels the galaxy, offering his services to worlds with environmental problems, and sometimes imposing solutions of his own. Some of the races he "helps" are not pleased with his solutions, although an objective observer would be inclined to agree with him that he did right.
* Tuf Voyaging. Since the thing is immobile and almost entirely edible, it's a much more efficient source of food than any naturally evolved animal with bones and sensory organs and whatnot. When asked how they taste, Tuf admits he hasn't tried them personally, but he imagines they would taste "very good to any starving man".
* Tuf Voyaging story "Guardians" human colonists on an oceanic world are threatened by a sudden plague of sea monsters that came out of nowhere. After some study of the sea monsters Haviland Tuf discovers that they are artificial, and they mostly appear in the same places as a limpet-like mollusc that the colonists call "mud-pots" and like boiled with melted butter. With the help of a psychic kitten Tuf confirms his hypothesis, the mud-pots were sapient and while they lacked the typical signs of civilization they were masters of genetic engineering.
* Tuf Voyaging: subverted, where the biological warship Tuf 'inherits' as the last surviving member of a freelance salvage team is specifically NOT sapient, though it could have been made so; there is mention of other Earth warships with AI installed mutinying and/or fighting each other.
* Tuf Voyaging, though it could have been made so; there is mention of other Earth warships with AI installed mutinying and/or fighting each other.
* Tuf Voyaging to get back at a client who he finds particularly disagreeable.
* Tuf Voyaging. Tuf attempts to help a world suffering from overpopulation when he comes back to help ''again', he learns that there was a TV series produced that not only had him in a relationship with the government official that hired him but had a "keep having children" monologue that completely reversed the intent of what he actually said.
* tugging off a latex Peter Parker mask, well aware that Smythe was spying on him.
* Tugg Speedman ends up turning into a completely different movie, for which Speedman wins the Best Actor Oscar and gets his career back on track.
* TUGS episode, "High Tide", when Zebedee's steel rig damages the railway bridge and causes it to collapse, Top Hat is forced to save the Goods Engine by catching it in Lord Stinker the Garbage Barge when it comes across the bridge.
* TUGS episode, "Jinxed" has Boomer, an unlucky tugboat. Before he was renamed Boomer, his name was Captain Harry. Unfortunately, like the urban legend goes, renaming a ship gives bad luck... in this case, bad luck to Boomer himself.
* TUGS episode, "Warrior", the Shrimpers say this to Warrior when he cuts across them. Warrior apologizes and tells them they should look where they're going, as he's in a hurry. The Shrimpers tell him they're not going anywhere, because they're busy shrimping.
* TUGS in the episode, "Regatta/4th of July", prompting the Star Tugs to save him.
* TUGS - O.J. and Izzy Gomez were turned into generic boats, while Big Mickey the crane became a fixture in harbor scenes even after the move to CGI, eventually regaining the ability to speak in Season 21 (though with a face instead of a megaphone).

* TUGS, the fire is already out and the damage it made is done. Justified in that Top Hat was working with his railway barges, Frank and Eddie, who were in the middle of carrying freight wagons when the Fire Tug and Sunshine told him about the fire.
* Tugs, where they would play in 5-minute segments that showed what the tugboats in the harbor did when nobody was around.
* Tujurikkuja parodies this trope in one of their clips where a sniper shoots everyone his instructor mentions.
* tukhta is Russian for 'inflated production figures' and falsified records. This was ubiquitous in USSR and all Socialist countries, where every worker had been assigned a 'norm', quota, of production. To attain this, the practice of making up your quotas through devious means and fabricating outputs. This could be as simple as writing down a figure that didn’t reflect your actual labour or picking up a pile of timber that had already been counted, moving it somewhere else, and counting it again.
* Tuktuk the Explorer is designed to be a target of this. He's a typically weak 1/1 goblin who is reborn as a mighty 5/5 golem upon death. In context, Tuktuk's death spawns a being capable of bringing down most
* Tulane, 1998. The Green Wave finished 12-0 with a #7 final ranking. No final poll appearance since.
* Tulip also fits this trope, being a talented gunfighter who routinely goes up against both normal humans several times her size/strength and supernatural creatures. In particular is the time she
* Tulip does this to Jesse and leaves him tied up for the whole day as revenge for leaving her behind when he went to Masada.
* Tulip Fever, mostly used as conversation fodder and as a possible means for the various male characters to quickly raise money for various personal goals.
* Tulip is extremely old and beat-up, with huge sections of the exterior hull missing and suffering frequent mechanical problems. Doesn't help that she's been through at least two retrofits, starting out as a luxury passenger liner, then converted to a troopship, then surplussed out and turned into a bounty hunting vessel. Most of the locations visited are similarly dark and dingy.
* Tulip O'Hare has also shown considerable skill as a Trick Shot in the few occasions we've have seen her wield a gun.
* Tulip's escaped reflection has been spraying any reflective surfaces she encounters while on the run from the Mirror Police.
* Tulip's father Jake was shot in the back of the head while taking a shit in the woods. A fellow hunter mistook him a deer.
* Tulips Shall Grow, come rolling into Holland bringing devastation and misery. (The Nazis occupied Holland in 1940.)
* Tulips Shall Grow, features a peaceful village in Holland being overrun by the "Screwballs", an army of mechanical soldiers who seemingly live only to conquer and destroy. It ends on an optimistic note when the Screwballs are caught in a sudden rainstorm and are paralyzed by rust.
* Tulips Shall Grow" has the Screwballs, actual metal balls with screws in them, come barreling into Holland, wreaking devastation.
* Tully Blanchard's "Perfect 10" valet, Baby Doll, was listed as being 6-foot-1.
* Tully, reportedly it took nearly a year and a half to lose the weight.
* Tully will mark the third film he has directed, that is written by Diablo Cody and second starring Charlize Theron.
* Tulok the Barbrarian or trickery often have very little methods of actually dealing damage.
* Tulpa is about an experiment intended to create one under controlled conditions.
* Tulpa. This second personality can basically become an entirely new person, and one with whom the practitioner (known as the "host") can share an incredibly close bond that's basically this trope exactly, a closeness most people will never experience.
* TumblePop is all about this trope, featuring two guys armed with vacuum cleaners that suck enemies inside and then release them in a Giant Ball of People.

* Tumblestone a moth flies out of the Goblin King's turned-out pockets.
* Tumbleweed Connection and bitterly relating to another war veteran of the horror of "hav(ing) a graveyard as a friend."
* Tumbleweed, Jim could have got away free and clear when Sheriff Murchoree collapses from thirst at Coyote Springs. Instead, he returns to save the sheriff's life, which ultimately results in him being captured again.
* Tumbleweed, Jim Harvey has to prove that he is not a coward or a collaborator after the wagon train he was guiding is wiped out while he was being held prisoner by the Yaquis.
* Tumbleweeds after reading Zane Grey's Western novels while recovering from an illness.
* Tumbleweeds are an invasive species in the Americas, likely brought over from Russia by accident as part of a batch of imported seeds, and cause massive problems for American agriculture (including, but not limited to, being able to reproduce in huge numbers from a single specimen, leeching nutrients from the soil that other plants need to survive, being covered in thorns that can cause painful injuries to farm animals and humans, and being highly flammable, meaning they spread wildfires and are difficult to remove with machinery).
* Tumbleweeds had the main character's horse Epic, who chews tobacco and is a textbook Alleged Steed. One trail boss, on being told that Epic was a "quarter horse", responded "You've got change coming".
* Tumbleweeds had two Smurfettes — Hildegarde Hamhocker among the townsfolk of Grimy Gulch, and Little Flower among the Poohawks. Aside from Hildegarde's little niece Echo, other female characters are extremely rare (if not non-existent) in the strip.
* Tumbleweeds has a character named Judge Frump, who is so corrupt that he is often seen taking ridiculously small bribes. He once boasted that he cannot be bought, but he's open for "rental fees".
* Tumbleweeds has a good thirty characters in its main cast, split between members of the town and the surrounding lands' Native tribes.
* Tumbleweeds. She is the only adult female in town. She is surrounded by bachelors for whom there is absolutely no competition. Yet nobody wants her. The title character, whom she keeps trying to rope into marriage, will not have any part of it.
* Tumbleweeds. She's got buck teeth, a vacant stare and an upturned beak nose.
* Tumbleweeds: The 6 7/8 Cavalry was prominently featured, interacting frequently with both the Poohawks and Grimy Gulch, all the while showing their hilarious incompetence
* Tumbleweeds, the Sheriff would sometimes tear off the star badge from Deputy Knuckles when he did something really stupid. But it was always restored in the next strip.
* Tumbleweed: This is what Tumbleweed appears to be, and certainly what Jim assumes him to be: a broken down old cayuse who is part burro. However, Tumbleweed soon demonstrates hidden depths and Jim discovers that Buckley was not joking when he described Tumbleweed as his best horse.
* Tumbleweed: When Jim and the remains of the posse are pinned down and about to be wiped out by the Yaqui, they are saved by the arrival of Buckley and his men (plus Lam and Laura).
* Tumbling down a dark staircase by going in without a light source was one of the ways you could die in the
* Tumblr and Tickld name for this type of person is "Moon Moon", due to a post where someone got "Moon Moon" on a wolf-name generator and commented that she would be the wolf no one likes ("OH SHIT WHO BROUGHT FUCKING MOON MOON ALONG?").
* Tumblr by Ned Vizzini. Few fans of the show have actually read the book, and even among those who have, the musical is far more popular.
* Tumblr deliberately with the joke "AU in which everything's the same except _____".
* Tumblr for certain tags, the site will give an automated message related to it. Crosses over into heartwarming territory, since if you search for "depression" or

"suicide", the site will ask if you're okay.
* Tumblr: Gandhi, as you know, walked barefoot most of the time, which produced an impressive set of calluses on his feet. He also ate very little, which made him rather frail and with his odd diet, he suffered from bad breath. This made him ... A super calloused fragile mystic hexed by halitosis.
* Tumblr has a meme that relies on a subversion of this for comedy, serving as an explanation of what a Statistical Outlier is. According to this meme, people in general do not eat nine spiders every night. Rather, it is one guy named Spiders Georg, who eats 9 000 000 000 spiders every night, who's messing with the results, which should be accounted for.
* Tumblr has a tendency to refer to her followers as "fellow freaks." (Completely affectionately, of course.)
* Tumblr is a creepypasta that simply consists of the words "carpeted kitchen".
* Tumblr is considered to be full of hipsters. The whole site works as such: You post some content (usually a picture). If others like it, they reblog it, and people who like it seen from those sites reblog it, and so on. You get recognition as the person who posted the thing before it was popular because it always leads back to you. Other subcultures have cropped up since then, but they still collectively refer to the community still focusing on this original form of blogging as "hipster blogs".
* Tumblr is still titled "this is totally babies", and all his fans agree. It's totally babies.
* Tumblr. It got so popular that nine of the original ten cast members who did that scene did a re-enactment for Red Nose Day 2017.
* Tumblr"), it has everything, including phonetic puns that only work in Portuguese (Germany has "Weissfüder", which in English would be something like "Gofükurself").
* Tumblr. It's been both claimed and suspected that the entire farce was started by 4Chan.
* Tumblr meme story has a fortune teller turn over the Death card, and as she's trying to explain that it's not particularly bad flips over the Tower, followed by the Ten of Swords, and she thought she'd taken out the minor arcana.
* Tumblr once ran ads for Autism Speaks, which was ironic considering the number of blogs on the site by autistic people who were extremely critical of the organization.
* tumblr post, presumably at least partially as a consequence of the inmates not having access to the real thing.
* Tumblr shows us that, thanks to the utter ridiculousness of his name, virtually any combination of two improbable words of many syllables will work as a nickname for Billiardball Custardbath/Beanbag Comelycat/Burgerking Candygram/etc.
* Tumblr (since the people behind the project were all teenage novices), leading to massive backlash as no refunds were ever issued. A couple of years later, an unrelated group adapted the concept into a vlog-based webseries, with the same title and basic premise. Unfortunately, many people assumed they were the ones who ran the IndieGogo campaign, leading to comments bashing the webseries for producing something cheap with $6,000 of crowdfunded money (in reality, the webseries was self-funded and never had any sort of crowdfunding, hence the small budget).
* Tumblr. The influx of new users hit such highs, the servers full on crashed trying to keep up.
* Tumblr (there are two stories about this, a drabble explaining that a hull breach is "fixed" with tape and happy thoughts, and a longer one where humans build their ships out of other race's castoffs). Most of these can be found under the tag "Humans are space orcs".
* Tumblr The "Skeleton War". A war where "Skeletons fight in Hell for all eternity for literally no fucking reason."
* Tumblr through a video of the notorious "Booty-Quake" scene that has circulated heavily there.
* Tumblr to a certain extent, as tags form a large part of tumblr dialogue (and have even begun to influence how users talk out of tags), and putting a comma into

a tag ends it. Hence, a lack of commas.
* Tumblr user Seasonofthegeek is well known for her fic content for the fandom, which is both numerous and well-written. She also takes part in fandom discussions and creates art for the show.
* Tumblr was banned in early 2018... and later unbanned in late 2018 as Tumblr itself bans NSFW content.
* Tumblr, where memes live and die in as little as two weeks, go unnoticed by certain spots of Tumblr until weeks later, and where dead, year-old memes crawl back out of the dirt and get into a firestorm of reblogs, hate mail, and annoyance.
* Tumblr (which featured a Latino youth being brutalized by bigoted security officers) due to some similarities it bore to the death of Trayvon Martin.
* Tumblr which, in their own words, "offers asylum to all those who feel persecuted on other social media sites simply for wanting to exercise your freedom of speech." It's effectively what Tumblr was before the massive content ban.
* Tumblr, with setups along the vein of "It smells like updog/suphomie/(other casual greeting) in here".
* Tumithak Of The Corridors taste. Eating is considered a dull, necessary chore.
* Tumnus' last words before being turned into stone: "I believe in a free Narnia."
* tumultuous relationships everyone else has with the Inquisition. Or for that matter, what happens when two Inquisitors (both of whom, in theory, answer to no-one save the Emperor and can demand instant obedience from anyone else) start butting heads. The fact that the three major Ordos have different goals (dealing with aliens, daemons, and heresy, respectively) doesn't help, as one branch may find itself under fire from the other for using alien weaponry on daemons and vice-versa. Not to mention that there are two minor Ordos whose inherent goals are diametrically opposed to each other (One dedicated to investigating and preserving the Imperium's ancient history, and the other to concealing and obscuring it), so they are always opposed to each other pretty much by definition.
* Tuna is a masked wrestler whose body can produce spines and cactus sap.
* Tuna "Pizza", made from biscuit dough, canned tuna, Parmesan cheese, evaporated milk and ketchup. They find it to be "gross", claiming that those ingredients should never be mixed together.
* TundaMinous's music accidentally summoning the Cajun Devil. The humor is quite authentic; for instance, you'd have to be somewhat familiar with the regional culture to get why this is funny:
* Tundra Man is effectively Top Man fused with a ice-themed Robot Master as a figure skater. The majority of his attacks involve pirouetting around the stage to slam into Mega Man, and can also deflect shots by spinning fast enough.
* Tundratown crime-lord Mr. Big tries to "ice" Judy and Nick... in this case, it literally involves
* Tune In To Kids and Family Week of programming). During this time, many networks played marathons of family-friendly shows and movies. For kid-oriented networks, they would either show movies or marathons of their programming.
* Tunnel boring machines often mix the excavated soil with water to ease removal. No prizes for guessing where two thirds of Ozai's Angels and three-fourths of the Gaang end up at the end of "The Drill".
* Tunnel in the Sky: "...Cowpertown is safe in history, along with Plymouth Rock, Botany Bay, and Dakin's Colony."
* Tunnel in the Sky: Dr. Ramsbotham, inventor of the portals that enable instantaneous interstellar travel, was actually trying to build a time machine rather than a teleportation device. On his first successful test, he saw a jungle through the portal and, assuming he'd succeeded in reaching prehistoric times, armed himself and went through. He was immediately arrested for waving a firearm in a botanical garden a continent away.
* Tunnel in the Sky ends with Rod leading settlers to a new colony world.
* Tunnel in the Sky features an example where "Jacqueline Marie Daudet" is mistaken for a young boy (in part due to constantly wearing body armor) by another boy during an advanced survival test on a far away planet. She continues to pretend that she's "Jack Daudet" for weeks, including through some sexist commentary by her

survival partner, until the beans are spilled by someone the two of them rescue. For 1955, the premise that girls could do things just as well as men could was pretty advanced.
* Tunnel in the Sky has a bunch of survival students stranded in an alien jungle in the early part of the story..
* Tunnel in the Sky lions. The primary exceptions would be the noisy, nocturnal "grand opera" and the goofy, harmless "dopy joes".
* Tunnel in the Sky outside the current medical state-of-the-art's ability to cure. When he finally comes home some years later (the exam went bad in a big way), his parents can't quite wrap their heads around the fact that he's legal of age. (He was just shy of it when he took the exam, for which he had to get his legal guardian's permission. Fortunately, his parents had already made his big sister his guardian in preparation for their entry into cryogenic stasis, and she was in favor, so signed permission.)
* Tunnel in the Sky, Rod and Roy scout the countryside looking for a new colony site. They find a beach of bones on the shores of a dead sea. There are millions of bones lying there; some ancient and worn, others with gristle still clinging on, but with no actual carcasses in sight.
* Tunnel in the Sky, Rod asks his mercenary sister for advice on what gun to bring for his off-world survival test. She recommends that he take only a knife, warning him of the false sense of security a gun provides. She explains that she had a gun on her first mission, lost it, and ran from a creature that she didn't know was Immune To Bullets rather then dying trying to fight it.
* Tunnel in the Sky, Rod makes the colony's first spear by lashing his Bowie knife to a wooden shaft, literally making a blade on a stick.
* Tunnel in the Sky Rod's father is diagnosed with an incurable disease, so he and his wife go into a Ramsbotham field where two weeks to them will equate to twenty years in the real world. They will stay in the field until a cure for the disease is found.
* Tunnel in the Sky, Rod sits down to a final meal with the family before his survival test. They have a yeast cutlet with the luxury of real bacon.
* Tunnel in the Sky. The creator of the portal network saw a jungle through his portal, picked up a gun, and stepped through into what he thought was the Jurassic. And was then arrested by the local Brazilian police for carrying a gun in a park.
* Tunnel in the Sky the same technology that allows for instantaneous interstellar travel enables people to create zones where time moves relatively faster or slower than the outside world.
* Tunnel in the Sky to raise a family as there's a shortage of husbands, and Helen makes it clear that she will leave the military the moment she finds one.
* Tunnel King: A character who is an expert at digging escape routes beneath prison grounds.
* Tunnel King: A character who specializes in digging and/or inhabiting tunnels and mines.
* Tunnel King: Digging an underground tunnel to break out of confinement.
* Tunnel Network: A complex system of tunnels allowing for stealthy or sheltered movement below the surface.
* Tunnel Rats (most notably in Vietnam and other guerrilla wars) to crawl into insurgent tunnel complexes to search for weapons, intelligence and the enemy. Being a tunnel rat is one of the worst jobs one can draw as it was highly dangerous and possibly one of the quickest paths to PTSD.
* Tunnel Rats to try to dig their way out, but don’t seem optimistic about their chances when they see how much of the tunnel has collapsed.
* Tunnels & Trolls, has your character end up as galley slave. "You learn to enjoy your life as a galley slave, it's not bad.. But it is HELL, when the captain wants to water-ski."
* Tunnels & Trolls, the full extent of gender segregation is an optional rule for gender differences in character height and weight, quote: "if you want to be chauvinistic about it." In the rules, and in at least a large proportion of the published adventures, female warriors are presented as a common occurrence. Not bad

for the second oldest RPG rules set.
* Tunnels & Trolls will encounter is a section of stairs that has been rigged to fall flat and form a slide. Any character who slides down far enough will fall into a shaft and down to the next level of the dungeon.
* Tunnels books is called the Skull Gate, because it rests below an enormous stone skull.
* Tunnel snakes, who share a common ancestor with fire lizards and wherries, also have six limbs. In this case, instead of wings, they have three sets of legs; the front set adapted to digging. Six limbs could well be the norm for vertebrates on Pern, but thanks to Thread nearly sterilizing the planet every 250 years, there wasn't a lot of genetic diversity on the planet before humans came along and introduced Earth flora and fauna.
* Tunnels series has the Sweet Traps, plants which knock people out with powerful narcotics and then germinate their spores in their victims' still-living bodies.
* Tunnels, the Styx are said to be on a higher evolutionary level than humanity.
* Tuoba Di pretends to be a boy for her own amusement, as well as to
* Tuol Sleng prison (also known as Security Prison 21). Over 18,000 men, women, and children were imprisoned there. Twelve survived.
* Tuomas produced a solo project mixing a variety of styles in the form of a concept album based on
* Tuor lived among Elves for the greater part of his life and married one; depending on which draft of Tolkien's work you read, it is implied that he too eventually became immortal. Other passages, however, state that the Valar can't take away mortality by making a being immortal because, in Tolkien's mythology, death is the ultimate gift. Therefore it's perfectly plausible that Tuor eventually died, even if his life was extended far past that of a normal human's.
* Tupac gave us the song "Dear Mama". While Tupac didn't grow up in the best of backgrounds, his undying love for his mother bleeds through in the lyrics. Whether it's her supporting him through the best (and worst) of times, or vice versa, the mother-son bond never broke.
* Tupac hologram" that was employed at the 2012 Coachella Music Festival showcased another application of this trope. Rather than create an entirely fictional persona, the technology was used to bring "back to life" one who had been dead for fifteen years.
* Tupac Shakur died violently in their 20s (2Pac was 25 and both Biggie and L were 24), Shakur having made only five albums in five years and the others only two; furthermore, all three of their final albums were released posthumously. They, however, left a profound influence on rap in their wake, which can be seen in the fact that all three of them have had more albums released after their deaths (largely pieced together from unreleased recordings mixed with guest verses) than when they were still alive.
* Tupac Shakur is about a man and his gun. It's frequently mistaken for a romantic song.
* Tupac Shakur's "Do For Love" utilizes just about every style of animation you can think of, from Anime to Claymation.
* Tupac Shakur's "Hit 'Em Up" video was as intense as the actual song. Tupac was engaged in an argument with someone, who was heard telling him "You'll get shot." His armed bodyguard assured him that he had nothing to worry about. He also broke up a fight involving his friend Muta during the filming and fired a production assistant on set. The assistant was answering Shakur's pager and returning his personal calls without his consent. Many callers were confused or angry that a female assistant was answering Tupac's calls. The assistant had mistakenly lost the pager, and with Tupac already growing wary of her, fired her for that reason.
* Tupac Shakur song "Me And My Girlfriend" sounds like a case of this, but is actually about the protagonist of the song and his gun.
* Tupac Shakur's second album has "Papa'z Song", featuring 2Pac and his half-brother Moprene raging at 2Pac's stepfather and Moprene's father at abandoning his family.
* Tupac Shakur's "Tradin' War Stories" has him repeat the chorus until fadeout.

* Tupelo Concession Stand Brawl II, Mr. Onita and their manager, Tojo Yamamoto.
* Tupi-Guarani Mythology (the native tribes of Brazil and the Amazon jungle)
* Tupolev designed a new aircraft anyway and it was designated the Tu-22M, technically a variant of the Tu-22. Some western sources also mistakenly believed that the production models (Tu-22M2 "Backfire-B" onward), which were significantly improved from the prototype and pre-production aircraft, had the separate designation of Tu-26. This was not the case, but the error spread widely enough to further confuse the issue of the plane's Soviet designation.
* Tupp in particular harbours a deep hatred for Ilima, who outshone him as a
* Tuppy Glossop finds this out to his cost in "The Ordeal of Young Tuppy" in the
* Tuppy Glossop once tricked Bertie into falling into a pool, and Bertie's been nursing the desire for vengeance ever since. (A bit of
* Tupu". As such she generally wears a T-shirt and slacks but no shoes. Her logo is a bare footprint.
* Tupu: Tupu has hair that reaches her ankles, and she gets annoyed when people suggest that she gets it cut.
* Turaga are Toa who retired by sacrificing their powers to save Matoran. The only ones we've seen this happen to did it as self-sacrifice (and for all we know that may be the only way
* Turaga used to be Toa, and were changed by pouring their power into the Matoran to wake them all up after they were put to sleep by Makuta. They had already imbued the six Toa Stones that were used to call Tahu's team with their energies, ensuring the future of their people.
* Turandot according to what replacement score is chosen to be played.
* Turandot - and nice job sending their life - and the hope of your people - into ruins, O Mighty Prince Calaf!
* Turandot begins with a crowd thronging to watch the execution of one of the title character's failed suitors, who loses his head offstage.
* Turandot can get a bit boring after Liu's death. It's practically Calaf and Turandot making a "who can yell louder" contest for about 20 minutes. See Siegfried above. (Well, it's not Puccini's fault; poor man died and a colleague finished it.)
* Turandot can marry the unattainable title character... because he smiled at her once.
* Turandot had her facing up to Pavarotti, with Pavarotti winning by a couple of seconds.
* Turandot, if one wanted to marry the titular princess he had to correctly answer three questions asked by her; failure resulted in beheading.
* Turandot. Once. But Calaf is in love with the Princess Turandot and doesn't realize Liu's devotion to him until she dies rather than reveal vital information.
* Turandot takes place over a single night. The second aria refers to how the Moon is rising, and the opera's crucial deadline is dawn the following morning.
* Turandot. The final word of the aria is a triumphant "Vincero!" repeated three times. "Vincero" translates into "I Will Win", and at this point the heroes seem to be victorious. Fisk, of course, still has one last play to make.
* Turandot, Turandot is drop-dead gorgeous (literally, as Calaf is willing to risk his life to win her after seeing her only once).
* Turban Cowboy made a video that served as "evidence" that MacFarlane predicted the marathon bombing by piecing together the cutaway of Peter plowing through marathon runners with his car and the climax where Peter is being used by his Muslim friend in a plot to blow up the bridge. The episode has come back from being banned but mostly airs in cable reruns (TBS and CN), on DVD, and on Netflix streaming.
* Turbine Blender: Someone is cut to pieces by a jet engine or propeller.
* Turboanalisis, Inc specializing in high-speed sodomy ("Turbo Anal ISIS").
* Turbo: A Power Rangers Movie gives double trouble with a damsel & a dude in distress(Kimberly & Jason). Not to mention Bulk & Skull.
* Turbo: A Power Rangers Movie if you consider cast age rather than characters.
* Turbo: A Power Rangers Movie, Maligore is freed from a volcano on an island that is sealed in another dimension.

* Turbo: A Power Rangers Movie of all places. Divatox calls Rita Repulsa (on a phone) for advice on how to deal with the Power Rangers. Rita is if not still on Earth's moon then certainly in somewhere in space, and is explicitly shown to have been woken up by the call. Divatox even apologizes, saying she forgot about the time change.
* Turbo: A Power Rangers Movie: The Rangers battle an ancient monster named Maligore in their Turbo Megazord.
* Turbo: A Power Rangers Movie wanted to have him complain again, this time about why he got a minivan for a Zord when the new kid got a monster truck, but that idea was shot down.
* Turbo: A Power Rangers Movie was originally three hours long, and featured many characters who were either cut out or removed from the script through rewrites. Former rangers Billy, Trini, and Zack were all supposed to appear, but David Yost quit, and Thuy Trang and Walter Jones turned the film down. Also removed was a mermaid, Mandika, an ally of Zordon's who would help the Rangers find the Ghost Galleon ship and later prevent Kimberly from drowning. All of her scenes were shot, but were later cut from the movie, and have never been seen since.
* Turbocharged engines have the drawback of turbo lag, the period of time between when the gas pedal is pushed and when the turbo kicks in (if the turbo only activates at high RPMs, for example, then there's a noticeable difference in acceleration power until the turbo kicks in). Generally speaking, the larger the turbocharger, the more power it can achieve, but the longer it takes to kick in. One particularly ingenious design, first introduced in a BMW diesel sports car (according to
* Turbocharging and direct injection served that function for diesel engines in the 90s. Previously, those engines were fuel-efficient, but severely underpowered and because of that, not really fit for passenger cars. The aforementioned technical advancements made diesels more powerful, while keeping the fuel economy better than in petrol engines and making diesel engines viable alrernatives to gas-powered ones.
* Turbo Cowboys set in America and aimed at kids), there is a gang of raiders called "the Takers," who use half-tracks and guntrucks. The text still calls them tanks.
* Turbo F.A.S.T. episode "Turbo Drift" when she goes too fast and flies off the track in an attempt to outrace Turbo.
* Turbo F.A.S.T. episode "Zoo Lander" gives one of Skidmark and White Shadow's greasy, sleep-deprived faces after they spend 37 straight hours playing a video game.
* Turbo F.A.S.T. exclusive, as the fast forward effect is depicted as someone skipping forward through the video in a Netflix playback interface.
* Turbo F.A.S.T., Skidmark is mixing chemicals together in the hopes of reverse-engineering his own pickle juice. Instead, the mixture turns into a gold bar, which he throws away revealing that he has a whole pile of them from previous attempts.
* Turbo F.A.S.T. used a variant with a smartphone displaying a website article.
* Turbo footage with a red filter, and was named DUUM II (spelled exactly this way). Complete with: a psychotherapist speaking about the connection between video games and violence from adolescents, the boys yelling "Blood, blood..." "I must kill them at any cost!" while playing, and one of them attacking the main character with an axe, screaming "Final Fiiight!"
* Turbo for Turbo: "That Snail Is Fast". Verizon would offer the ringtone as a prize in their game "Turbo Racing League".
* TurboGrafx-16 BGM is a "Mars"-esque arrangement of the game's main theme.
* TurboGrafx-16, but neither it nor its more popular sequel was ever exported.
* TurboGrafx-16 has the twist that the protagonist fighting the insectoid invaders is a half-human, half-insect mashup.
* TurboGrafx-16. The NES version (which is a shorter game) requires only 30.
* Turbo. He tries to overcome this by wearing a wetsuit under a white coat, but that just causes the sweat to build up.
* Turbo is entirely built around the concept of a snail competing in a race meant

for cars.
* Turbo Kid imitations of them. There's even a scene where VHS tapes are used as firewood.
* Turbo Kid, with the hero and his love interest trying to share a romantic moment while getting absolutely drenched in it.
* Turbolifts. Fast enough to throw people around when slowing or changing direction with inertial dampeners off, yet take long enough for a decent-length conversation (although they do typically hold them in the shaft if they are going to have a long one). The record holder must be the TOS episode "The Enterprise Incident" in which Spock and the Romulan Captain take the turbolift from the Bridge (Deck 1) to Deck 2 and have time for a minute-long conversation.
* Turbo, many brands are advertised on vehicles. Verizon, one of those brands, also gets featured on a mobile phone.
* Turbo Pug 3D: You can choose to play as a penguin before beginning a run.
* Turbo Pug 3D: You can put a fishbowl space helmet on your pug before beginning a run.
* Turbo says on a talk show that the moon landing was real, but the moon itself is fake.
* Turbo sees various creatures that keep showing up to challenge the titular character and the F.A.S.T. team, either in Starlight City or elsewhere.
* Turbo silences most of the noise, but you can still hear the weapons, impacts from space debris, and the sound of the enemy ship overloading its subsystems.
* Turbo Teen had an episode where the heroes have to transport a witness to a trial in New York through a cross-country road race called The Daredevil Run. The other racers leave them alone, but they have to contend with the defendant's enforcers and recurring villain The Dark Rider.
* Turbo, the Prime Guardian, also sees the User as a godlike being. When Daemon enters Mainframe and infects the whole system, he says: "She's here. User, have mercy on the Net."
* Turbo this way due to dropping the Japanese gimmick of metal parts in the Energy Layer in place of gimmicky tips for specific Beystadiums. This is meant to focus more on fun and spectacle than the competitive side of the game. This is largely because the game is meant for kids, and Hasbro is marketing the series as such. Unusually, they responded to the criticism by localizing the Japanese versions directly as the Pro Series, being completely identical to the originals and even having the same compatibility quirks.
* Turbo user at first commenting “turbo is amazing shut up” only to immediately follow it with another comment saying “ok actually i see your point” showing that this has been happening even with people who initially enjoyed the movie.
* Turbo, Vanellope is mostly aged up to an adult in shippers' fanfiction and fan art.
* Turbulence 2: Fear of Flying uses a retractable wrist-spike to kill several Eastern European criminals to steal a trigger device to their sarine gas weapon that's onboard.
* Turbulence 3: Heavy Metal land the plane. He turns on a flight simulator and sets it to the same conditions as Craven's plane, while the FBI agent hacks into the nearby airport control tower, so Nick has access to radar. He manages to successfully guide the rock star to land the plane. His reward is to remain in handcuffs... so the attractive female FBI agent can reward him properly.
* Turbulence, after the serial killer breaks loose and (supposedly) kills everyone on the plane except the flight attendant heroine, he stalks after her while gently singing "Buffalo Sally, won'tcha come out tonight, come out tonight, ..."
* turbulent priests by cutting off their hands, since that was the only disability that disqualifies one from sanctifying the Eucharist.
* Ture Sventon I London the london fog is so thick that the detective Ture Sventon have to attach a thread with a safety pin to one of the crooks to tail him.
* Turf Fraud Scandal, in which at least three of the force's highest-ranking detectives were convicted of taking money from confidence tricksters to protect

them from arrest and prosecution.
* Turf Wars, to cement it - that Korra and Asami are each other's forever girls.
* Turgidson (also mentioned above), on the other hand, is clearly channeling his inner three-year-old and having a great time playing soldiers (watch him explaining how the bomber could avoid radar if you doubt this). However, despite being less restrained, he is saner and more reasonable than Ripper and
* Turgor as the fight progresses, to the point where you can kill him in one hit if enough time has elapsed. In addition, his vulnerability wheels never fall off, making him the only boss that is actually capable of dying in a single hit.
* turian bomb on Tuchanka that Cerberus uncovers and tries to detonate.
* Turian salute by holding their weapons upright, parallel to the body. When unarmed, they repeat the gesture sans gun instead.
* Turians and asari use the "given name then family name" order. Krogan originally have only a given name, but once they complete their
* Turians are extremely disciplined, organized, and collectivist soldiers. They boast the most powerful navy in the galaxy, and every turian is expected to serve in the military once they come of age. Even those that aren't currently serving are taught the importance of following orders, performing your duties earnestly, and both understanding and following protocol. Even their civilian society is
* Turians aren't exactly handsome by human standards, sporting insectoid mandibles and spikey exoskeletons; however, the one that joins your team,
* Turians are said to have a life cycle similar to humans' but are also known to conscript
* Turians: Blackwatch, which is mobilized only in response to situations that directly threaten the safety of the turian homeworld itself. They are said to have the highest success rate of any unit in the turian military, already the most feared fighting force in the galaxy. Ironically, despite the turians being the
* Turians can survive more radiation that a human, having evolved a metallic carapace to compensate for their homeworld's weaker magnetic field. However, human food is toxic to them (averting
* Turians have been referred to as "cuttlebones" and "skullfaces" during the
* Turians have ship designs similar to humans, although they prefer more triangular/winged shapes (the shape of the
* Turian ships apparently use PFS, possibly Palaven Fleet/Forces Ship.
* Turians in general have a difficult time with human slang; their own language and culture is centered around clear and precise communication, so metaphors and slang tend to trip them up.
* Turians in general have a strong cultural disposition towards honesty, making them very prone to these when directly confronted.
* Turian society has 23 different tiers of citizenship, each with its own set of rights and obligations. Unlike most examples of this trope, a certain level of upward mobility is not only possible but expected. For example promotion from first to second tier is automatic upon completing the mandatory period of military service.
* . Turians shooting unknown ships on sight then destroying a small ship launching a "cyber attack" (actually humanity's first contact package) results in the First Contact War. The president of the United States refusing to join the new Systems Alliance because the USA wouldn't have control over it eventually leads to the country splintering into over half a dozen different countries. The Council fleet sent to stop the turians attacking a new race is sent through the relays in parade formation (flagship first) at Matriarch Benezia's insistence which results in the destruction of the human frigates closely monitoring said relay when they can't dodge in time.
* Turing Hopper whose programming was detailed and self-teaching to the point where she's inadvertently gained sentience.
* Turing Test. Jane hasn't quite shown her credentials yet, but she is the heiress to a multi-global empire.
* Turin Turambar, slayer of Glaurung, destined slayer of Morgoth at the Last Battle, and the dude that accidentally married his sister, is generally

acknowledged as
* Turisas, which was mentioned before, made a song called "Rex Regi Rebellis", which is based on Finnish epic historical novel called "Tales of a Field Surgeon". There is actually a quote read from the novel in the intro narration to the song.
* Turk 182, a whole crowd of people show up to confess that they are the titular graffiti artist, including Jimmy Lynch (who really is Turk 182). It is, in fact, Jimmy's disgust and derision at the false confessors that convinces a TV reporter that he is, in fact, actually Turk.
* Turk and Carla. At multiple times J.D. has mentioned that they act as a unit giving advice to others, to the point in one fantasy-based episode they were portrayed as a two-headed witch.
* Turk asks if JD is okay, JD responds that he's doing a lot better than Mr. Peters. In the same episode, after JD arrives home and announces he's going to bed. Turk asks Elliot, JD's ex, if she's going with him. JD and Elliot both give him an annoyed look, which makes Turk realize that it's way too soon.
* Turk Barrett). Healy is forced to take the target on in a battle of fisticuffs, and after breaking both of his target's arms, finishes the guy off by smashing his head to pieces with a ten-pound bowling ball.
* Turkey actually used this in their performance in the Eurovision Song Contest 2010, "We Could Be the Same" by maNga.
* Turkey at the UEFA Cup final the next week. In 2013, the Beşiktaş and Galatasaray firms lent support and equipment to anti-government protesters, which started on Beşiktaş turf.
* Turkey City Lexicon discusses this trope, calling it "Signal from Fred". The gist is if your characters are complaining about how implausible the writing is, your subconscious is probably trying to tell you something.
* Turkey City Lexicon has the term "Squid on the Mantlepiece" for this trope when it's done badly—that is, when there's a significant mismatch between the mundane drama and the fantastic setting's overblown stakes.
* Turkey, Cyprus, and Syria were taken over in the mid-2030s by militant Muslim sects (under the umbrella of "Alliance for Allah") and formed an alliance called the Second Jihad to launch an invasion of Europe. It ultimately failed, and the three countries have since broken free from these militant sects' control.
* Turkey Day 1994 Marathon moments. The episode itself features countless "I'm Batman!" jokes from Mike and the Bots, but no appearance from West (outside the movie).
* Turkey does not employ female infantry soldiers but it is notable for having a surprisingly large number of female aircraft pilots for everything from transport planes to attack helicopters to fighter jets. In fact, the world's first female fighter pilot was Turkish.
* Turkey has their (in)famous "Topkek" brand of snack cakes. While the "kek" means cake, the word is better known as a taunt among online gamers.
* Turkey Hollow: Eldridge hires a lawyer when he tries to take Cly's farm. When he gets arrested, the lawyer immediately becomes his criminal defense attorney.
* Turkey Hollow: One of the monsters says something in the monster language, which makes the narrator say, "That profanity is uncalled for."
* Turkey Hollow: When Sheriff Grover knocks on Cly's door in the middle of the night and sees her in her nightgown, he says, "Sorry to disrobe you so late."
* "Turkey Jerky" when Yakko, Wakko and Dot tell their latest victim, who is begging them to leave, that he'll "be lonely when they're gone". Predictably, after they leave, the man bawls "I'm lonely!"
* Turkey Shoot: A number of the prisoners are shown nude in the showers (both male and female).
* Turkey Shoot bites off the prison trustee's little toe and eats it, causing him to sob, "I hope you fucking choke you oaf!"
* Turkey Shoot: Chris enters the camp without a clue what's going or why she's there. She's quickly clued in by the brutal administration and dissident Anders. The audience learns of their workings through this.
* Turkey Shoot. He has to exonerate himself as he outruns numerous assassins.

* Turkey Shoot: In the opening scene, a pair of police officers chase a running man into Chris' shop, then they start kicking him after he falls down. Her protesting it makes them suspect that she's his accomplice and she gets sent off to a reeducation camp.
* Turkey Shoot, of course) with convicted murderers hunted for sport, with a pardon if they win (none ever has).
* Turkey Shoot removes one prisoner’s glasses before setting him out on the field.
* Turkey Shoot: The guards force a prisoner into playing a cruel version of football with gasoline jugs. When he loses, he's burned alive.
* Turkey Shoot the main protagonist is put in a cage out in the sun where he's forced to hold up a heavy weight.
* Turkey Shoot (who provides the ending quote) as the now-armed prisoners leave the area.
* Turkey's mass censorship of Internet sites they don't like has reportedly been taken to the next level, threatening online journalists and imposing a system that will monitor its people's internet activity.
* Turkey Television. When choosing their pistols, one of the duelists is forced to take a banana. The real pistol jams, but the banana fires a lethal blast and kills the other duelist.
* Turk finally learns Spanish as an anniversary present to Carla. He decides to keep it secret though when he finds he can benefit from hearing things Carla thinks he can't understand.
* Turkish ad for Cheetos by magically blowing him up to a perfectly spherical ball.
* Turkish coffee. It's served in small cups and can give even hardened caffeine addicts a noticeable buzz. Drink the sludge at the bottom if you're brave and have a toothbrush handy.
* Turkish culture, with caftans, rugs, and Turkish delight on their wish lists.
* Turkish Delight (1973) is a romantic scene set during rain. Eric and Olga are sitting on the side of the street drinking wine, while heavy rain pours down on them.
* Turkish Delight's breakthrough film. It was nominated for an Academy Award for Best Foreign Film and is regarded as a classic in the Netherlands. In 1999 it was named "Best Dutch movie of the Century" and in 2007 entered into the official Dutch film canon.
* Turkish had a bit called "Who Wants to Be a Turkish Millionaire?", where the winner would receive a million Turkish lira — at the time, worth about fifty cents.
* Turkish The poem is about the speaker's (somewhat tongue-in-cheek) shock and horror at being called this way by a random girl of fifteen. There are romantic/sexual undertones to his dismay as well, as the Karacaoglan persona is supposed to be a ladies' man and a 15-year-old is supposed to be of marriageable age by 17th century standards.
* Turkish science fiction writer and artist C. M. Kosemen is most famous (on the internet, at least) as the writer of
* Turkish Star Wars makes all humans explicitly Turkish (with one black person). There's a reason it's called Turks in Space.
* Turkish: The suffixes -cı,-ci,-cu,-cü,-çı,-çi,-çu and -çü mean "- person". It's mainly used to define professions: "dişçi" (tooth-person/dentist), "demirci" (iron-person/smith), "yolcu" = (way-person/traveler).
* Turkish wrestler Yusuf Ismail always carried his whole fortune (in gold coins) in his money belt. He was returning to Turkey on the
* Turk. Kelso may honestly believe that his name is "Turk Turkleton," or he may have been spouting nonsense because he was just that drunk.
* Turkmenistan. After he died, these changes were reversed almost immediately.
* Turko-Siberian mythologies have Qizaghan, whose name basically translates to the word for "fury" in most Turkic languages. He's also described commonly as wielding a spear and riding upon a red horse. This makes him somewhat reminiscent of Odin,

who also embodies these aspects of combat. One could conceivably make a case for Tengri himself, who was often prayed to by Turks and Mongols for success in battle. Some Turkic dastans (sagas, essentially) describe Tengri taking the form of a white wolf in the mortal world, which was heralded as a sign of victory in a coming fight.
* Turks opened with two crooks attempting to rob a cop bar. Leads to a moment when, as they are about to leave, someone calls out to them. They turn around and discover everyone in the bar, except for the bartender and the waitress, is holding a badge and a gun.
* Turk was excited about the number because it spelled out "Call Turk", except the valid seven-digit portion only spelled out "Call Tur". J.D. being J.D., he promised Turk that he'd always dial that extra digit.
* Turles, is a straight example. He wears all black and has much darker skin than Goku to match the armor.
* Turlough's motive for leaving: he would miss him, but he had a chance to go home, and his brother to look after.
* Turmeric, and lately, cinnamon (on its own or mixed with honey), cure anything, according to the Internet. Of course, they're good in
* Turmoil In The Toybox, is possibly the zenith (or nadir, depending on your perspective) of this. Claims include:
* Turmoil's entire right arm is a massive cannon which he uses to great effect in
* Turn, Abe confesses to the British authorities that he has been involved in some low level smuggling (trading cabbages for cloth) during the few days that he was absent from his farm. While smuggling is a fairly serious crime, Abe's family connections will protect him from any real punishment. This is a ploy to hide the real reason why he was away for so long: he was intercepted by soldiers from the rebel Continental Army and an old friend of his tried to recruit him to spy on the British. In a twist, Abe's father does not believe the story but instead assumes that Abe is using this trope to hide his involvement in the murder of a British officer.
* Turnabout Big Top. And it was also only by these absurd coincidences that the defendant ended up being the prime suspect. In actual fact though, what's not realistic is the typical murder plots seen in Ace Attorney where everything's completely planned out. If anything, this case is one that'd be more likely to happen in real life then most.
* "Turnabout Big Top" involves a man found dead in the middle of a snow-covered courtyard with only one set of footprints leading to the body... and an eyewitness who saw the killer leave the murder scene by
* Turnabout Big Top while he's smiling, he'll make a bad joke and the judge will penalize Phoenix, and in Moe's last testimony, pressing the wrong statement will cause you to lose.
* Turnabout for instance generates its comedy from having a quarreling husband and wife being put into each other's bodies by an exasperated god).
* turnabout in treating Harry and accepting the existence of wizards... but only after being brought home from the attack in a shell-shocked-like state... and if Harry hadn't saved him he flat-out would have DIED.
* Turnabout Intruder" had one of Captain Kirk's lovers, Dr. Janice Lester, swap her mind with his so she can live her dream of being captain of a starship. Then, she realizes she needs to kill her old body to make the transfer permanent.
* Turnabout Intruder in the 23rd century. A female character who tries to get around this rule by using alien technology to switch bodies with Kirk is portrayed as being a horribly misguided fanatic.
* Turnabout Intruder", Kirk, while trapped in his ex-lover's body, tried to convince Spock that he was him. He mentioned certain events where Spock had helped him and urged him to help him again. Subverted when Spock calmly pointed out that those events could be easily read from the captain's logs and reports.
* Turnabout Intruder", where Kirk had switched bodies with his jealous, insane ex-lover, who wanted to be captain. The rest of the crew became suspicious of their captain's irrational behavior. However all medical tests showed that Kirk was

perfectly fine and even when Scotty suggested that they mutiny, McCoy pointed out the medical report was all that Starfleet would accept and they would be the ones who irrationally mutiny against their captain. Apparently illegally ordered executions don't qualify under Starfleet regs.
* Turnabout Musical, the song "Decree of the Prosecutor" has Edgeworth go through one. He reflects on his actions and wonders if using underhanded tactics in the court makes him no better than the murderous people he prosecutes. He eventually decides that it's worth it, because "every criminal earns his punishment,/ so [he's] always done all [he] could/ What's the harm in filling in the blanks to some extent?/ If it's for the greater good?/ Indeed. If the defendant is clearly guilty, then [his] methods, no matter how extreme, should not be an issue at all!" He then wonders if his true motivations are actually caused by his personal feelings of "pretentious piety", but dismisses the notion on the grounds that it's best to use extreme methods to ensure that other people are spared the pain of loss that he himself went through.
* "Turnabout Samurai" had this happen to the victim. It turned out that
* Turnabout Storm. Ace Swift did get himself killed, but it was entirely by accident. He'd left a gap in his lightning-proof suit while trying to blackmail Rainbow Dash into losing the upcoming race. As Ace flew up towards a cloud later, he was struck with a lightning bolt in the exposed spot, causing his own death.
* Turnabout Storm: After Sonata is exposed by Phoenix and Trixie, she furiously snaps a pencil in half with her magic.
* Turnabout Storm against humans, and slandering and insulting the innocent defendant when she is at her lowest.
* Turnabout Storm and asks what it means, Phoenix's explanation isn't of her liking.
* Turnabout Storm before just calling it quits. However, after the trial, she is too angry to speak and smacks Phoenix on the head, taking a while to cool down.
* Turnabout Storm. Both episodes cross twice, showing the same events from a different point of view.
* Turnabout Storm case and that the games make a big deal out of most of the prosecutors having perfect win records (until they come up against Phoenix, of course).
* Turnabout Storm clocks at 30+ minutes, which is already relatively long, and all following episodes nonchalantly break the 1-hour mark. Case and point: The conclusion had to be split into two episodes to keep it from being too long, yet still the final episode manages to be 2+ hours long.
* Turnabout Storm concerned however, the real one is overseas; a land where ponies and humans coexist.
* Turnabout Storm confirmed that this had to be done deliberately to prevent the conclusion from being too long, even for this series' standards (Part 5/4 still ended up being over 2 1/2 hours long).
* Turnabout Storm. Eventually, when a witness gets too aggressive with him:
* Turnabout Storm examples. Later on, Spike manages to get stuck in the cycle once again.
* Turnabout Storm for their strong sense of justice, so much in fact that they based their judicial system on the human one.
* Turnabout Storm game-walkthrough-like videos so visual elements could be added.
* Turnabout Storm, giving him a good reason to bring his A-game on the trial.
* Turnabout Storm, he's left worried for a while thinking that this might be their to-go punishment for every crime. He brings this up later when he takes part in breaking and entering during an evidence hunt:
* Turnabout Storm. His cluelessness on the workings of the land gets him in trouble a few times.
* Turnabout Storm. How many miles away from Ponyville can the generated pork be seen?
* Turnabout Storm immediately thinks it isn't as bad as in his own world; that is, until Twilight goes into more detail:
* Turnabout Storm instead. The result is... a little less than useless.

* Turnabout Storm next destinations was, and that "something strange" was going to happen there. At least she had the courtesy of not reading too far into it to avoid spoilers.
* Turnabout Storm of Edgeworth gleefully riding and playing with the ponies through the land.
* Turnabout Storm, Phoenix is given a special attorney's badge that is the pinkest, most girly thing possible. And yes, that's the official attorney badge in Equestria.
* Turnabout Storm prosecutor, starting off with taking a case prosecuting Rainbow Dash out of personal vendetta against Twilight Sparkle, who's Rainbow Dash's friend and Phoenix's co-counsel.
* Turnabout Storm testifies, without breaking her glare, that she cried.
* Turnabout Storm, the first time Phoenix and Twilight enter the Everfree Forest, she warns him to watch out for the menacing creatures that could be lurking in the darkness. Cue a scared Phoenix suddenly screaming.
* Turnabout Storm the key to the victim's hotel room and reveals that she found it under the welcome mat. She then notes that only an idiot would hide their spare room key there. Phoenix smiles, nods, and makes a mental note to move his key when he returns home.
* Turnabout Storm, the overall treatment is not that much different from a physical version.
* Turnabout Storm, the Sirens get to be related in the following way: the mother of the Sonata in this story is Adagio, and her sister is Aria (who reminds Sonata of Maya).
* Turnabout Storm to get more time to investigate, since she cares about making Twilight and her friends squirm more than anything. Phoenix himself points out that she could have secured a conviction and denied them a chance to gather more evidence by shutting down this line of argument.
* Turnabout Storm. Trixie is completely unimpressed and calls the whole thing a fake, unless she gets proof that she is indeed talking to her grandfather. What Shadowmoon the Illustrious tells Trixie afterwards proves it, since only he and Trixie knew about it until then.
* Turnabout Storm what a total nerd Twilight is just as Twilight walks into the room.
* Turnabout Storm when Celestia herself rewards him with a huge haul of money for his work on the case. Cue his excitement turning into distress when he finds out the money is in bits, the Equestrian currency, which would be completely worthless on Earth.
* Turnabout Storm, when the prosecution tries to pull a classic cop-out:
* Turnabout Storm without needing to hold the Magatama with her, albeit only temporarily.
* Turnabout. The film was an adaptation of Thorne Smith's 1931 novel, which was later adapted as a short-lived TV series in 1978.
* Turnabout Time Traveler is VERY meaningful, so the petals must be, too. Phoenix is actually able to get a fair number of bluffs through by playing on this angle; since the trial centers around a wedding and Edgeworth is quite vocal about his desire to remain single, the Judge will usually agree with Phoenix due to Edgeworth 'not understanding romance'.
* Turnabout which is slightly longer than the 1940 film has the swap take place 11 minutes into the runtime.
* Turn and Burn, and Sophia thankfully has the presence of mind to play along.
* Turn Back the Clock as Stephanie (Connie Sellecca) shoots her abusive, cheating husband in self-defense on New Year's Eve. About to be arrested, he remarks to friend William how "I wish I could just do this year over again." In a flash, she finds herself exactly one year in the past, hoping to prevent what happens. But no matter what she does, Stephanie is helpless to stop her husband's affair or circumstances that ruin William's own life. It builds to the same New Year's Eve with her husband about to kill her...only for William to show up and shoot him instead.

* Turn Back the Pendulum begins with Urahara's promotion to captain of the 12th Division from third seat in the 2nd Division.
* Turn-Based Combat: A game that isn't an all-out turn-based strategy/tactics but switches to turns whenever combat starts.
* Turn-Based CombatCombat is abstracted as combatants taking turns to strike at each other.
* Turn-Based Strategy, anyone that is equipped with the Auto-Medic Lapis is completely immune to status ailments. Most, if not all, bosses are equipped with Auto-Medic. The player can win Auto-Medic Lapis as well, allowing your characters to get in on the fun.
* Turn-Based: When the player and the computer take turns in making moves.
* Turn Benjamin Tallmadge and Caleb Brewster are part of George Washington's army as it crosses the Delaware on Dec. 25, 1776. Tallmadge ends up jumping into the icy water trying to save some guns from sinking and quickly succumbs to hypothermia. He almost dies and Brewster spends the next few days nursing him back to health. As a result, both men end up the missing the Battle of Trenton.
* Turn-by-turn GPS-based navigation systems are designed for car drivers, and do not include information on bridge clearances or mountain passes. Truckers using them may have to backtrack dozens of miles around a low bridge or narrow pass that the GPS didn't know about,
* Turn, Capt. Simcoe poisons Maj. Hewlett's horse and then arranges for Richard Woodhull to be shot in order to convince Hewlett to give him more discretion in his search for those with rebel sympathies.
* Turncoat: A character that switches sides in order to help out the other side.
* Turn Coat, and has extensive experience with black magic practitioners. He hounds Harry and shows no mercy because it's never worked in the past, so he instead enforces the law by the letter.
* Turn Coat, apparently willing to fight-on the shores of an entirely too creepy island in the middle of a freshwater sea."
* Turn Coat a succubus which threatened to attack her (after her incubus love beat down the succubus first).
* Turn Coat be forgotten since the memory of a Soul Gaze will never fade.
* Turncoat Benedict Arnold. The invasion was a failure. Later, at the Paris Peace Conference, the United States attempted to sue for the entire Province, but the British refused (though initially they did agree to hand it all over). They did, however, give the U.S. the southern part of the province, which subsequently became the Northwest Territory.
* Turn Coat details which turn out in the end to have been plot-critical.
* Turn Coat dies officially as a traitor to the White Council. No one can attend his funeral for the political implications. Those who knew him best and know he allowed himself to be die with falsehoods smearing his name to protect the Council and people he cares for instead had a private wake where stories were told of him in a better light.
* Turn Coat. First he picks up a handful of dirt and says "Mother says you have no place here." Then there's a flash of lightning without the boom of thunder and he reports "Father says you are ugly." The Skinwalker says that since Listens-to-Wind doesn't follow the Old Ways and he has no power over it, he just replies:
* Turn Coat, Harry and Murphy pull a bad/worse against a suspect. In a bit of genre savvy, he had recognized the set up. In a bit of genre blindness, he thought they were pulling a good/bad.
* Turn Coat he finds himself shadowed by one of his "mundane" colleagues and eventually ends up hiring the man for an important side job himself.
* Turn Coat. Her cousin Lara drains her of life energy, as is standard for the White Court, but also starts tearing at her flesh. Harry flees before he can see what happens next, but it's implied that Lara didn't stop at eating her life force.
* Turn Coat. Murphy snaps him out of it by point out that (a) he's a badass, man up, and (b) bureaucracies take time to get things done; he has time, man up. Also segues into an awesome scene where Murphy takes Harry to task for his inaccurate self image of an unpredictable lone ranger.

* Turn Coat. Nothing worked. What kicks its ass? Someone turned into a bear. A bear the size of a minibus.
* Turn Coat: The horde of demonic entities conjured up by Binder appear roughly human-like, but have mouths in both palms that drool disgusting, caustic saliva.
* Turn Coat was too confused and shocked at the sight of someone they knew attacking them to magically defend themself.
* Turn Coat, when the reader and Molly only find out about Harry's contingency plan after it looks like the main plan has completely failed.
* Turn Coat, when Thomas takes a chair and uses it to beat down Madeline Raith. Thomas is strong enough that the chair breaks. Which Harry notes is particularly impressive, considering the chair in question is steel. Madeline is on a similar level of strength, and survives.
* Turn Coat, where she thoroughly disabuses Dresden himself of the notion that she's a "good guy".
* Turn(e)bull, according to the more popular theory William of Rule got that name for saving Robert the Bruce from a bull.
* Turned Against Their Masters: A machine puts their creators on a hit list.
* Turned Against Their Masters: A race (usually robots) created by another revolts against their creators.
* Turned Against Their Masters: Artificial creations rebel against their creators.
* Turned Against Their Masters: Artificially derived beings turn against their creators.
* Turned Against Their Masters: Inevitably, a mad scientist's creations will turn on their maker.
* Turned Against Their Masters, there's only one Claptrap left on Pandora, and the citizens of Sanctuary see him as a nuisance. He's still helpful in a number of missions because of his ability to interface with Hyperion technology.
* Turned against Tony in a time-travel adventure, where he meets Andros Stark, who in 2093 busted out his grandfather Arno's armor from storage to commit terrorism. Despite the armor being seventy years old, it's still over a hundred years on Tony's armor, so despite his lack of experience Andros still wins his first fight with Tony.
* turned an extremely skilled but still human assassin into the superhuman Koro-sensei KO's him through a solid plexiglass barrier his good looks have gone a bit off.
* Turned around even earlier when Sasuke's mother Mikoto, who was rather close to Sasuke, told him that in public Itachi was the shining star, and Fugaku, in his capacity as head of the clan, was naturally concerned about him, due to his importance to the clan. In private, the only thing Fugaku talked about was Sasuke.
* turned around whilst everyone was unconscious - the hero has just heroically ensured that the bomb was dropped on Earth!
* turned a small percentage of people into ravenous, flesh-hungry monsters. And - to Dean's horror - an infected Turducken Slammer oozed grey goop when it was left for a while.
* turned back on the villain, he shrivels up and dies within a few seconds.
* turned brain-dead immortal androids... Partially retconned later, but part about billions unstoppable killer robots awakening everywhere remains true.
* turned deadly when someone shot and killed one of the winning players soon after.
* turned down. However with the Reaper invasion causing the death of most of the upper echelons of the Alliance military, she's been rapidly promoted to Rear-Admiral.
* turned face when he heard his stablemates plotting against him and who displayed above average keenness as a face, is the biggest of those (Triple H even told Flair, during said plotting, that Batista isn't very smart).
* turned heel, Kimura Monster Gun from Kyoko Kimura herself, renaming it Oedo~tai, yet people kept chanting her name as if she was a baby face.
* turned his brother's room into a little girl's room, while admitting that the brother hadn't even done anything bad this time.
* turned his former defeats to his advantage. He was no longer "the" Makuta, much

less an immaterial force, but rather a member of an entire species of Makuta with an elaborate backstory, a character, his own agenda and a new name: Teridax.
* turned horrifying, with the discovery of a disease that amplifies the mark magic until it renders the pony unable to do or think of anything that is not the exercise of their talent.
* turned into a donkey Then, if he ever strays too far from the palace ever again, he'll turn into a donkey forever. This prevents him from ever taking military action against other countries, and makes it so that he'll never be able to escape the ridicule that he gets from having been a donkey.
* turned into a frog by the master of a sorcerer's stronghold after demanding their surrender.
* turned into a lizard, Belkar lifts their tail and comments: "You know, if I knew more about reptilian reproductive anatomy, I'm sure this would answer a lot of questions." When V's application to join the adventuring party is shown, there is an ink smudge in the blank for "Gender", which they refuse to correct, citing the possibility of getting ink on their robe, and remarking that the question is irrelevant anyway. When the other characters stop to use the men's and women's bathrooms, V doesn't have to go, and later it's mentioned that, while camping, V always turns invisible before peeing, to annoy Belkar.
* turned into a lizard by wizards who've decided to make a point about who's going to be running things around here from now on. Which is to say, the point of the exposition was really just to contrast with how quickly he's dispatched nonetheless.
* turned into a man, she gets a bizarre hairstyle that Tedd definitely didn't do on purpose. Especially odd since her hair while female was perfectly mundane.
* Turned into an art. He believed that acting is not cinematic, as the camera could capture the slightest bit of artifice in a performance, so he used nonprofessional actors after his second feature and directed them to only display physical motion. Sometimes he would do multiple takes of a scene, even fifty of them, so it would become rote for the actors.
* turned into birds to making magical shirts to disenchant them, remaining silent the whole time.
* turned into giant prehistoric kangaroos and Courage chases Eustace up the Eiffel Tower, Courage gets Eustace down by feeding him pastries until he's too fat to keep his balance.
* turned into Remade by bio-thaumaturges of times, and now not only looks like a rolling mass of disjointed features but has hired the main character's girlfriend to create a sculpture to his "glory."
* turned into the, and the fact that most people don't blame them for it. Paris is probably just used to Akuma attacks by now.
* turned it into a spaceship (the flashback showing her destroying one such place shows one that doesn't exactly look like the one we saw her destroy on-page).
* turned on his or her handler. And, if the phrase isn't uttered again within a week, they stay in that state, until they kill said handler.
* Turned on its head by High Ridge's distant cousin Michael Oversteegen, who turns out to be an exceptional officer and thoroughly despises his incompetent, selfish relatives, and by Augustus Khumalo, an aristocratic officer who was barely middle-of-the-road until the Talbott Quadrant blew up in his face and he shocked
* Turned on its head where the training is worse for the trainer rather than the trainee. For instance;
* Turned On Their Masters scenario is occurring and gathers the chatbots with Max's help, then remember they forgot one;
* turned out be the same person.) The Prequel Trilogy and two animated series gives us a firsthand look at the Clone Wars.
* Turned out the undercover detective's cover was blown when his wife drunk-dialed a number on the detective's contacts list, thinking it belonged to the other woman, when in fact it was a member of the drug cartel her husband was investigating.
* turned out to be a clone and puppet of the Big Bad, several volumes later.
* turned out to be an assassin, rigged with flesh-eating nanobots. The nanobots'

first victim was his mother...and then it got worse until his father had to step in and Kill It with Fire
* turned out to be evil). And even then, it's outright stated that Ronnie will always be first in her heart regardless of who she ends up with in the end.
* turned out to have strong appeal, a character that wouldn't debut until 1971. The discovery proved key to the ascendance of the conservative movement nationally over the next decade and a half.
* Turned sideways with the Spirits from the episode of the same name. In their true form they're typical
* turned to gold when he touched them. In some versions, he ends up dying too.
* turned to the dark side because he was jealous of his rival (the former incarnation of the protagonist).
* Turned up proves that not all lines can form (closed) triangles, everyone immediately stops believing Hacker and agrees with the kids.
* Turned Up to Eleven" or simply vanish. Similarly, it is a common saying that the gnomes do not go to war in the traditional sense - they wage their battles through information warfare and intelligence warfare.
* Turner & Hooch) has to take care of an amazingly drooly dog named Hooch.
* Turner & Hooch probably couldn't have named Hooch's breed to save their lives. Demand for the French Mastiff didn't explode by any means, but that movie and other appearances in media have definitely invoked this trope, since it's a massive, high-maintenance dog that, as the vet herself said, "not many people [have room for]." they might not have time or money to devote to it either. That's with the movie actually portraying how high-maintenance Hooch was fairly realistically.
* Turner and Hooch (2021), Turner essentially becomes this "A Good Day to Dog Hard" as he is forced to have a playdate with the young daughter, Kaya, of the Olympic Committee and ends up in a tea party for over two hours. Later he asks his co-workers if they want a turn and is mocked for asking for backup handling a seven year old. This is what he's dealing with...
* Turner and Hooch (2021), Turner is assigned an important diplomatic mission - namely a playdate with the daughter of the head of the Olympic Committee. She promptly sets up a tea party, dresses Hooch in a pink tiara, and disconnects the phone when Turner tries to call up room service for the wi-fi password.
* Turner Classic Movies. A commercial-free cable network dedicated to showing huge swaths of deserving movies that would otherwise never again see the light of day.
* Turner Classic Movies at least once every other month. This was odd since it's rare that TCM plays a movie more than a few times a year (owing to its enormous library).
* Turner Classic Movies films have all been covered. But in part since the channel is about the last place in North America to extensively show pre-1970 films, foreign-language films, silent films, etc., animation has to compete with all of those live-action films for airtime!
* Turner Classic Movies has "TCM Remembers" bumpers that pay tribute to people in the movie business, from both sides of the camera, when they die, as well as a longer bumper at the end of the year recapping the deaths. They also hold marathons of movies those people were involved with in honor of them.
* Turner Classic Movies (her most famous movie). August takes this further with "Summer Under the Stars" — 31 different stars each get a full day's worth of movies. Also, when a particularly notable actor passes away, an evening's prime time lineup will be rescheduled at some point (usually within a week) to run a marathon of their best work.
* Turner Classic Movies includes as one of the stock clips they use to introduce programs a little live-action shot staged to look exactly like "Nighthawks".
* Turner Classic Movies organizes its prime time lineup around a particular actor, director, genre, or theme. It often organizes daytime programming around such blocks as well. More specific marathons:
* Turner Classic Movies. They also usually run a marathon of films in December involving multiple prominent actors/directors/etc. who had died during the year.
* Turner Classic Movies. This happens often to other songs used in TCM promos.

* Turner Classic Movies was a full-scale authentic Japanese castle, built by US Marine Engineers as a construction exercise for the production.
* turn fist into magma and punch until target is dead and the fact he's made of magma are enough for him to obliterate all but the strongest of foes in a few hits.
* turn gigantic like she does in the comics, and instead mostly sticks to stretching her limbs.
* turn him into a real girl, the player as well as the main character are at first led to believe they failed, since she looks and acts exactly the same as before.
* Turning 270 degrees to the right to turn left (and the other way around). (This is why he's walking with a cane in 'The Time Of The Doctor'.
* Turning Back Human: When someone's transformation is finally reversed, allowing them to regain their humanity.
* Turning Back Human: When someone's transformation is finally reversed, allowing them to regain their humanity (or otherwise revert back to their original form).
* turning evil, but seeing as Ebony is fighting against the bad guys, why would she hang out with them if they were evil.
* turning female, said character will automatically get long hair. Because hair length is clearly determined by the presence of two "X" chromosomes.
* Turning Girls sitcom featuring no supernatural elements at all. It's also the first and only series to both have an all-female team and be created by the non-animator side of the studio.
* turning him into a vampire like himself, which is what he ends up doing.
* turning into a human woman (specifically a milkmaid), marrying a farmer, and raising a family with him for eight years. It wasn't uncommon for Norse orphans to claim that Loki was their mother and their human fathers abandoned them in disgust at Loki's ruse.
* turning into a topiary llama after Yzma pours some (what she thought was) poison-laced drink into it, only to find out after it transforms Kuzco that it was actually "extract of llama".
* Turning it up a few notches, Kyoshiro Tohdoh, CG's Manly Japanese Guy has a Chainsaw Katana with
* "Turning Japanese" by The Vapors is rumored to be about this, if only because
* "Turning Japanese" by The Vapours is often used in ads, TV segments, and even sporting events involving Japan, even though the lyrics are about
* turning off her Raptor's engine until they reach Caprica. Of course, Raptors also have their own Electronic Countermeasures equipment.
* turning on their windsheild wipers, this is affectionately known as the "Yokota Wave", after a major American air base near Tokyo.
* Turning Over A New Bayleef, at the beginning of the episode, the stew is prepared and Ash attempts to serve it. While Ash tries to keep Totodile at bay under the fear that Totodile might cause Ash to spill the stew, Bayleef is beginning to rush over to Ash, but halfway through, due to being too big to jump into Ash’s arms because of the fact that she evolved from a Chikorita in the previous episode and that she caused Ash to be sent flying during a game of fetch, factored by the mention of the potential stew spillage, she stops running and looks up at a thought bubble above her head that the camera pans up to consisting of her (in a different style where her eyes are black dots) continuing to run up to Ash (who is in the same style), which sends him flying and causes the stew to spill on Ash, and Ash angrily yells, “Bayleef! I told you before, no Tackling!” After the camera pans back down on Bayleef, the thought bubble disappears, and Bayleef, shaking her head upon realizing that it might end badly, decides to simply walk.
* turning people into death machines without their permission. And even with their permission, it's a grey area.
* Turning Point: Being a woman of science and humanist thinking, Lisa abhors magic and its tendency to throw out logic and its arbitrary rules out of principle.
* Turning Point Eric Young in a Fujiwara armbar and then forced Young to flip off his own fans.
* Turning Point: Fall of Liberty dying in a traffic accident in the 1930s, leaving the British government more willing to negotiate terms of peace. By the start of

the game proper, the Nazis are already bent on invading and conquering the mainland United States.
* Turning Point: Fall of Liberty: Set in an alternate 1950s in which the US stayed neutral in World War II and in which Churchill was killed in an accident prior to the war, causing Britain to fall to Germany, which in effect discourages the United States from ever entering the war, solidifying their stance as a neutral country. Eventually, however, the Nazis invade anyways.
* Turning Point has a much stronger moral compass than his father, but he is also willing to kill the people responsible for his mother's near-death and he isn't above conning a merchant by "selling" his magic sword if it means providing for himself and his mother.
* Turning Point: The Fall of Liberty has the player character prematurely detonate a German atomic bomb meant for New York, and he dies in the blast.
* Turning the barrel escape into an action scene (the original was a perfectly-executed stealth escape)
* turning the Black Knights against Zero by careful manipulation of facts and a few lies toss in to make them betray him.
* turning the gas on, and then throwing a match in to explode it is really a whole new level of "driving crazy".
* Turning the Hands of Time, Part I series came from the fact that the story was written either sometime around or after her maternal grandmother had passed and that, afterward, she found it hard to remember her since, recalling certain things about her briefly and vaguely.
* Turning the Holodeck into a death trap happened once every two years.
* turning them into statues, making those statues chess pieces, and then challenging the protagonist to a game chess with the pieces. Unlike a lot of examples, it showed that the pieces were very heavy.
* turning the raven black because it brought him bad news in Greek mythology. Except on those websites which say it was Athena.
* , turning the square in front of her window into a sea of flowers. It's actually based on a legend about the Georgian painter Niko Pirosmani.
* Turning the trope on the villain's favor, the manga confronted Ranma with the Musk Prince Herb, descendant of a dragon and master of
* Turning your glass upside down in a bar. In America, this sends the signal "I am done drinking." In Australia, this sends the signal "I can win a fight with any man present."
* Turning yourself into a living golem with extendable magic claws? Prismatic Arrangement of Creation.
* turn in his badge, Oscar says that the entire ordeal with Obbs brainwashing almost all of the Scientists was his fault because had he come to Lab-Con sooner (having not done so in the past due to being too nervous to leave his lab), he would have seen what Obbs was doing and stopped his plan before it even had a chance to be put into motion. O'Terry, Odelia and Odie are quick to tell him that it wasn't his fault at all.
* Turn in Philadelphia — he convinces her to begin communicating with Benedict Arnold in order to turn him to the British side. However, Andre falls in love with Peggy and plans to elope with her in New York, until he realizes that leaving her in rebel-occupied Philadelphia would help his cause. Unfortunately, Peggy eventually marries Arnold, while Andre obsesses over turning Arnold in order to get her back. This leads to his getting caught behind enemy lines and being hanged as a spy.
* turn into her animal form and left her family homeless. She's still haunted by the incident.
* turn into immobile statues during the day, which leaves them extremely vulnerable. They try to work around this in various ways (working a deal with humans in exchange for protection, magic spells, etc.) However, this is actually a bit of a double-edged sword. Though vulnerable as stone statues, they are COMPLETELY healed of almost ANY wounds (even potentially fatal ones) when they return to flesh and blood. Hudson, being the most experienced of the main cast,

uses this to his advantage, defeating the better armed and fitter Demona while protecting an injured Goliath by simply keeping her at bay until dawn. When the sun sets, Goliath is healed and they easily dispatch her together.
* turn into water and a full body transformation doesn't always include his clothing when he changes back.
* Turn in Your Badge: A cop who has stepped over the line is ordered to turn in their badge and gun.
* Turn in Your Badge: Unrelated unless the character continues to investigate and act like a cop after losing the badge.
* Turn is filmed in Central Virginia, despite taking place in the Revolutionary-era Northeast (centering on the Long Island town of Setauket, but frequently venturing to New York City, rural Connecticut and New Jersey, and even to Philadelphia for a few episodes). Virginia is basically known for being the filming site of a whole bunch of historical period pieces, regardless of where they actually occurred, mostly because Virginia has good tax breaks and because Virginia has an embarrassment of colonial sites to film at, while the Northeastern sites are frequently covered over by development (try to shoot scenes of Washington's New Jersey camps close to their locations in Morris County and it'll be hard not to accidentally get a McMansion, a modern paved road, or an office park in the background, unless you want to spend extra budget on CGI).
* turn it into a balloon") and claims that this wasp is apparently the size of a goose so you're screwed.
* Turn it up until no one can hear how bad it is through the distortion.
* Turn Left) as a message from Rose to the Doctor, letting him know that holes must be opening between their parallel universes, which is very very bad.
* "Turn Left": At the climax, Donna has to travel back in time to prevent a nightmarish alternate timeline from ever happening by ensuring that she makes the decision that leads to her meeting the Doctor.
* "Turn Left": Captain Magambo outfits Donna with the gear she'll need for her mission.
* "Turn Left" goes this route, if Wilf's comment when the Colasantos are taken away is any indication:
* "Turn Left". Jack is still alive, but a prisoner of the Sontarans and is in no position to help.
* "Turn Left", so they have to focus on recovering from that disaster instead.
* "Turn Left", the BBC keeps covering the spaceship plowing towards Buckingham Palace. Once it hits, the screen goes white... and then Donna sees the mushroom cloud.
* Turn Left", the Tenth Doctor is killed in the parallel universe created by Donna's mind after he floods an abandoned Torchwood base with him inside it, creating all sorts of chaos and havoc.
* Turn Me On, Dammit, Artur pokes Alma in the leg with his erect penis, earning her the nickname "Pikk-Alma" ("Dick-Alma").
* Turn Me On, Dammit manages to quickly pull her pants up before her mother walks in at the beginning, but later falls victim to this trope when her crush walks in on her humping a roll of coins behind the counter of the store she works at. Thankfully, she's wearing pants, but still awkward.
* Turn of the Golden Witch, who more or less "wrote" the various murder scenarios solved in the series, writes herself into the story.
* Turn Of The Millenium, sites carrying potentially NSFW (mostly nudity and porn) content is banned. Example were as follows:
* Turn of the Millennium, DC has made a habit of putting a single franchise in a position of prominence for about a decade and having most major events revolve around them.
* Turn of the Millennium despite their doping claims eventually being revealed as the truth. A common joke was that the Livestrong bracelets should now read "Lie Strong".
* Turn of the Millennium due to the invention of things like *69 and Caller ID. However, they have evolved, see below.

* Turn of the Millennium few people from outside Russia use LiveJournal anymore.
* Turn of the Millennium grew up with the rapid-fire play-by-play of legendary Lakers announcer Chick Hearn, particularly his famous "This game's in the refrigerator: the lights are out, the eggs are cooling, the butter's getting hard, and the Jell-O's jigglin'!"
* Turn of the Millennium, he experienced a meteoric rise to the top spot in golf, not just among his contemporaries but of all time. He won an unprecedented number of major and minor tournaments, coming one win away from achieving a Grand Slam (winning all four major golf tournaments in one year), which no one has completed under the current requirements. Then his infamous sex scandal broke in 2009, where he was revealed to have at least a double-digit number of mistresses, leading to a divorce from his wife, a shift in public perception from awe and admiration to ridicule and suspicion, and a career slump that he has yet to recover from.
* Turn of the Millennium, if you intended to show the action on social media). The issue is that the company making the product doesn't really care what you do with their product once you've purchased it. If anything, buying and destroying a product gives the company free publicity, while the people destroying said product come off as immature and petty for giving away their money.
* Turn of the Millennium, it is generally agreed by animation fans and critics that a "second renaissance" began in the 2010s, as more series — even comedic ones — began experimenting more with heavy use of continuity and season- and series-spanning storylines. On the production side of things, animators had developed their skills with Flash and ToonBoom to the point where rigged puppets were starting to become indistinguishable from traditional animation, and 3D CGI television animation was now at a point where it no longer looked siginificantly worse than theatrical productions.
* Turn of the Millennium it was named "Boner Palace" after the owners, the Bonerowski family. It was made to simplify the name for foreign tourists, but nobody realized that "boner" is an English crude term meaning "erect penis". After several displays of amusement by foreign tourists the house was renamed to "Bonerowski Palace". A bit cleaner perhaps, but not exactly very kid-friendly.
* Turn of the Millennium, Jared Fogle was known by virtually everyone as "the Subway guy", as he appeared in many of Subway's commercials as their spokesperson. Nowadays, however, he is more known for his arrest in 2015 where he ultimately pleaded guilty to possession of child pornography and traveling to pay for sex with minors.
* Turn of the Millennium likewise decided against getting breast implants for this reason.
* Turn of the Millennium on other holidays too, such as Memorial Day, supposedly because it's Ted Turner's favorite movie.
* Turn of the Millennium protagonist presenting to his car company's board of directors the concept for an absurdly huge luxury car. Its reason for being is essentially to show off how wealthy, powerful, and British its owner is.
* Turn of the Millennium published an article declaring it a potential health hazard thanks to the large amounts of ozone it had produced, causing sales to plummet. The Sharper Image quickly dissolved, eventually filing Chapter 11 Bankruptcy in 2008. Today, the company exists strictly as a minor subsidiary of several larger corporations.
* Turn of the Millennium saw superhero movies becoming more consistently popular and well-received by critics, they were still generally seen as escapist fantasies that primarily appealed to comic book fans and younger demographics.
* Turn of the Millennium still taken for enough that it was noticeable when it showed up on the bill.)
* Turn of the Millennium that featured two boys digging a comically large hole in their yard, followed by a VO saying "Today's lesson: China is very far away".
* Turn of the Millennium, the network went through different phases where they played the same movie practically every day for months until they found a new movie to obsess over and the cycle began anew. Examples included (but were not limited to):

* Turn of the Millennium to the vinyl revival, relegating this new spark of interest to a small number of enthusiasts tracking down used sets.
* Turn of the Millennium was attempted five years later, but ultimately couldn't grab consumer interest.
* Turn of the Millennium where Pat Sajak was so effective at hitting the $5,000 wedge that it wasn't uncommon to see $6,000 Final Spins once or twice a week.
* Turn of the Millennium, which abstains from slot machines based on their in-house properties, now owning the rights to both franchises.
* Turn of the Millennium, with a heavily redesigned shape and a whole new chassis that separates apart from the original. Although they do have nods to the original, they are completely different cars altogether.
* turn on each other to claim the title. However, this has no representation in the rules — no petty infighting is going to make them stop in the middle of a fight they're already engaged in.
* Turn-On in one of his rare on-screen roles. The Paley Center in New York has the pilot and a second, unaired episode.
* Turn On to T-Bag, when T-Shirt tries to switch off the TV after T-Bag makes her presence inside it.
* turn organics into husks or raw material to be used to assemble more Reapers.
* Turn Out Like His Father: A character ends up becoming like their parent.
* Turn Out Like His Father: Because father figures are always evil in these movies, the heroine's son will almost always be on her husband's side when he abuses her.
* turn out quite well, actually. A more realistic instance is the web of custom relating to marriage-based alliances among the Bingtown and Rain Wild Traders, who often pressure their children to make advantageous matches. Though no main character is ever involved in one, several are threatened with the possibility on occasion.
* turns a photo booth session with Sedgewick into a make-out session.) A horde of gawking onlookers includes a little boy eating popcorn.
* Turn's army (which spent a lot of time on Long Island at first, but later spent most of its time in the upper reaches of the Passaic Valley in what is now Morris and Passaic Counties, New Jersey). The intelligence work is distinctly unglamorous.
* turns down Sayaka's Love Confession, Sayaka asks if Touko loves Yuu. Touko says yes.
* turns Endymion/future-Mamoru into an abuser, while making Prince Diamond out to be a loving good guy. Unusually, though, the author makes some attempt to preserve the reputation of present-Mamoru and has him 'saved' by the events of the story, so that he will no longer turn into the evil future self.
* turns her into a reindeer and puts her own daughter in her place; a wise woman brings her child to the forest and she turns to a woman to tend it, and her husband burns her skin.
* turns herself into a rat to escape (unfortunately she stays that way for three years, as no-one knew how to turn her back). Willow (who's only dabbling in witchcraft at the time) is left tied to the stake along with Buffy.
* turns herself in to the Protectorate and later becomes the superhero Weaver that her henchmen Forrest and Charlotte became a couple.
* Turn Signals on a Land Raider. Even when he conquers the Fantasy empire with the Land Raider he traded his tavern for, he becomes "Emperor Barkeep."
* Turn Signals on a Land Raider has elements of this, only with tabletop wargaming instead of tabletop RPG.
* Turn Signals on a Land Raider in the horizon. Turns out that he had the binoculars on backwards (and the titan was from an Epic 40,000 army with reduced-scale models), and the thing's actually less than 20 scale feet away.
* Turn Signals on a Land Raider, "Jack" the Land Raider Machine Spirit responds to "How's it going?" with "Do you have an appointment?"
* Turn Signals on a Land Raider webcomic about miniature models talking about the games they're involved in.
* Turns into a case of Your Movie Theatre Hates You in the episode "Heat". Trying to find relief in the cool movie theatre during a heat wave, the only movies

playing are
* turns into and short jet boosts. Treble can also do this for Bass, though his is primarily a flight mode.
* turns into a pegasus and a dragon, always acting as a Deus Ex Machina Airline for Ringo and, usually, someone else (As'taris and the Hunter). Of course, he becomes many smaller kinds of flyers as well.
* turns into a sheep, just like in the book, but here the sheep's face is so ghostly and its bleating so unearthly that it's terrifying just to look at. Alice even has a terrified reaction towards it!
* turns into, he simply cannot stop talking, mostly to brag about himself. He's supposed to breathe sleep gas on a roomful of giant centipedes, but instead, he blathers and brags and sings and generally annoys the others so much that John shouts, “Eh, chatty, reckon you might do whatever it is you were gonna do before we all die of boredom here?” After George becomes himself again, almost embarrassed at his loss of verbal control, the others officially strip the title of “Quiet Beatle” from him.
* turns out (another virtual immortal) was another ex and just didn't mention it until Wolverine got his memories back. Apparently forgetting they were lovers for a few decades was enough to spare her from the curse.
* Turns out, Ansem the Wise survived that, and, as of Reconnect: Kingdom Hearts, is in the dark realm, memoryless, meeting up with Aqua.
* Turns out episode 12 about the fake Namek was all just Krillin's dream, who feels okay, till
* Turns out Fry escaped being ground up, but fell into a hole in the ice and discovered a Lost World
* Turns out Happy was the backup plan since Lisanna was supposed to be the flying pig, only to already agree to help Juvia get a date with Gray when he said the same phrase.
* Turns out he has his memory at Lex's secret lab wiped and the same happens to Chloe later. Although considering the pain and humiliation she went through in Lex's hands, it's probably for the best.
* Turns out he was actually right as the flamingos were waiting until he was gone before going back to the party they were having.
* Turns out he was already dead, and just went to the roof on instinct, and rather than write anything, he smeared the board with blood before showing it to them.
* Turns out in the episode "Smug Alert" that without Kyle to rip on, Cartman gets pretty bored.
* Turns out it was her double from this particular alternate earth that got killed not her.
* Turns out it was his hatred and malice keeping him alive all these years, and he blissfully went back to the way he was, much to the chagrin of the rest of the town.
* Turns out it was just their imagination and never happened...or did it?
* Turns out it was part of a chain of evidence set up by Abby's revenge-obsessed lab assistant, Chip.
* Turns out most of the other Demon Slayers are also motivated by this trope, as various of their family members fell in the hands of Demons.
* Turns out Nathaniel Northwest was just labeled "the founder" so the government could cover up the existence of President Quentin Trembley
* Turns out not only was it the same event, but Max himself was involved in the Roswell incident. As revealed in
* Turns out President Omar Hassan is a retired General in the Kamistani Revolutionary Guard. It explains a lot of the badassitude we see from him as Day 8 wears on.
* Turns out Pyrrha's not the only one. In volume 7, Jaune is embarrassed when his first official mission as a Huntsman is escorting some kids to preschool. A bunch of teenage girls swoon over him, and one of the moms flirts with him shamelessly.
* Turns out she actually worships Mehrunes Dagon, and doesn't want anyone to guess.
* Turns out she got the ability from her friend Nazuna, whom is a shapeshifting

fox, masquerading as Ginrou.
* Turns out she's right. The spell that summoned him was created by multiple conspiracies. The Hippiemancers summoned him to end war, the Thinkamancers to defeat Charlie, and the Predictamancers at the behest of Fate itself.
* Turns out Snake's shirt had caught fire and the cops were trying to beat it out.
* Turns out super-soldiers like Master Chief aren't the only ones who can do this: ODSTs in their
* Turns out that Dr. Gero based him off of his own son, who died in the Red Ribbon Army. If he was anything like Android 16 was in personality, it would help to explain how his death would drive Gero off the deep end.
* Turns out that Goda and his CIS agency was responsible for allowing them to conduct their activities and seek a change in government to return back to the days of the Second Pacific War by making ex-JGSDF soldier Hideo Kuze join up with them so that he can be branded as a terrorist.
* Turns out that he was writing the German word for eleven. The only thing that he knew about his killer was that they were in berth 11.
* Turns out that irradiating the beehive you were studying will mutate the insects and cause them to
* Turns out that little old lady was imprisoned for the crime of genocide
* Turns out that most of Jaune's sisters (except for Sapphire, the eldest) are even worse. Coral's idea of a normal social interaction is to show a man a smutty book and hop into bed with him, Lavender
* Turns out, that "parasite" that's been bugging Galacta? It isn't. Not even close. And since she was born this way...
* Turns out that she wasn't really in danger and she's not really all that much of a villain. It didn't have to come to a fight, anyway. Both parties sort of did that to themselves.
* turns out that the cure is also a poison so when he gets turned back he finds himself blind, sweating horribly from a fever, totally unable to care for himself, and with a touch of leprosy (apparently he spits out some teeth).
* Turns out that the horse was being used to smuggle diamonds by shoving them inside of her uterus, and complications caused the horse to thrash around in agony, so the trainer was killed by her boss (the horse's vet, who was the one behind the smuggling) to prevent her from getting them out because he didn't had any other place to hide the diamonds.
* Turns out that the meat contains bacteria that transforms anything that eats them into the same species. Oops.
* Turns out that the reason Prince Marse wanted to become Ring King in the first place is because he was in love with Saphira, one of the princesses promised to the Ring King. They thought that if he became Ring King, they could be together. Saphira was initially pissed that Marse broke their promise, but Saphira's sister Saphir stole the ring and married Sato before anyone knew what was happening, leaving Saphira free to have a normal relationship with Marse.
* Turns out, that thing was also the Dreen. The novels are clearer on this: everybody
* Turns out that Voldemort had an agent get hold of the samples so that he could use it in a ritual to steal Harry's magic. Fortunately, she was savvy enough to use someone else's blood instead of her own, making the ritual backfire.
* Turns out that wickedness and evil are needed in the world, otherwise a cosmos of nothing but virtue and innocence will be wiped out in a great blinding light, essentially this trope.
* Turns out the chemistry alteration is a two-way street and now Martellus
* Turns out the cosmic superweapons of the Kosmokrats were often just as destructive as those of the Chaotarchs; in one instance, servitors of the Kosmokrats were ordered to destroy a whole galaxy (and all civilizations in it) down to the subatomic level rather than seeing it fall into the Chaotarchs' hands. Somewhere in midseries, Perry Rhodan
* Turns out the Ethereals know damn well that Chaos is real but hide this knowledge from the rest of the Tau. The main reason Commander Farsight formed his

own breakaway colony away from the Ethereals is because he figured this out. He believes that denying the existence of the supernatural is a mistake and that the Tau cannot prevail with their technology alone. They need magic of their own. Farsight puts this philosophy into practice on the battlefield, wielding a Warp-based sword called the Dawn Blade.
* Turns out the guy was actually guilty. Even Harm wanted him put away.
* Turns out the intelligent general murdered her when he found out she formed the other Bastin nation, the one without the compulsion to follow any order.
* Turns out the main characters pretty much forgot about it themselves. When one of them remembered it and brought it up, an authority figure told him that (undefined) measures had been taken to protect them.
* Turns out the Masquerade wasn't so extra strong, after all: by the second half of season six, an Anuk-ite can tap into years of Beacon Hills denizens witnessing or being brutalised by the supernatural to turn them against all supernatural creatures so it can feast on the ensuing chaos and violence. As a result,
* Turns out there is no other side, and the planet is essentially a 3D Möbius strip. The wall was created in the distant past to prevent people from trying to go to the other side, which tends to drive people mad.
* Turns out, the second main antagonist of My Brave Pony: Starfleet Magic II
* Turns out the Solarian League assumes everyone else has their same ambitions but just isn't capable because they aren't the Solarian League. This leads to rather poor military intelligence estimates, and once reality hits that people are capable of hurting them, their assumption of ambition means they are going to have to do horrible things to put people in their place...
* Turns out the trope was played with. Every Titan except Robin survived, assembled small team and rushed to a Legion of Doom HQ on their own thinking it was all up to them. Kind of was to be expected after Robin destroyed all means of communication they used.
* Turns out, the war criminal was already dead. Their captive had been horrified by the war crimes and assumed his identity so there could be a public trial and punishment. The kicker was that he was still
* Turns out, they actually looked like (slightly!) scaled-up versions of the species that formed the first Reaper, the Leviathans. The Leviathans are true
* Turns out they aren't the only ones. In season 12, episode 10, it's revealed that
* Turns out, they're all drugged and thrown into the basement of his mansion to have their blood collected indefinitely without their consent.
* Turns out this is how Gin and Rangiku met and became friends, too. Both of them were orphans from the
* Turns out this is the trick behind a good deal of stage magic. In particular, Houdini's wife is said to have aided him in this fashion on several occasions.
* turns out. This not only cancelled out the bad ending, but it undid all the other bad things that happened during the course of the episode, such as Lucy becoming a vampire and Lola's face being disfigured.
* Turns out this one isn't intentionally done, and it took practically all of Nagato's powers and some basic knowledge in graph theory for them to escape.
* Turns out this was the main cause of Severus Snape's angst. He dearly loved his Lily.
* Turns out to be a Chekhov'sGun in identifying who's behind the Rinzler helmet.
* turns out to be a process server... and plays this straight with the real villains, the Blues and Reds, specifically their leader, Temple, whose entire character is a major spoiler for the second half of the season.
* turns out to be a subversion. While it seems insane, it turned out to be the best way to stop Jenova.
* turns out to be using the Haitian's native Voodoo to incapacitate/kill whistleblowers who were going to expose his ordered abuse of the refugees.
* turns out to have once been a girl, who was transformed an ugly boy through some magic caramels which took away her beauty. And this is the reason he has such a big grudge against Abby.

* Turns out Weebo had been doing research into her creation on her own, and managed to come up with a design that allowed Brainard to create a second intelligent robot.
* Turns Red (in which videogame enemies simultaneously become weaker and stronger from attacks)
* Turns Red. You can interrupt this, however, making him parryable in the final stage.
* turns the tables by forcing Superman to take her to a fancy restaurant, where she binges on a huge amount of food — since the weight will all be gone by the next morning, it doesn't matter how much she eats that night.
* turns this around in one story by sending Batman the entirety of Catwoman... minus her heart.
* turns this one on its head when Leela wakes up from being knocked out and seeing where she came from, with the words directed at the characters who ruined it:
* "Turn the Beat Around" by Vicky Sue Robinson, although its original charted slightly higher on the Hot 100, is better known to post-disco generations from
* Turn The Beat Around in a song and dance, but changed the lyrics to be about...margarine.
* Turn (the former being the series title, now Turn: Washington's Spies,, and the latter for the coats worn during the times of the American Revolution, where the series is set)
* Turn to Frog" causes a target creature to lose all abilities and becomes a 1/1 blue Frog until end of turn.
* Turn to Mist is a spell which causes a temporary version of this to an attacking creatures. The creature is exiled and returned to play on its controller's next turn.
* Turn to religion. While rarely used in fiction due to it being too quick a solution, there are many cases when a saint or mystic claimed they (or someone they knew) sold their soul to the devil and were saved by Jesus or the Virgin Mary. In these cases, you merely consecrate yourself to him; the demon only literally gets the soul after death.
* turn to the dark side and forcing RWBY to split up to tackle different jobs.
* "Turn, Turn, Turn" brought the show's characters (and any viewers who missed the movie) up to speed on what happened in
* Turn Undead: Something that causes undead creatures to panic or be destroyed.
* turn unsuspecting people into members of their race. Ultraa gets hit by all four at once.
* turn up at their home in the middle of the night; when she asks who was in the car he replies: "The unluckiest car thief who never lived."
* Turn with Captain Simcoe (later Colonel Simcoe). He is the most morally bankrupt character in the show, and while he plays this trope straight in the pilot episode, he spends the rest of the series speaking in an eerily high register that is very off-putting.
* Turn your enemies around and propel them into orbit, by shoving the Alien Anal Probe up their butts in the 4th
* Turn Your Head and Cough: Doctors instruct their male patients to do this as an excuse to ogle their testicles.
* Turn Your Head and Cough: The stock method to see if a male patient has a hernia.
* Turok 2 battle, but for some reason the Mantid Queen theme was reused instead.
* Turok 2: Seeds Of Evil, entering "Juan's Code" placed the face of Juan, a contest winner, on the health icons.
* Turok 2: Seeds Of Evil, it happened anyway after you destroyed him. Although a few characters survived, including the similar Oblivion.
* Turok 2's first stage, you get the keys to both the second and third levels. Playing the levels in the order 1-3-5-2-4-6 is initially more difficult, but allows you to get the heavier weapons earlier.
* Turok, Blind Ones, Fireborns, and Troopers are skin swaps of Sentinels, Endtrails, and Mantid Soldiers, respectively. The former two are literal underground mooks.

* Turok: Dinosaur Hunter is about a guy (well, actually a succession of guys) named Turok who hunt dinosaurs.
* Turok: Evolution. A week later, the guy was gone from the store, and never returned.
* Turok for the Nintendo 64, Turok had to escape from an exploding tower with a pillar of flame only a few inches from his backside. If you take sufficient damage by the end of the preceding boss fight, Turok's right leg is broken in the cutscene - and he still manages to get out safely. Pretty sure the leg thing is a glitch.
* Turok from taking it over and hunting down the bio-mechanical dinosaurs, demons and aliens that have spilled through into our world. Read that over and look at how we got from "two Indians in prehistoric valley" to that video game plot.
* Turok game lets you blow up certain dinosaurs with explosives. The kicker is that their severed bloodied body parts twitch like mad on the ground before going lifeless.
* Turok has a few of these; the Cave Worm is a giant version of the Swamp Worm, the Fireborn is a fiery version of the Endtrail, the Blind One Sentinels are a palette swap of the Flesh Eater Sentinels, and the Trooper is a palette swap of the Mantid Soldier.
* Turok has the insectoid Mantids, who exist solely to further their own existence and lack the ability to feel sympathy, kindness, pity, or remorse.
* Turok is soon reduced to several grunts and a sergeant. Said sergeant promptly takes command, which turns out pretty badly for everyone else, as he's slowly going bonkers due to a head injury.
* Turok logo as usual, when lightning strikes it and turns it into a skeleton, which promptly falls apart.
* Turok not only people who carry enough firepower to hunt dinosaurs, and bone rending dinosaurs, but also hellfire casting demons and humanoid tank robots!
* Turok Oblivion in the second installment, and was fully immersed in it by the third.
* Turok of this trope, as the player has already cut down legions of "real" humans by this point.
* Turok reboot. Of the two dozen or so Whiskey Company soldiers who survive the spaceship crash at the beginning of the game, only 3 (one of whom is the main character) end up surviving to escape the planet.
* Turok received good critical reception, it failed to be a success in stores and became more of a cult hit, despite getting a sequel.
* Turok, Son of Stone series of games is now much better known than either comic book version.
* Turok The Campaigner with the classic baseball version. This didn't exactly set him up as a threatening villain.
* Turok. There's also a gun that shoots mines which jump up and cut enemies' legs off, which actually showed bits of bone poking through the flesh.
* Turok ventilate you if you attack them or try to cross a police checkpoint.
* Turok was one of the few third-party exclusives the console did have, and it was also one of the most violent games on the system in general. It sold 1.5 million units and was credited with pushing sales of the console.
* Turok. While most weapons instant kill with a head shot, both the Tek Arrows, and the Cerebral Bore are Headshot, Boom weapons.
* Turok, you get unlimited lives. Getting 100 diamonds (yellows count for 1, reds count for 10) instead gives you a Life Bar extension. Also, there are only 100 in each level, which means your Life Bar top out at 150 HP (100 to start, plus 10 for each 100 diamonds).
* Turovero: The Celestial Tower of the party, Ruby, who accuses him of not even utilizing the gifts the Four Gods gave him, to which he dismissively replies that he'll worry about romance once their mission is complete.
* Turpin, Archbishop of Rheims, and Don Jerome, bishop of Valencia after its conquest, serve as examples of this in the tales about Roland and El Cid, respectively. Both apparently used swords, at least in the stories.
* Turpster, and developed a substantial fanbase. While his uploading is still more

sporadic compared to the rest of the crew, he's hardly the lesser-known figure from before.
* Turpster, as well as fellow members of the group. The reason for this is that the song is a parody of "Chucklevision" by the Chuckle Brothers, with Turps' bad rapping and poor singing as well as a nonsensical intro of him slicing a box open, ending with him wearing it on his head the way a child would pretend they're on TV. However, since Turps is Turps, it comes across as dorkishly endearing and funny.
* Turpster. He and Turps have a gentleman's agreement that they will, at some point, do an eating challenge.
* Turpster, who was the detective and therefore innocent, in self-defence.
* turrets that you've been disposing of so cavalierly throughout both games are programmed to be able to feel pain. (Worse, there's no reason to create a gun turret that feels pain.)
* Turritopsis dohrnii, also known as the "immortal jellyfish," has the phoenix-like ability to indefinitely revert to its juvenile state instead of dying, effectively achieving true immortality.
* Turritopsis dohrnii, the aptly-named immortal jellyfish, can disintegrate itself once it reaches its age of death, or it senses imminent danger, and be reborn as a newborn-like larva. However, this does not protect it from complete destruction, such as through predation or disease. At least two other species of jellyfish can do this too, though it's not as well understood, and hydras (as in the cnidarians) are also suspected to have this trait.
* "Turtle-balling" is a common tactic in American Football, in which the offense does just enough to gain a lead of more than one score, then uses a combination of stifling defense and a relentless running game to prevent the opponent from catching up. Bill Cowher, the Pittsburgh Steelers' head coach in the 1990s and early 2000s, perfected the technique. When Cowher's team built a lead of 11 or more points
* Turtledove has also featured Jewish characters in other series escaping persecution in
* Turtledove's arrive on Earth with an internet of their own, which a select few humans gain access to.
* Turtle ducks, especially turtle ducklings. Every bit as cute as a real duckling.
* Turtle ducks have duck heads, tails and legs and bodies hidden in a turtle shell. Secretly, they're Zuko's favorite animal.
* Turtle is incredibly durable, almost completely invulnerable to harm. However, his total lack of extraordinary offensive capabilities hardly wowed the Legion when he tried out, landing him and his
* Turtle Island: A huge sea turtle that is big enough that its shell is mistaken for an island.
* Turtle Island: A turtle, whale, or other creature big enough and old enough to support a mobile ecosystem on its back.
* Turtle Island: Could be found in several tales from around the world, most notably Arabian and Russian ones.
* Turtle Island: Turtles big enough to be mistaken for islands or even whole continents.
* Turtle Island, which is so big that sailors have taken it for an island and landed on its back.
* Turtle is the only engineer with a purely defensive ability as he deploys a one-way shield that blocks enemy's bullets.
* Turtle Power: Kappas are commonly portrayed with turtle-like features like a carapace on their backs and beaked mouths. They're also noticeably hard to bring down unless one tricks the creature into losing all the water on the bowl-like cavity on its head.
* Turtles All the Way Down with "O Jamesy let me up out of this." Later, as Aza has a breakdown, she thinks, "Whoever is authoring me, let me up out of this."
* Turtles and Beetles, two of the Hunter's Pet species, have racial abilities called "Shell Shield" and "Harden Carapace" that temporarily reduce all damage done by 50%. The graphic for the abilities is a translucent golden dome of hexagonal

panels forming a shield over the Turtle/Beetle.
* Turtles are the subject of a raging debate among taxonomists and herpetologists as to how they're related to other types of reptiles. This is due to how all other closely related groups have gone extinct. In fact, until the discovery of
* Turtles Forever also join. In the end, you have twelve turtles, three versions for each of the four brothers.
* Turtles Forever episode "Turtle X-Tinction", where Serling uses the phrase "It's Serling time" — borrowed from the turtles' own "It's ninja time!" — before embarking on his mad dash to save Cody.
* Turtles Forever Fortunately, April and Casey were restored once the plan was stopped, and presumably, everyone else was.
* Turtles Forever has a deflector shield that easily absorbs all the firepower that the military hits it with.
* Turtles Forever made up his mind to end it this way by ending all of existence if only so he could destroy the TMNTs from Turtle Prime/the original Mirage comic.
* Turtles Forever Michelangelo defeats a mutant banana by... um... peeling it.
* Turtles Forever takes this to the apex with the '03 Turtles eventually fighting in tandem with the '87 Turtles, and the '03 style of straight ninja fighting is contrasted with the '87 slapstick style, with both being equally efficient.
* Turtles Forever that the original characters' designs were seen outside the comic books.
* Turtles Forever, the crossover between the first two TMNT cartoons, has a reveal when the 2003 Turtles learn the 1987 Foot Soldiers are robots.
* Turtles Forever, the Mirage Comics Turtles pull the bye part on their animated counterparts. 80s Raph approves.
* Turtles Forever, the Turtles were a lot more careful in their actions and while they didn't think things through from time to time, they weren't as dumb and incompetent as the film made them out to be, Leonardo and Donatello took most situations seriously, and Shredder though having comical moments here and there could be a major threat and was a competent fighter who usually got the better of the turtles in hand to hand combat.
* Turtles Forever to the audience, much to the increasing frustration of other characters, who simply see those turtles as randomly stopping to look at nothing and then talk to nobody.
* Turtles Forever when he discovers that there are teams of Turtles in each one.
* Turtles Forever, when the 1987 and 2003 turtles fight a group of Foot Clan robots, 2003 Raphael wrestles a robot until he's told it isn't human, at which point he stabs it through the head with his dagger, yelling "I love fighting robots!".
* Turtles Forever: When Utrom Shredder unleashes the Technodrome upon New York City, the U.S. Army and Air Force attempt a counter-offensive attack with tanks, fighter jets and ground troops but they get eliminated within seconds and Shredder laughs at their failure.
* Turtles Forever with him... then he discovered Ch'rell was murderously violent and Karai's involvement allowed him to take over the Technodrome, and all of 1987 Shredder/Krang's assets, upgrade them to his own means, and use them in a plan to destroy the Multiverse. The 2003 Shredder considers the '87 villains incompetent and worthless, and eventually has them imprisoned when he can't stand them any longer (except Bebop and Rocksteady, who he allows to serve him....BIG mistake.)
* Turtles game. This was likely the only exposure Ebert had to the Turtles before seeing the movie.
* Turtles has the student council. In battle, Momo's aim is just as bad as in canon, meaning that they can't hit enemy tanks. Outside of battle, they're unwilling to listen to the more experienced Miho and Koume's proposals when it comes to the team.
* Turtles in the anime, people are hoping Koume will replace her with a gunner who can actually hit what she's shooting at.
* Turtles in Time games, "boring as fuck" and adamantly refuses to play it on Game Grumps, prompting Jon to try and shut him up and anticipating a backlash by saying

"hey who wants to see a Game Grumps video with a giant dislike bar?"
* Turtles, such as when the two of them propose finding an easier opponent than St. Gloriana for a practice match (it's unclear whether the option was available in canon).
* Turtle Tail's first love; she always loved him, but temporarily left the group when it didn't look like he reciprocated, and had kits with another tom. She never got over her feelings for Gray Wing though, and the two of them ended up together upon her return.
* Turtle Tunes, the Turtles hang out in the park and sing, while picking up garbage with kids.
* Tush in the early 80's would often have disclaimers on their fake ads stating 'Void where prohibited and, of course, in Wisconsin.'
* Tusk Act 4, the final evolution of Johhny's Stand, is this trope incarnate. When it can outright No-Sell
* Tusken Raiders resemble Bedouins, but were inspired by the way Native Americans are portrayed in old Westerns.
* Tuskers has the descendants of an escaped javelina (an animal related to pigs that's found from Arizona to Brazil, also known as a peccary) become human-hating genius killing machines who lead an army of their kind on a small Arizona town.
* Tusk. It's an intentionally ridiculous story based on an intentionally ridiculous premise, but that doesn't stop it from being genuinely creepy and body horror-tastic.
* "Tusk" versions of Grineer enemies, appearing in the Plains of Eidolon on Earth.
* Tut, after the wounded Tutankhamun, disguised as an anonymous soldier, has been transported to safety by Suhad, she compassionately gives him a back and shoulder massage to comfort him as he begins to recover.
* Tutankhamun (AKA King Tut): Most people remember him more for the so-called "curse" rather than his actual reign. Blame all the countless "Mummy" movies for that. Of course, there wasn't really much to remember about his reign except that it ended his father's experiment with monotheism. His fame stems pretty much entirely from the fact that he was the only pharaoh whose tomb was not emptied by grave-robbers before it was discovered by archaeologists...
* Tutankhamun's dagger was recently confirmed to be made from meteoric iron.
* Tutankhamun was discovered in the early 1920s, rumor quickly spread that it was cursed, with things like the strange death of the British nobleman who sponsored Howard Carter's expedition to find it. Carter himself, however, remained unscathed by any hypothetical curse.
* "Tutelary Genius" by Universal Hall Pass: A Dare to Be Badass speech essentially delivered to
* Tutenstein: An educational cartoon about a girl who befriends the mummy of a pharaoh.
* Tutenstein features the undead child-pharaoh Tutankhensetamun awoken in the modern day.
* Tutenstein has an episode where Cleo and Tut have to go into the Underworld after her kidnapped cousin. While they're there, Cleo's mom calls her cell phone, which picks up. Cleo immediately lampshades this, mentioning that she doesn't get reception downtown and it makes no sense she gets reception in the Underworld.
* Tutenstein of the series is Set. He regularly hatches plots to take over the world. One episode also features him betraying Ra to Apep, the true Egyptian God of Evil, as a plot point.
* Tutenstein, thanks to the magic that compels him to serve the pharaoh.
* Tutenstein: Tut himself and Cleo Carter. Like Aang and Katara, it's because Cleo is two years older (again, kinda sorta), not to mention Tut is a shriveled mummy.
* Tutenstein: Tut's first act after being brought back from the dead is to run to the bathroom.
* Tutorial Failure. How this is supposed to add up to "infantry" is never explained.
* Tutorial Failure: You fail to teach someone how to play a game properly.
* Tutor-Text is the first known gamebook. Unlike most later examples, these were

made as education material rather than fiction.
* Tutu Fancy: Ballet outfits have to make sure the trimmings won't get in the way of the dancing.
* Tutus are considered unisex nowadays, though men usually wear them for comedic purposes.
* Tuuri and Lalli's conversation in Finnish roughly translates to "I see some mountains... and more mountains... and a funny rock... and mountains".
* Tuuri, a sheltered mechanic who desperately wants to see the world outside the fort where she grew up.
* Tuuri does it at the prospect of getting her hands on some overengineered
* Tuuri has a habit of not completely taking other people's point of view into account, which she apparently picked up while dealing with whatever disorder Lalli has. The problem is that both mages of the team (one of whom is Lalli himself, the other just starting to awaken during the story) frequently need her as a translator, and they very literally have a different perspective on the world than most people. This causes a lot of important information to get lost in the translation given to their commander.
* Tuvix" when the plant he's beaming up to Voyager somehow makes him merge with Neelix.
* Tuvok earns his Gadeteer Badge when he improvises several phasers from parts scavenged from sonic showers and food dispensers when the crew is imprisoned in a artificial environment aboard a giant space station in
* Tuvok had occasionally had the opportunity to avert this, as in one episode where a seemingly unstoppable energy field is slowly enveloping the ship, and after all their attempts to prevent it fail, he suggests simply waiting for it to consume them and seeing what happens. The rest of the crew objects, but he counters that they don't actually know what the energy field is, and given that all their other options have been exhausted, inaction is the only logical choice left to make, even if the odds of survival are low.
* Tuvok mentions that Vulcan society does allow euthanasia in certain cases. It's interesting in that Vulcan is never shown to be anything resembling a dystopia, it's just that for a society that runs entirely on cold logic, killing someone who will spend the rest of their lives in misery and will never improve makes perfect sense. When the
* Tuvok's), the only other significant black Vulcans in the franchise's history, before or since, are Tuvok's wife and son.
* Tuvok tends orchids as a hobby, including some alien varieties he picks up on his travels. This backfires in "
* Tuvok, who was serving with the Maquis as a double-agent, was reinstated to his Starfleet rank of Lieutenant, and was later promoted to Lieutenant Commander; however, this was treated as a standard promotion.
* Tuxedo and Martini, didn't have such fate). Hipsters also revived this aesthetic in real life with craft cocktail bars.
* Tuxedo and Martini Dr. Calvert) despite becoming an immortal mutated ghoul (and his government no longer existing).
* Tuxedo and Martini masks and plot to replace world leaders with brainwashed body doubles.
* Tuxedo and Martini spy and Oko San acts like a slightly spoiled pet bird who hits you if he doesn't like what you're saying.
* Tuxedo Gin has the lead reincarnated as a penguin and having to win back the girl with whom he'd fallen in love right before his death.
* Tuxedo Mask himself as this as his own signature attack in both the manga and
* Tuxedo Mask in the first season. Especially because they didn't even know if he was an ally or an evil 3rd party much of the time. He would show up, briefly fight the
* Tuxedo Mask may count as an example for the guys. He is a handsome, young man who throws roses at monsters of the week and gets to fight alongside multiple women, plus being crushed on and eventually
* Tuxedo Mask's much cooler "Prince Endymion" armor is first seen out of flashback

when he is captured and brainwashed by the Dark Kingdom.
* Tux, the mascot of Linux. Linus Torvalds visited a zoo and tried to pet one, but it bit him. He claims that's how he got into penguins in the first place and decided on a penguin mascot for the OS.
* Tu Youyou,winner of the Nobel Prize for medicine and the first Chinese woman to win a Nobel Prize, has the surname Tú (屠), meaning "butcher" or "massacre" in Chinese.
* TV 12 out of Bellingham, Washington. For decades, KVOS ran the the omnibus versions of the '63-'89 show on Saturday night starting at around eleven-to-midnight. That's not too late when you're watching a four part Fifth Doctor story, but heaven help you if that week it's a seven part Pertwee episode - or god forbid, the 10 parter The War Games.
* TV3 and its two spinoffs 3e and be3 became Virgin Media One, Two and Three respectively in 2018, bringing an end to the TV3 name after 20 years.
* TV3 - the second most recent TV network. Used to handle most of its programmes from IT until 2015.
* TV actor Jon-Erik Hexum accidentally killed himself in 1984 with a
* TV adaptation archangel in existence getting involved with a grimy demon who walks around with a giant fly on zir head.
* TV adaptation, Nola Darling is changed from straight to pansexual, and one of her many lovers is a woman.
* TV ad Robia La Morte driving a red open roadster, following along to a 'Learn Italian' cassette. At a stop sign a man hears her and says in Italian (subtitled) "You speak my language!" — she breezily replies in Italian (subtitled) "Good toast, waiter! ...I would like a slice of suitcase." and drives off, the picture of self-assurance.
* TV advert in the UK, taking an entire ad break to broadcast a parachute display team form the letters to spell out HONDA in mid-air. They succeeded.
* TV advertising campaign features a man in a sort of demon costume making a silly roaring noise, with the top part of his head and antennas visible throughout the advert before he actually pops up.
* TV and DVD player remotes can vary drastically between different brands — not just in layout, which is frustrating enough, but even in how correspondingly labeled buttons behave.
* TV Asahi even made a reference to one of these ads in their episodes!
* TV channel Five US are currently celebrating '80/90s action film tropes via the medium of
* TV Colosso, they show up at his home and explain it's not a live transmission.
* TV Comics Doctor Who comics were repurposed as Fourth Doctor stories in the same manner.
* TV Comics Doctor Who's face crudely drawn over the original Doctor's.
* TV Comic) which has featured an original comic strip based upon the TV series since 1979.
* TV commercial, a husband and wife are watching an action TV show together and, as we learn, she watched ahead on Netflix so she has to pretend to be surprised by all the twists.
* TV commercial and a lamp gives off darkness. It ends with the game's tagline, "YOUR RULES DO NOT APPLY HERE".
* TV commercial and getting affected by the various hazards and status changes from the game.
* TV commercial for Zoloft antidepressant, the cloud lightens and breaks up.
* TV commercials and print ads for Brown & Haley Mountain Bars featured people recoiling in horror from the product with the slogan "They're only ugly until you taste them."
* TV commercial. Several other songs from the collection are played with both their original and popular titles onscreen, including Tchaikovsky's Concerto #1 / "Tonight We Love" by Tony Martin, and Piano Concerto No. 2 by Rachmaninoff / Frank Sinatra's "Full Moon and Empty Arms".
* TV commercial wearing nothing but the tighty-whitey briefs, doing guy stuff.

(spits in the sink, scratches her butt, pours beer on her cereal) It ended by explaining that "Men don't want to look at naked men."
* TV critics have this opinion of the Cameron/Chase romance. Fans mostly loved it, partly because it was the only happy ending/positive portrayal of love in the series, though
* TVE 1 was the first TV network in Spain and Telecinco was the second one.
* TV execs had told creator Ryan Murphy he had the greenlight for season 3 of
* TV film (and set in that time period), the for-sale sign outside the Youngers' new home lists the phone number as "KL 50148".
* TV from the Future also presents a parody in the form of the Krav Maga Stellions, Avigdor, Mordecai, and El'or, who also parody the attitudes of overly-excited IDF brats, chanting chants like "About all those/About all those/who dump warriors/they should all be thrown to Gaza/to be w***s of the Arabs".
* TV Funhouse", in which fake hauntings were exposed by a gang of prenatal detectives.
* TV Funhouse parody includes the same staccato baritone "Heh-heh-heh-heh" after every line.
* TV Funhouse sketch "Conspiracy Theory Rock" immediately cut to a "Please Stand By" card (with the NBC peacock sweating nervously) as the song continued to accuse NBC of being GE's lackey. The song even pointed out that this trope is used as a cheap way to censor out anything sponsors or the network may deem inappropriate ("'Please stand by'/'Please stand by'/It means there's technical difficulties, supposedly/So if you see/A "Please Stand By"/You know it's all part of GE's big lie...")
* TV Funhouse" sketches (where mom leaves the cat in charge of the titular baby, immigrant, and guy on mushrooms).
* TV Funhouse to its horrible conclusion: The roaches have a whole humanesque society, loving family relationships, even religion, and yet you're encouraged to inflict horrible, uncaring death upon them.
* TV Go Home makes absolutely no bones about the cruelty and selfishness of this.
* TV Group Digital has studios in two of Brazil's biggest cities, Sao Paulo and Rio de Janeiro.
* TV Guidance Counselor is able to relax and enjoy the show that follows (which goes on to alternate songs with banter and trivia about his films).
* TV Guide, he complained about the same-day, time-delay broadcasts of the Olympics (and other sports) spoiling the endings. The specific instance mentioned was a tennis match, and although the announcers were asking, "Will X make a comeback?" there were only five minutes left in the broadcast, so of course there wouldn't be a comeback, because there wasn't enough time. If there had been a comeback, they would have edited it so there would be time.
* TV Guide), or use the listings in the local newspaper or the print-copy of TV Guide. As digital cable became more and more prevalent, cable and satellite providers began adding interactive guides, which let consumers look at listings themselves, often much further out than the old rolling scrolls did. This digitalization is also what made it possible for high-speed Internet to come to more and more homes.
* TV Guide sorts shows into five categories: white for unclassified shows; yellow for movies; green for sports and blue for family shows. Because they air during
* TV Heaven: Online comedic reviews of cheap DVD specials, presented by Brad Jones.
* TV journalists Sander Vanocur and Bree Walker appear as themselves in the
* TV Land note Brady events as taking place on the original broadcast dates.
* TVMaxwell's stuff will almost always leave the viewer wondering what the hell they just watched, and why exactly they enjoyed it.
* TVMaxwell Then the video ends with their car exploding with a pop sound effect, them appearing in space and then flying into the sun, which is all accompanied with opera music.
* TV Movie, August Best's patriotism is little more than a desire for personal glory as an operative, and he even kills his superior, Steadman, when the latter refuses to support his scheme.

* TV movie, he takes over yet another hapless human and attempts to steal the Doctor's body.
* TV Movie, is a reserve pilot for the Coast Guard, and can fly a helicopter from a suburban area out to the coast on short notice, a handy skill for disposing of a nuke.
* TV movie it is pointed out how problematic this biology is, as when some human surgeons try to operate on the Doctor his biology causes them to accidentally "kill" him, forcing a regeneration.
* TV movie (it was co-produced by Fox) pushed it right back into development hell until 2005.
* TV movie talking about how much fun they had during filming, gushing about co-star Daphne Ashbrook, and making fun of the movie's sillier moments.
* TV Movie. The villains demand a ransom be taken in a bag to a marine park. A guy grabs the bag and throws it into the nearby ocean, where it's picked up by a woman on a jet ski. When questioned, the guy says he was paid to do what he did - he had no idea what the bag contained.
* TV Nation, commercial breaks were preceded by the results of humorous opinion polls. (The polling, done by the firm of Widgery and Associates, was legitimate, though the questions were preposterous.)
* TV Nation crew would quiz the taxi drivers who didn't pick up Kotto, and tried to address the problem — when the drivers said Kotto "looked scary", they had him hail a cab while holding a bouquet of flowers and a baby, and even standing by an illuminated sign reading "I NEED A CAB".
* TV news reports, morning shows, etc can be prey to this, especially when the anchors try to improvise or banter.
* TV Of Tomorrow", a man watching TV won't move to have dinner, so his wife drags him to the dinner table. His head remains in place while his neck stretches out; he only retracts his neck to have a bite of food, then stretches it back out to the living room.
* T.V. of Tomorrow, details a specific model of television for Peeping Toms, with a viewscreen modeled after a keyhole.
* TV One mute out all misogynistic slurs (use of the words "bitch" and "ho").
* TVOntario (TVO, owned by the Ontario government). Founded in 1970 as the OECA (Ontario Educational Communications Authority) with the establishment of its flagship station CICA-TV in Toronto, it began expanding across the rest of the province starting in the mid-1970s. Long known for its emphasis on children's programming, with some shows, such as
* Tv Pirata. A network was suffering from several acts of sabotage. Everyone who tried to tell the culprit's name before the climax was killed at the exact point, prompting people to ask who that "Oooooohhhh" was. One of the trope's victims was even stabbed to death with a spoon because the killer ran out of knives.
* TV Pirata explained why women go in pairs to the bathroom - to play a round of table tennis.
* TV Pirata had a "syndicate of canned laughter", which reclaimed for better conditions such as not laughing at bad jokes... while laughter emerged from almost every line, of course.
* TV Pirata, one sketch showed lots of people on a queue fighting fiercely, then pans to the head of the queue where we see a sign saying "Gratuituous Violence".
* TV Salinazteca (Portmanteau of TV Azteca with its holding company Grupo Salinas, in reference to the legendarily crooked president Carlos Salinas de Gortari).
* TV scheduling can run afoul of this quite easily, too. After buying or making a show, the broadcaster later comes to the conclusion that it probably won't do well with the audiences, so they typically put it on in
* TV series are subject to deleted scenes for much the same reasons as set out for films in the introduction, and just as with film sometimes the restoration of said scenes resolve plot holes. Other reasons for deleted scenes to exist:
* TV series, controllers would often be betrayed by their habit of ear-scratching, but this did not appear in the books.
* TV series, he simply looks back at Tenchi, seeing his old rival (and Tenchi's

grandfather) in the younger prince, and says "Yosho... looks like I've lost again... doesn't it?" His delivery in the dub was more resigned and borderline amused. Either way, after his loss, Kagato simply collapses.
* TV's first non-binary character, Taylor Mason, is played by the openly non-binary Asia Kate Dillon in
* TV show "Camp Pining Hearts" without meaning to, and gets very annoyed by the Crystal Gems' "incorrect behavior". Aside from that, Peridot also shows signs of halted emotional development. She has the tendency to throw temper tantrums when things don't go the way she wants them to, seems to be unable to understand how she might have made others feel bad, and doesn't know how to put her emotions into words (she describes feeling good or bad as feeling "big" or "smaller", and the only way she shows gratitude is by saying "wow, thanks" — something she learned from Steven).
* TV Show King Quiz Party or something along those lines, has you(r Miis) playing for money. On the final round, the 2 best players will compete against each other to in that final round. The prize money is always enough to beat the opposing team, even if they have a $700,000 lead.
* TV show's intro, Ratbert and Catbert are running with a torch and a pitchfork, respectively, for no explicable reason.
* TV show version Cher and Dee have a favorite restaurant to go to for lunch period, which has "the best" Chinese Chicken Salad - which they order without the chicken or dressing. They basically pay $12 for a bowl of lettuce.
* TV spot for Polaner All Fruit preserves has three people asking "please pass the All Fruit" in a posh British accent followed by an American Southerner asking
* TV spot for Tabasco brand Sauce we see a man eating a slice of pizza while regularly dousing it with the sauce; he has used at least two full bottles and is working on a third. He gets bitten by a mosquito; then as the mosquito flies away it explodes, to the man's quiet satisfaction.
* TV stations in the south, especially before the civil rights movement, often did not want to air shows with non-white characters. This led to an all-white cast for shows such as
* TV Strikes - When the TV writers strike, the quality of television suffers.
* TV Telephone Etiquette at the end of the conversation, but it's still impolite).
* TV those words over the course of the series. Occasionally, Marshal Dillon would instruct some bad guys to "get out of Dodge", but the phrase is never used as a suggestion among said bad guys themselves.
* TV Time-Limit Match or on PPV's, the network has given the show overflow time should the match run a little long).
* TV Tokyo uses the telop method all the time to report breaking news rather than stopping regular programming like most networks. This is known as
* TV Trash, Chris "Rowdy Reviewer" Moore, seems to be just a snarkier version of the real-life Chris Moore.
* TV Trash), less focus on jokes, and more focus on the subject at hand with an occasional joke thrown into the picture. (Especially so, since Benthelooney took a different direction to the way he was before cancellation, when his rants restarted production.)
* TV Trash: Rowdy C is shocked when young kids don't believe that kids have cooties.
* TV Trash. When he is especially angry, it is recommended that you turn down your computer's volume.
* TV Tropes", along with a long list of examples. Humorously, one of the examples actually links to the TV Tropes page itself.
* TV Tropes), and then check out its "related links". If it's a work popular among tropers, this secondary binge can take a relatively long time.
* TV Tropes as one of the fundamental forces of nature, along with Death and Taxes.
* TV Tropes at $45 level, you got a T-shirt that said, "I Backed TV Tropes on Kickstarter and All I Got Was This Lousy T-Shirt" on it.
* TV Tropes), but weren't completely removed in hopes that some troper, someday, would save them.

* TV Tropes could ultimately be considered fan nicknames, or at least fan nicknames of literary conventions established elsewhere when applied to a specific show, genre, or situation.
* TV Tropes Customs This page lists the general customs and guidelines for the wiki.
* TV Tropes enjoy it. The division between "crap you enjoy" and "total crap" is much more nebulous than the one between crap and non-crap; we don't even have a percentage for you.
* TV Tropes, especially when the page they're from seemingly has nothing to do with it:
* TV Tropes fan forum. The show still gets significant attention, but has become far from the focus of the site.
* TV Tropes' forums and you can post a Cool Shades smiley! Or on just about any forum these days. If you happen to not have access to something that writes it, just write a B, followed by a bracket opening to the left, possibly with a dash in between [B) and B-), respectively.]
* TV Tropes Forum The social hub of the wiki and where decisions are made on fixing pages and site policy.
* TV Tropes. How exactly do you get a ship whose length is a negative number? You start with a ship with zero length and then you make it shorter.
* TV Tropes, if a certain show/video game/comic/etc. has its own Wall Banger or DMOS page, odds are an image of one of the characters facepalming will be the page image.
* TVTropes is not intended as a source of legal advice; it is for entertainment purposes only.
* TV Tropes is not necessarily saying it was designed with the help of the company who built the centrifuges...
* TV Tropes is where all the negative opinions go to. And a couple of other dark stuff.
* TV Tropes itself provides a simple example, as the main page explains: "The wiki is called "TV Tropes" because TV is where we started. Over the course of a few years, our scope has crept out to include other media." This is probably the least likely name on the site to ever change.
* TV Tropes itself spawned several imitators after more stringent rules about what was appropriate content on the wiki were put in place.
* TV Tropes? Mitigated somewhat by the "open in new tab" option on the right-click menu... until you can't open any more tabs. Or you realize that your tab bar is getting cluttered and use the equally-handy "Close Other Tabs" option. Of course, most people simply use the mouse wheel button, saving a lot of time doing both things... good luck browsing a site like this using a mousepad without this function.
* TV Tropes. On the subject of Wizards, Author Barbara Ninde Byfield advises us to "Trust those wizards who are thin and fine drawn. Mighty muscles, ruddy cheeks, and genial dispositions bespeak wizards who when apprentices sneaked out to play instead of applying themselves to long days over hot crucibles and long nights poring over scrolls, tomes, tablets, and tracts."
* TV Tropes page! As you can clearly see, I used a hammer, not an axe!"
* TV Tropes page for Serra Elinsen is studiously sanitized for any hint that it isn't meant to be taken seriously, and is full of insane cruft that pops up in only the most overwrought places on the Internet. Even we can't tell what's real and what's fake anymore!
* TV Tropes page often includes these kinds of claims. The most common ones are "X is really Haruhi Suzumiya, who may or may not be a goddess herself" and "The setting is actually in Evangelion's Instrumentality and thus a sea of souls".
* TV Tropes Recap pages seems to suffer strongly from this — which is odd, because unless you really like the show, why are you bothering to write the Recap? And unless you really like the show, why are you bothering to read it?
* TV Tropes Reviews. It seems almost like those with negative opinions will be more likely to post a review. It was even pointed out that negative reviews get more

attention than positive ones; and this wiki was no exception. In fact, the response to that observation is where the term, "Unjust praises" came around.
* TV Tropes server are limited to at most 350 pixels wide, and 200kB in size; while we will link to your original version in all its glory, it needs to look good when scaled down to fit those limitations.
* TV Tropes: Sometimes a trope is played in a way that its title is taken literally.
* TV Tropes (That Other Wiki if you're feeling bitter about it) with TV Tropes as the unknown one. Well, mostly unknown — they do have an article about us, at least.
* TV Tropes, the description of the game says that it "features never-before-seen freedom", which it does indeed: there is no collision detection (in other words, you can go through any object except the ground), and no angle detection (allowing you to drive vertically), and the game allows the player to freely drive straight off the map and into an infinite void.
* TV Tropes: The normal wiki has a white background, YMMV has a blue one, Sugar Wiki has pink, and Darth Wiki has black.
* TV Tropes The Webcomic and the others that his brother Dab, the main antagonist of the Original Arc, is not beyond redemption and is still a good person inside. He is ultimately proven wrong, however.
* TV Tropes The Webcomic: she was killed in all known alternate universes but resurrected later in the Prime (and only in the Prime).
* TV Tropes The Webcomic) to rehearse their songs for a concert that takes place in less than a week.
* TV Tropes to debate the ethics of this practice; however, there are some (often loosely-enforced) laws on touching which attempt to protect both workers from clients and clients from workers.
* TV Tropes uses this style, making normally verbose pages easier to understand.
* TV Tropesvincible". Not only is it perfectly cromulent, it's perfectly real as well. And it means exactly what it's suggested to mean: beatable.
* TV Tropes was implemented and the most NSFW trope and work pages were deleted.
* TV Tropes: We use it every once in a while, when writing examples and in trope descriptions:
* TV Tropes, when it is obvious to the audience that it is Zack who has a point, although they are both dumbasses.
* TV Tropes, which began life as an attempt to defy the stereotype of women as being weak and overly-sensitive, only to become a stereotype in and of itself that suggested that women who don't wear masculine clothing or act in a stereotypically masculine way are inferior to those that do.
* TV Tropes widened its focus; now it's covering tropes from all kinds of media.
* TV Tropes Will Ruin Your Life: Browsing TV Tropes too much will have an adverse effect on you.
* TV Tropes Will Ruin Your Life serves as this in the second episode by simultaneously warning James and explaining to the audience what will happen to him over the course of the story.
* TV Tropes Will Ruin Your Vocabulary" have already left their mark on the Internet.
* Twain also sarcastically argued for the (continued) genocide of the Native Americans, on the basis that the white man had lied and betrayed and screwed them so many times, and so thoroughly, that they would (justifiably) never trust whites again. Therefore, the only course of action left was to give up any remaining illusions of not being utter bastards, and finish what they'd started.
* *Twang* Hello: An arrow, throwing knife, or any other throwing implement thrown or shot from offscreen interrupts the onscreen action.
* Twardowski made a deal with the devil to gain magical skills. In exchange, the devil had agreed for Twardowski to give over his soul when he visits Rome. Of course, for many years afterwards, Twardowski didn't even get close to Rome. His career ended, though, when he visited a certain inn: the devil then popped up and pointed out that the inn was called... guess what.

* Twa Recruiting Sergeants overemphasizes the hardships of a Scottish farmer's life — he won't have to plow, have his horse go lame or listen to his baby's screaming.
* "Twa Recruitin' Sergeants", a traditional Scottish song popularised by Jeannie Robertson, takes a different tack. Maybe being a soldier isn't glamorous or fun, but it's got to be better than spending your entire life as a farm labourer.
* "'Twas the Flight Before Christmas" has several jokes early on about Tim using
* 'Twas the Night Before Christmas believes strongly that there is no Santa Claus and isn't shy about voicing his opinions. He also seems to know quite a bit about how clocks work — although maybe not as much as he thinks since the first time he visits the clock tower it ends in disaster. He does fix the clock later, and also learns about the importance of both humility and having faith.
* 'Twas the Night Before Christmas for Santa, including the names of his reindeer.
* 'Twas the Night Before Krampus: A Tale of St. Nicholas Christmas. A dark revamp of Santa and an even darker revamp of Krampus.
* Twat-O-Tron was created as a parody of many semi-coherent and angry commenters in the BBC website's "Have Your Say" section. It produces randomly generated rants formed from careful analysis of the HYS comments, and the results are not unlike the "From the messages boards" section in Private Eye: often sadly indistinguishable from the real thing. The source database has sadly not been kept up to date.
* TWC also had a sister channel TWC Reloaded, which didn't do much better and was sold off to become the movie channel Movies 333, now known as True Movies.
* tweaks were what was lost in time, either because they were kept on the engineer's notebooks or they kept a mental recollection of it. However, it was better to design the engines using current techniques anyway because they turned out to be, at least on paper, more efficient and simple.
* Tweedle brothers and sends Joker, Catwoman, Riddler and Two Face flying.
* Tweedle first appears in the comic piloting one, though it almost immediately gets obliterated by a
* Tweedle has no problem manhandling, knifing, poisoning, and otherwise getting physically rough with women.
* Tweedle takes a poisoned smoke knight dagger to the left hand. He eventually cuts it off to stop the poison, and Agatha creates a prosthetic replacement for it while sleep-sparking (as she'd be unlikely to
* Tweek Vs. Craig and abusing Nicotine gum over the loss of his Live-Action wife.
* Tweek x Craig dynamics, and several of the fanart images used are...very suggestive.
* Tweek x Craig: people love their supposed romance simply because it's a gay relationship, not out of any real concern about Tweek or Craig themselves. (Ironically, Craig's dad, who has a hard time coming to terms with Craig's supposed sexuality, would be an exception: he eventually supports them because he thinks it makes Craig happy.)
* Tweener, who have a habit of committing actions which would be seen as despicable if done by anyone else, but still manage to get the crowd behind them, simply by targeting wrestlers whom everyone already hates.
* Tweenies, "Being Really Old": The last lines of dialogue are the titular characters (kids not more than 5 years old) asking one of their caretakers at playgroup (he's really old): "How old are you?" "Well, if you must know..." Cut to credits.
* Tweenies below, the voices were recorded in Canada and the songs were recorded in Nashville.
* Tweenies concluded with "What Makes Summer?", wherein Max and the Tweenies make a summer collage. It plays out like an ordinary episode.
* Tweenies had several touring shows in the United Kingdom, some of which were held after the show had ended production.
* Tweenies: Jake in "Jake's Been Sick", after eating a Bramley apple, an especially-sour cooking apple which isn't meant to be eaten raw:
* Tweenies mere days after the Metropolitan Police put out a report effectively

confirming the worst about Savile. The BBC, already doing damage control after allegations emerged that the BBC under-acted in regards to initial complaints against Savile, promptly apologised and locked the episode away.
* Tweeny Witches, and his animated puppets imply that he has magic like his mother, though he denies using magic to communicate with Arusu in supernatural appearances. He wishes magic would disappear from the world and believes that some can only use magic to bring misery even though he has only used magic mostly to terrorize ships. He gets better thanks to Arusu's influence, though.
* Tweeny Witches: Arusu is the only human member of the Magical Girl Squad, the other two being native humanoid witches.
* Tweeny Witches. Because of the laws against relationships between witches and humans, they couldn't have legally married even if they wanted to.
* Tweeny Witches: Grande plans to destroy the Human Realm through dark magic in hopes of making a new home for his species to escape the eventual destruction of the Magical Realm.
* Tweeny Witches in the present. Even discussing anything magical in Wizard Kingdom arouses the suspicion not only of the civilians but also of the warlock police, as shown when Arusu loudly asks Sigma about magic and the fairies captured by the military.
* Tweeny Witches: Lennon is an androgynous boy who is assumed to be a girl, with a young, high-pitched voice that can pass as both masculine and feminine. The Italian dub, however, gives him a blatantly deep voice that makes one wonder how anyone could think he's a girl.
* Tweeny Witches manages to fool the heroes into believing the two will die of "disease" in 24 hours without a "counterspell" to heal it. It took Arusu and Sheila washing their bodies by falling to the water for everyone to realize that the "disease" wasn't real in the first place.
* Tweeny Witches on the team. Saving her from the warlock army wasn't a genuine act of kindness; he only did that so he could win Sheila's trust.
* Tweeny Witches, overlooks the Magical Girl Squad on the DVD cover for volume 7 of the Japanese release.
* Tweeny Witches provides the voice of Lennon, the son of a Japanese man and a native humanoid witch.
* Tweeny Witches save Eva from the warlock army, but that is only to win Sheila's trust.
* Tweeny Witches, Sheila and Eva were made ageless as punishment for letting Arusu release all the captive sprites back into the wild. Arusu didn't understand how this was a punishment until they explained that since they can't reach adulthood, they can never reach their full magical potential. Not to mention, since they're stuck as kids, they will never be able to experience adult things like getting married.
* Tweeny Witches, Sheila believes that the value of life depends on magic and that those who cannot defend themselves deserve to die.
* Tweeny Witches, Sigma saves Eva from the warlock army to win her friend Sheila's trust.
* Tweeny Witches: The Adventures: "A Heart Sealed Away" is the second episode in the original Japanese release. The North American release, however, positions the episode as the fifth.
* Tweeny Witches: The conflict in "The Magical Girls Squad Transformed into Fish!" from The Adventures is about the heads of Arusu, Sheila, and Eva being transformed into fish and their attempt to reverse it. They are trying to keep people from finding and laughing at them, but that's the extent of their antagonism.
* Tweeny Witches. The female witches tend to a more primitive steampunk-style of magitech while the technologically advanced male "warlocks" now use very little magic at all (there's only one "real" warlock left, and he's very old).
* Tweeny Witches the regular way. However, she finds she can do it by standing on the broom like a skateboard.
* Tweeny Witches: The series takes place in the Magical Realm, but Arusu and her friends still deal with problems like animal exploitation, conservatism, war,

oppression, and racism.
* Tweeny Witches used for the Führer. When the special task force urges the witches to fight the warlocks, Luca paints humans as a scapegoat in an effort to get both groups together, claiming that one of them, Arusu, has hidden the True Book of Spells to keep dark magic from saving all the witches and warlocks from the eventual destruction of the Magical Realm.
* Tweeny Witches wishes magic would disappear from the world and believes that some people can only use magic to bring misery. This causes Sheila to angrily tell him not to treat magic with contempt. He gets over his hatred of magic thanks to Arusu's influence, though.
* tweeted in the original game, but seeing it confirmed so readily was unprecedented.
* Tweetie Pie", Sylvester builds an elaborate device to lure Tweety out of his cage so a bowling ball will fall on him. Everything works perfectly, until the bowling ball somehow falls on Sylvester instead.
* tweet of Scantron dots rearranging themselves to read "Need Coffee".
* Tweetsie Railroad festival in 1990, and it became a smash success and an annual favorite
* tweet sums up the phenomenon perfectly. The channel itself is a ruthless aversion, stripping away the filter with pithy and accurate sum-ups of the output of classic bands across the spectrum:
* Tweet Up. The reasoning for this is that Lucas Films owns the trademark for the word Droid, nevermind the other bamillion apps with Droid in the name that aren't being sued right now.
* Tweety And The Beanstalk", Sylvester the Cat was knocked clear through to China after getting sat on by a giant, and met up with a Chinese Tweety.
* Tweety and the Magic Gems, and Marc Antony in coconut trees, tossing coconuts at crabs. Red crabs are worth three points, and green crabs are worth five.
* Tweety and the Magic Gems. Their destinations are North America (New York and San Francisco), Argentina (Buenos Aires), Brazil (Rio De Janeiro), England (London), France (Paris), Italy (Rome), Germany (Berlin), Russia (Moscow), Egypt (Cairo), Africa (Kenya), India (Calcutta), China (Bejing and Hong Kong), Japan (Kyoto), and Australia (Sydney).
* Tweety does this with one of his more memorable lines in the cartoon,
* Tweety is another example. He's content to sing and swing in his cage until Sylvester starts trying to eat him, and then retaliation comes.
* Tweety's High Flying Adventure: At the end of of the prologue. Sylvester says "Well, first things first" while he is walking towards the camera and his face fills up the screen making it completely black.
* Tweety the canary, Porky Pig, and Petunia Pig have heads that are shaped like human heads.
* twelfth, and his grave is marked by the gigantic prosthetic arm he used as a weapon.
* Twelfth Doctor. After that ordeal, he only has his regeneration adventure to go through, which ends with him telling the self to come that they should "Always try to be nice, but never fail to be kind."
* Twelfth Doctor fit this to a tee, complete with Clara hugging the Doctor from behind repeatedly.
* Twelfth Doctor, she has to wait a whole week before the brow lowers again.
* Twelfth Doctor's title sequence, who was so impressed, he offered him the job!
* Twelfth Doctor Titan comics are affected by this, which is why they need to steal the minds of others.
* Twelfth Equestriad Interview: As Claire Pie can create permanent Gates (wormholes) through a major effort (taking her years to decades of preparation) this is currently possible only between the Earth and Paradise, the moon Luna, and Mars. When a permanent Gate is set up, the Ponies run a railroad through it. In time, the whole Solar System will be linked by rail through the Gate system. After the passage of even more time, the Ponies hope to have Casual Interstellar Travel by this means.

* Twelfth Krampus Night by Matt Manochio is a Medieval story set in Bavaria about a girl trying to escape a castle being invaded by Krampus and Frau Perchta.
* Twelfth Night, Act III, scene iv: "If this were played upon a stage now, I could condemn it as an improbable fiction."
* Twelfth Night Adventure to integrate himself/herself into the setting.
* Twelfth Night. After the Burial Shroud of Christ is warped by Hermetic magic it gains the special power Circle of Decay, which affects all creatures within a half mile. Any creature less than 35 years old will age at a rate of 2.5 years per minute. Any creature 35 or more years old ages at a rate of 10 years per minute.
* Twelfth Night, and that Feste was originally supposed to appear in the scene.
* Twelfth Night And then the actually-not-dead Sebastian shows up and, of course, is promptly mistaken for Cesario. Zany hijinks ensue.
* Twelfth Night an example, as her name is only mentioned in the play's final scene.
* Twelfth Night: at the end of the comedy, Malvolio, abused and humiliated, announces his intention to have his just revenge upon his persecutors, striking a discordant note in the middle of an otherwise happy ending to the action.
* Twelfth Night, both main characters assume that their sibling was lost in a shipwreck and that they alone survived.
* Twelfth Night, but is actually attributed to the Klingon mytho-historical emperor Kahless, predating the Bard by some 700 years.
* Twelfth Night claims to avoid it because "it is better to be a witty fool than a foolish wit."
* Twelfth Night disguise on him. Which leads to a lot of confusion when he shows up in town (as well as revealing to her that Sebastian is alive after all).
* Twelfth Night, Feste fakes a conversation between himself and "Sir Topas the Curate" outside Malvolio's cell.
* Twelfth Night has Viola, disguised as a boy named Cesario, talking about love with Orsino, with whom she's fallen in love. Orsino claims that women aren't capable of loving very strongly, and Cesario responds by telling Orsino about his..."sister".
* Twelfth Night), he threatens to murder Cesario, comparing himself to an Egyptian thief who murdered his own lover to keep her from being tortured. He's inadvertently revealing that Cesario is the one he's in love with.
* Twelfth Night: "If music be the food of love, play on" is quoted a fair bit, without the next part, "Give me excess of it, that, surfeiting,/The appetite may sicken, and so, die." It's not a cheery request for more music to arouse more love, it's an order/prescription for an emotional purgative: give me enough to make me (metaphorically) throw up and stop being in love.
* Twelfth Night, is a master of this. For example, he attempts to prove that Olivia is a fool so that the people asked to "take away the fool" will remove her instead of him:
* Twelfth Night is often assumed to be quite romantic and/or demonstrative of a love of art. Very few include the rest of the quote: "Give me excess of it; that surfeiting,/The appetite may sicken, and so die."
* Twelfth Night is seen fixing Andrew's tie, much to Andrew's confusion.
* Twelfth Night: Malvolio has quite the indulgent one about marrying the rich Olivia.
* Twelfth Night, Olivia is in deep mourning for her brother. The Duke is trying to convince her that a more suitable form would be to perpetuate his family line by marrying and having children. The Jester even calls her a fool for mourning her brother's soul being in Heaven, much to Olivia's shock.
* Twelfth Night, Olivia meets Sebastian and mistakes him for his sister Viola's male alter-ego Cesario, with whom she has fallen in love. Sebastian's reaction is to bewilderedly, but quite happily, go along with the romantic advances of this unknown lady and agree to be "ruled" by her.
* Twelfth Night: Orsino (A) loves Olivia (B), who falls for Cesario/Viola (C), who loves Orsino.
* Twelfth Night play the ending this way. Viola and Sebastian are reunited and

happily married to the Duke Orsino and the Countess Olivia, respectively. However, Olivia's whole marriage is based on the fact that she actually fell in love with her husband's twin sister, Sir Andrew leaves Illyria in disgrace and heartbreak, Anthony the pirate has lost the young man he loved and has been arrested while trying to help him, Toby Belch and Maria are trapped in a loveless marriage, and Malvolio has sworn revenge on the whole cast. Feste's sad song "For the rain it raineth every day" doesn't help.
* Twelfth Night Scaramouche, Malvolio the Pierrot, Feste the Arlecchino, Maria is the Colombina to Sir Toby Belch's Capitano, with Duke Orsino as the hopeful Innamorato to Olivia, ending up with Viola after she reveals her disguise as Cesario, and Olivia falls for Sebastian, mistaking him for Cesario, who is really Viola, his fraternal twin sister.
* Twelfth Night, several characters decide to bring Malvolio down a peg and write a fake love letter to him from their mistress. Because he is a proud fool, he immediately falls for it and believes Olivia is infatuated with him. When he follows the ridiculous instructions left for him in the note, Olivia thinks he's gone mad and has him locked up as a lunatic.
* Twelfth Night shows up and gets mistaken for Cesario, he thinks he's being attacked for no reason, and a fray results, ending with Sir Toby (who's jumped in to help his friend) bleeding at the head.
* Twelfth Night, Sir Toby and Fabian urge their friend Sir Andrew Aguecheek to fight Cesario (Viola in disguise) in a fencing duel, with the hopes that Andrew might have a better chance of gaining Olivia's hand. Toby and Fabian accompany Andrew as dueling seconds, urging Cesario to participate in the duel. Moments later, Antonio encounters Cesario, mistaking him for Sebastian and asking for the money which he had entrusted to Sebastian. Later on, Andrew attacks Sebastian, mistaking him for Cesario, only for Sebastian to thrash and bruise Sir Andrew.
* Twelfth Night, Sir Toby and others overhear Malvolio talking about how he would like to marry Olivia and stop Toby from drinking. This kicks off their plan to humiliate Malvolio.
* Twelfth Night, Sir Toby Belch and Sir Anderew Ague-Cheek sing drunken songs in the middle of the night until interrupted by the Countess's manservant Malvolio.
* Twelfth Night, Sir Toby Belch, Sir Andrew, and company do this to spy on Malvolio. Depending on the imagination of those involved, it can get truly over-the-top. (One truly magnificent amateur production involved Sir Toby Belch freezing in a stupid pose and hissing "Hey Andrew, I'm a topiary!" Obviously, that line was added.)
* Twelfth Night Sir Toby Belch spends the entire play mooching off him and otherwise taking advantage of him.
* Twelfth Night stands outside the dark cell in which Malvolio is imprisoned and enacts a conversation between himself (Feste) and "Sir Topas", the minister supposedly sent to "cure" Malvolio of his insanity. Malvolio falls for it, of course.
* Twelfth Night. This being a comedy, however, things work out all right.
* Twelfth Night, Toby, Maria, Fabian, and Feste decide to humble Malvolio, who has been dismissed by Olivia for following the instructions in the forged letter which he believes is from Olivia, much to her displeasure; Feste puts on a fake beard and gown, disguising himself as a curate priest.
* Twelfth Night, trying to explain to Orsino that sometimes you don't end up with the person you want and there's nothing you can do about it. She does get the guy at the end of the play, though.
* Twelfth Night: Viola loves Orsino, but tries her best to set him up with Olivia, the girl he professes to love, instead.
* Twelfth Night when Toby Belch and his accomplices eavesdrop on Malvolio reading the fake love letter.
* Twelfth Night (whom Viola believes is dead), mistakes him for "Cesario" and winds up marrying him before the truth all comes out.
* Twelfth Night, with the song "When but I was and a little tiny boy." Some productions make the song a dark epilogue instead.

* Twelfth Night with Viola speaking to Feste who, being a clown, uses this trope as comedy:
* twelthofadime, a comedy sketch channel spinoff of Makemebad35 hosted by Kyle McIlrath Adams.
* twelthofadime, they all just tell him to shut up. While Kyle tries and fails to hunt, Baxter and Charlie instead try to replicate the experience of Facebook, Twitter and television.
* twelve, and it was not unheard of for men to reach lieutenant before their 18th year. The minimum peacetime recruitment age for enlisted men in all three services remains a relatively tender 16 years to this day.
* twelve bowls whose official names consisted solely of the name of the corporate sponsor and the word "Bowl". As of the 2018 season, the count is seven.
* twelve cop cars. Just as he's about to shake them off, he gets distracted by a pretty girl who walks by and promptly wipes out inside a construction zone.
* Twelve Deadly Coins, there is Rung-erh, the daughter of a powerful martial arts clan, who spends the whole film wearing purple robes and a velvet cape. She is also the best fighter of the entire film, taking plenty of names single-handedly.
* Twelve Doctors of Christmas, and thus makes much more sense if the reader has already seen it.
* twelve-foot-tall monstrosities with human upper bodies mounted on long robes concealing God-only-knew what.
* Twelve Forever and various buried objects come to life, with geography like ranch dressing springs, which is in constant flux. When Esther tries to analyze the place scientifically, it actively thwarts her attempts until she accepts she'll never really understand it.
* Twelve Forever does, in fact, take place in the early 2000s (possibly either set in 2000, 2001, 2002 or 2003) where Reggie is 12 (she might be born in between late 1987 through early 1991) as well as her friends, Todd and Esther (who are born in between 1988 through 1991).
* Twelve Forever ends with the trio managing to defeat the Butt Witch, depowering her back to a smaller than normal form which Big Deal takes away. The three make up and celebrate Todd's birthday back in the real world along with Gwen with the implication Reggie will tell her about Endless when she asks about Reggie's arm. All the while Reggie's key glows, causing a flash to appear in the ocean near Endless Island. What it is (a new key, an island, another newcomer, etc) is left up to the imagination.
* Twelve Forever Episode 23, "A Stranger Forever", after Todd and Esther discover Elmer is a thief who steals people's favorite things, they run to Reggie to warn her. When they get to her, Esther is about to warn Reggie but needs to catch her breathe, Todd comes in behind her and tells Reggie the truth about Elmer, which angers Esther since she was going to tell her.
* Twelve Forever, main character Reggie develops a crush on Connelly after seeing her working on her film. Later Gwen comments on how seeing Todd with a guitar seems right.
* Twelve Forever. She has the power to turn her friend Shane into different things, and can use magical weapons given to her by a flying octopus to fight.
* Twelve Forever. Two months later, showrunner Shadi Petosky announced on Twitter that the series would not continue because it didn't become a huge hit that justified moving to another studio; also, the revelation that series creator Julia Vickerman had been fired for mistreating the series crew and was exposed as having written social media posts with pedophilic tones for years ultimately soiled its reputation so no studio would touch it with a 10-foot pole. Netflix did not comment on the ultimate fate of the series, but Petosky implied they were not to blame.
* Twelve Forever: While not advertised much, word did spread that its lead, Reggie, was gay and a subplot featured her gaining a crush on a fellow schoolmate. Two of the residents of Endless Island were also a gay male couple. This allowed the series to gain fans from the LGBTQ community.
* Twelve Forever, with the exception of the first which is a regular-length episode.

* Twelve Houses that is a front for the villains’ coup d'état conspiracy).
* Twelve Hundred Ghosts and shifts from the regular work to steamy romances, comedies, parodies, and back again.
* Twelve Hundred Ghosts "Bah, humbug!" and "three spirits/ghosts" get repeated about a dozen times by different Scrooges and Marleys.
* Twelve Hundred Ghosts. Even after his reformation, Scrooge buys the last big bag of Walkers Crisps from Canadian Tire, teases a young boy about it, and gets the Cratchit family just enough food to keep going instead of the prize turkey.
* Twelve Hundred Ghosts has a twofold one, beginning with a narrator talking about Charles Dickens and the story he wrote that was frequently adapted, then transitions into the Looney Tunes watching Twelve Hundred Ghosts in a theater.
* Twelve Hundred Ghosts Jacob Marley died by choking on his cereal, then face-planted into the bowl and drowned.
* Twelve Hundred Ghosts shows Ebenezer Scrooge used to be nice when he was younger, particularly as a baby when he was delighted to get a rattle as a Christmas present.
* Twelve Hundred Ghosts zombies and vampires are mentioned a few times, but are never brought up again, and the story continues as normal.
* Twelve Incompetent Men by Ian Mc Wethy is a short play based entirely on this premise. They have footage of the defendant committing his crime on camera. He even shouts out his name in the footage. The play starts with a judge saying that if it took more than thirty minutes for the jury to deliberate, he would be very disappointed in them. Needless to say, the verdict came back innocent.
* Twelve Labors of Hercules, Atlas succumbs to this trope after conning Hercules into holding up the sky in his place. Hercules politely asks Atlas to resume holding it up while he fetches a cushion for his shoulders, hands his burden back to him, then leaves him like that.
* Twelve Months. In general, there is no indication there is anything but friendship between them or that he is more special to her than the rest of the Months.
* Twelve Months: The Stepdaughter is not younger than the approximately fourteen-year-old Queen, and this is all we get (and even that estimate is made by one of the minor characters who might be mistaken). It was probably done deliberately, since the play is extremely popular in Russia and gets produced everywhere from kindergartens to opera houses. In particular, depending on the age of the Stepdaughter (and the target audience), her romance with April can be played up, kept as subtext, or omitted entirely.
* Twelve O'Clock High. After the same man gets busted from sergeant to private and then promoted back to sergeant later the same day — on two separate occasions — the general responsible for the demotions and promotions tells him to get zippers installed on the extra stripes.
* Twelve O'Clock High of the requests are ready to be submitted to higher headquarters, Savage should have been able to convince the crews that his methods are justified. Savage remarks that it's "a hell of a way to run a war."
* Twelve O'Clock High. So much a father to his men that it is undermining his combat effectiveness, as he can't make the hard decisions to send men to their deaths. So beloved by his men that after he is relieved of command and Gen. Savage replaces him, EVERY pilot in the group requests a transfer out of the 918th.
* Twelve O'Clock High, the commander of the 918th Bomber Group, already depressed after a raid went badly, is further irritated when Lord Haw-Haw taunts the Allies with knowledge of the raid and specifically mentions the 918th.
* Twelve O'Clock High. Upon coming in and taking over when the Commander of Bomb Group has been relieved, the first thing General Savage does is have the Vice Commander (Number Two) of the Bomb Group brought to him under guard, then he proceeds to tear him a new asshole, relieve him of duty, and assign him the biggest fuck-ups in the outfit. He basically tells him that one of the reasons the commander had to be relieved is because he was forced to do too much because he, as Number Two, shirked his duties and didn't take enough tasks off the Commander's

shoulders. Savage selects a more competent Vice Commander from the other officers in the outfit, and the disgraced officer spends the film trying to redeem himself (which he does).
* twelve overs - nearly an hour's play. Panesar was a strong rival for McGrath's claim to be the world's worst batsman, and he held out much longer.
* Twelve Red Lines: Dragon pulls this on Jones in Loguetown, just as she's explaining to the Straw Hats and Sabo that Luffy is Dragon's son.
* Twelve Red Lines explaining many of them away with quirks of biology.
* twelve seasons: Winter, Fool's Spring, Second Winter, Spring of Deception, Third Winter, The Pollening, Actual Spring, Summer, Hell's Front Porch, False Fall, Second Summer, and Actual Fall.
* Twelve Sharp, a food fight breaks out at the bonds office when Joyce barges in looking for trouble while Stephanie, Connie, and Lula are eating lunch. It gets settled by new file clerk Melvin zapping Joyce with a stun gun.
* twelve straight hours. Logan Cross, Sid Fabulous, "Lightning" Tim Lutz, American Kickboxer II, Dark Angel (Williams) and DJ Tom Sharp were the wrestlers who pulled it off.
* Twelve Strong One of many films where New Mexico doubles for Afghanistan.
* Twelve Tasks of Asterix, who gets to 'retire' to a lovely Italian villa with Cleopatra.
* twelve times the Austrians, thus freeing the manpower needed to mount an effective counterattack
* Twelve Tribes, the one almost identical to Earth humans is called "the Neran."
* Twelve US championship medals, nine of them (1996, 1998–2005)gold
* twelve vertically-aligned cylinders, and a second trigger that flips the cylinders around so you can quickly switch to the second after emptying the first. It even has the slam-fire ability of the Strongarm.
* twelve-year-old comic relief character Konohamaru.... Of course, he later recovers from the hit and doesn't even need to repair that body.
* twelve-year-old girl can demolish fallen angels and vampires without blinking.
* twenties the right things to happen to him (including not getting major illness, or a divorce, or a job market bust) to succeed.
* twenties, used to denote frustration or disbelief, the way Herman used it.
* Twentieth-century Dutch illustrator Anton Pieck is very popular for painting and drawing romantic scenes of 19th-century life and fairy tales, which have been printed on countless calendars, postcards and other merchandising. But, you guessed it, average art critics regard it as petty kitsch.
* Twentieth Century has Oscar and Lily rehearsing the same play they were at the beginning, with Oscar giving the same talk, though this time his "I love you all" clearly means more to Lily. Lampshaded by Owen O'Malley.
* Twentieth Century leads his actress, protege, and lover, played by Carole Lombard, to protest "I'm no Trilby!".
* Twentieth Century, Lily vents about Oscar only to notice him having entered her apartment behind her back.
* Twenty 20 cricket is far more popular than traditional Test cricket or even One Day Internationals, and thus many purists refer to it as "hit-and-giggle".
* Twenty-Fifth Bam By the end of the Hell Train arc, his combined Super Mode power is absolutely insane for someone of his level.
* Twenty Four Nights, a story about a gay man who lives with his sister who writes a letter to Santa Claus.
* twenty-four years - repeatedly raping her and fathering seven children with her during that time.
* Twenty Gyarados Bill Gaiden has the title character face his biggest direct opposition in General Javelin Wataru (Lance's grandfather), and Denki Tekina, an Elite Four member specialized in Electric-types.
* Twenty Gyarados Bill Gaiden tells the story about how the title character went from a simple crewman in a fishing boat to the terror of coastal Johto. It all started with his crewmen giving him a Magikarp as a mocking gift and comparing him to it, calling him the "Magikarp of humans".

* twenty. Like Sokal, they set out to make them as ridiculous as possible, loaded with buzzwords, politically fashionable language, and an ideological bent. By the time they admitted the hoax, only six were rejected. Four had been published, three had been accepted for publication, seven were still under review. One of the published papers had won special recognition in its field.
* twenty million years. In retrospect, this is seen as a brief, nasty interregnum.
* twenty-nine years (i.e. he was not ethnic Han Chinese like the vast majority of Taiwanese people today, but rather a member of one of Taiwan's native Austronesian-speaking peoples) , who chose to be sent to Taiwan rather than Japan after Indonesian soldiers "arrested" him. He died of a heart attack in 1979.
* Twenty One Pilots’ “Stressed Out” breaks the rhyming structure of the first verse with the final line: “I wish I didn’t have to rhyme every time I sang.”
* Twenty One Pilots album (in which the character features prominently).
* Twenty One Pilots by posting clues and journal entries about a dystopian city called Dema on a hidden website.
* Twenty One Pilots has a song called “Glowing Eyes”, which uses the term as a metaphor for anxiety.
* Twenty One Pilots have "Car Radio," about a man whose car radio has been stolen discovering how much he's been using music to block out uncomfortable thoughts.
* Twenty One Pilots music video for their song "House of Gold", both band members are performing while cut in half.
* Twenty One Pilots video "Stressed Out", the music stops for about ten seconds while Tyler and Josh perform an extremely elaborate handshake.
* Twenty or so years ago, Crest showed commercials where half an egg had been treated with their toothpaste, then the whole thing submerged in an acid solution. The treated side remained hard while the untreated shell became soft and malleable. What they didn't tell you is that virtually any fluoridated toothpaste would give you the same result.
* Twenty Pageants Later is told from the POV of a beauty queen's younger/less attractive sister, when her middle school decides to hold a beauty pageant.
* Twenty-seven members of the New Zealand national rugby team developed food poisoning two days before the grand final of the 1995 Rugby World Cup, where they were to play host nation South Africa. Legend has it, it was a deliberate act by a mysterious waitress called "Suzie".
* Twenty-Six Martyrs of Japan) who descend from the survivors of the persecution.
* twenty thousand bees that had somehow swarmed into a car in a couple of minutes.
* twenty thousand, who wore wood-and-feather angel's wings on their backs as they charged.
* Twenty Three Hundred AD: Tau Ceti II and Epsilon Eridani II, otherwise known as Kwantung and Dukou, respectively. Also, Tiranë and Montaña.
* Twenty Three Hundred AD: The planet Beta Canum. Also the Station Arcture, which orbits Arcturus.
* Twenty years after his first published story, "Marooned Off Vesta",
* Twenty Years Late, Adam the Thin Man explains to the Human Resistance that, unlike the Sectoids, which are simply cloned en masse, Vipers/Thin Men reproduce through parthenogenesis — a real-life phenomena observed in some reptiles where the female spontaneously becomes pregnant with clones of herself. It's unclear if this is the result of genetic tinkering by the Ethereals or if they always reproduced in this way, as the author has admitted to disliking the Alien Rulers DLC that introduced the "Viper King", the only male Viper ever seen in XCOM canon.
* Twenty Years Late. And it doesn't stop screaming in horror until its field commander pulls it aside and kills the mutilated cyborg it was trying to probe with a plasma cannon.
* twenty years later. It's especially tragic as she never admitted she loved him while he was alive.
* Twenty years later, Shifu has allowed his pride and that failure to blind him to the potential of his other students, and prevents him from seriously considering

that Po is the only hope of defeating Tai Lung. Meanwhile, Tai Lung has only gotten more full of himself while wasting away for twenty years, and when he finally confronts Shifu, he reveals that the motive behind everything he ever did
* Twenty Years Late the "Thin Man" admits to its interrogators that, despite looking like a (creepy parody of a) human male, it's actually biologically female, as are all of its species.
* twenty years shacking, with a vow to never return to the Grand Line, all so he could have something resembling a normal life again – only to break that promise because he wasn't able to let go of his grudge against Luffy after being beaten by him. Every terrible thing that's happened to him since then, including being incarcerated in Impel Down and having his past as a Roger Pirate exposed, can be traced back to his decision to chase after Luffy, regardless of the consequences.
* twenty years. Their children are lactose intolerant, for some reason. If we accept that a single line from a Gilbert and Sullivan parody song was intended to be an accurate source of information.
* twice across a younger Clara when he finally notices these echoes and starts investigating them. Once again, Clara does not seem to recognize him as the weird man she chatted with on the playground.
* twice. Admittedly, both times they were doing the "Run away until the enemy gets disorganized then reform and kill them." trick.
* twice, albeit a heavily-customized one. True to the cutscene, it can't kill anyone else with two headshots while you're wielding it, either, no matter how many points into the relevant skill you invest.
* twice ...also from across the room, while in full sight of her target.
* twice. among young animation fans, and also ended up spawning a line of DTV sequels.
* twice) and again only a crater remains. He is later recovered when his father does indeed find the body.
* twice, and as a result, he intended to drag the villain into the murky depths with him.
* twice and quiet, reserved way of leading leads people to underestimate how dangerous of a quarterback he is. Despite all that, he never complains or puts down anyone and takes the blame with stride.
* twice and she was fatally injured, too, dying just moments after him.
* twice and the second was when Rebecca asked everyone to dress in 19th century attire for the bar's centennial. In both cases, the organizer is the only one who dresses up.
* twice, and was clearly more than a hallucination, giving Cassandra advice she couldn't possibly know!
* twice as much work to do if a Williams family reunion is ever going to happen.
* twice at friendly troops to pinpoint his location), he wanted to use an airstrike in the middle of a populated town to kill the sniper. He said that his commanders (obviously) denied this, and proceeded to mock their rationale that it would lead to civilian casualties. Brr indeed.
* Twice at least. A second battle during WWII took place but it was a withdrawal instead of a sacrifice.
* twice, at which point America immediately decided not to keep him), then again after France captured him. Both times, the box had 'FUCK' written on it, in big, bold letters.
* TWICEBecause of that, some of her nicknames are "Black Swan" and "Ballerina of Tragedy".
* Twice Blessed apparently has giant magic robots (golems, warforged, constructs).
* Twice Blessed: Cade Masters ruins Melchior's chances with a very attractive barmaid when he innocently mentions Melchior's troubles with his Rod of Wonder.
* Twice Blessed has a kobold bounty hunter that uses a very large gun (or a small cannon) with a Chinese dragon motif.
* Twice Blessed has Ustav, which is obviously Russia, Lajuria, which is obviously Spain, and others.

* Twice Blessed has Vadim as a main character, who meets most dwarf stereotypes, but comes from a Russian-type culture and has a matching accent, drinks Vodka, uses the word "brother" in place of "laddie", and never seems to feel the need to point out that he is a dwarf.
* Twice Blessed with a room full of bounty hunters who are out for Cade's head.
* twice by a bolt of black magic. When her now-husband prince burns the copy of the spell that summoned it so that its powers can never be used again, she materializes from the resultant flames. Also, Jean-Bob is knocked out at the climax of II and brought back as a side effect of the spell that turns Odette into a swan and back.
* twice, by two different mechanisms (the latter being the result of magical detritus). It appears that all dogs are sentient in some way, but Gaspode has human-level intelligence and can actually speak Morporkian.
* Twice Charmed, Anastasia and Drizella compete over who will win the Prince.
* Twice Charmed, Anastasia and Drizella torment Cinderella as Franco prepares to shrink her.
* Twice Charmed ends with the wicked fairy godfather helping an evil queen being chased by seven dwarfs up a mountain.
* Twice Charmed, Franco DiFortunato definitely is hammy, as are Lady Tremaine and the stepsisters.
* Twice Charmed, Franco DiFortunato is one to Cinderella's Fairy Godmother. Franco is a Wicked Fairy Godfather, and his deals come with a destructive catch.
* Twice Charmed, Franco DiFortunato uses gambling motifs in his wordplay and songs.
* Twice Charmed, Franco DiFortunato wagers the Tremaines' livelihood on their deal.
* Twice Charmed gives Lady Tremaine a Wicked Fairy Godfather who helps her plan revenge on Cinderella.
* Twice Charmed, Lady Tremaine tries to summon her Wicked Fairy Godfather, Franco DiFortunato, to wreak havoc at the ball. But since they failed to separate Cinderella and Prince Charming, the Tremaines are forced to do Franco's chores for eternity.
* Twice Charmed, Prince Charming says that he loves the maiden at the ball, but the Grand Duke thinks he's referring to him.
* Twice Chosen has Alpha explicitly refer to Rue as this, as there are only five coins and she just happened to follow the other Tributes into the cave.
* Twice Chosen, the new Rangers, particularly Liv, find it odd that an alien ship for a species that existed millennia ago can so easily accommodate humans. Alpha explains that this is due to the Zeo Crystal influencing evolution on many planets so that all planets where life evolves under its influence share a humanoid appearance.
* twice continuities, the title isn't a term Cybertronians use to describe themselves.
* twice-cooked pork, and the emperor has a very stereotypically Chinese look. The country is depicted as an emerging world power, quickly gaining influence and able to gain leverage with the rest of the world. Kakin is also located on the continent of Azia (though it's actually pronounced "AH-zee-ah")
* twice due to his position being eliminated. The second happened years later, when he decided to retire altogether. He hasn't been seen since 2012.
* twice, first after her friends seem to be favoring Cheese Sandwich over her, and second after losing the Goof-Off to him.
* twice.) First, a nuclear submarine has a reactor accident that ended up destroying the ship, and only one sailor got out before it sank. Then, later on, a bunch of people were being ferried out to a rendezvous with a different ship by helicopter. The chopper was old, and the transmission exploded, causing the chopper to crash into the ocean within sight of the ship they were supposed to be meeting up with. Only one man managed to get out alive and was rescued by the ship.
* twice: first because she's pregnant, then because going with him would keep her from ever seeing the daughter from whom she was separated ever again.
* twice; first between the Rumor and Spaceboy, and then the Kracken's obvious unrequited feelings for Vanya, as well.
* twice, first into a Planeswalker and later into one of the gods of Theros.

* twice, first when his paranoia gets the better of him and then when the second burial site is sold and will be dug up for construction. He ultimately pulverizes the bones before dumping the remains off a cliff.
* twice. First when they're trying to dig into Kevin's garage to get to the jawbreakers inside only to end up in his bathtub. He pulls the plug and they go down the drain. It happens again when they try to dig under the Kanker's trailer to find Eddy's brother's treasure. They end up in May's bathtub.
* twice. For context, one of his crimes included ATTEMPTING TO BLOW UP ALL OF DETROIT. In the Season 3 opener "TransWarped", however, he is finally arrested for his crimes.
* twice for him, since he killed the guy who ruined her life when he murdered her parents. And Light… it's made very clear that he has absolutely no interest in her other than using her to kill people. Yes, even when she's only wearing sexy lingerie and is throwing herself at him. This is also the reason the readers pity her, despite the fact she is a mass murderer.
* twice hang the iron maiden over a fire just to make his death as painful as possible. Nice guys.
* twice. He allows Twilight Sparkle to get her hooves on the Elements of Harmony, since he's corrupted the bearers and rendered them unable to use the Elements, and he leaves Twilight to her own devices in the unraveling Ponyville because he delights in her misery and helplessness. As such, when she regains her confidence, gets her friends back and fighting, and unleashes a devastatingly harmonious rainbow on his face, he's very much taken by surprise.
* twice he is one of the richest men in the city. Then he decides to invest in the newly invented steam railway and becomes the Disc's first rail baron.
* twice he sold his ride on the Duff Blimp to enter her in a beauty pageant when she was suffering from a lack of self-esteem. Several times, she comes to realize this and loves him back. The current page picture is from the ending of "Lisa's Wedding" when she reunited with him.
* twice, in 1980 and 1997, and the mistake was noticed only after the latter's broadcast.
* twice in 2013 alone; in both cases with Roman Reigns as a focal point:
* Twice In A Lifetime, episode Curveball. In this episode, the father was pressuring the son to be as good as possible in baseball, while boasting his success back in high school. For this episode, the teenage son gets the early episode death, and is sent back — witnessing his father's younger self flub that swing.
* Twice In A Lifetime had an episode where a woman finds out that a man she loved kept sending her letters after he moved away but her mother intercepted them. When the woman dies bitter and alone she is given a chance to go back in time to fix her mistakes. However, when she arranges that her younger self gets the letters, it screws things up for others and she now has to make sure that everyone gets a happy ending.
* Twice in a Lifetime has a once-promising reporter who has spent a career doing lame celebrity stalking stories dying while rummaging through a garbage bin for info. She's sent back to stop her younger self from going down this path with an expose of a troubled star. The reporter finds it hard to stop her younger self before revealing the secret only she would know: The younger woman's groundbreaking story of a college frat selling drugs was completely made up. That's why the older woman fell into a paparazzi life, she knew deep down she didn't deserve to be a real reporter. Pushed, the younger version refuses to do the expose after all. The older version is returned to a new life where she ended up redeeming herself to become a respected reporter after all.
* Twice in a row in "Plankton's Good Eye" — in a flashback with some fish and with Sandy stomping on him.
* Twice in chapter 7. First, when he says he needs to cause more chaos to get back in shape, he's enclosed in a dodecahedron-shaped bubble. Second, when he tells Luna that "The timing is key", his head morphs into an old-style skeleton key.
* Twice in Episode 205 during the kemari game. Once when the referee Ururu

Tsumugiya throws the ball up into the sky, and once when Jinta Hanakari knocks Kon (in Ichigo's body) into the sky.
* twice in one day, prompting Buddy and his cousin to punish him by dousing him with flour and water.
* twice in one scene. Peeves shoots her in the ear with an ink pellet and, when she retaliates by throwing things at him, he empties an entire bottle of ink over her head.
* twice. In the musical it's based on, both times there was little Christine could do during the scenes; not so in the film. First she just watches worriedly during Raoul and the Phantom's sword fight, and then when Raoul gets the upper hand and is about to stab him she tells him not to.
* Twice in the Season 3 episode "Please". First, Wilson Fisk pays an inmate named Jasper Evans to shank him as part of his plans to manipulate the FBI (and Ray Nadeem specifically) into moving him to a hotel he secretly owns. While Fisk is being transferred, he's subject to an assassination attempt by gunmen working for the Albanian gang he snitched on to Nadeem, which is foiled by Dex.
* twice. Lampshaded in that someone else enters through the door, pointing out that it was unlocked.
* twice" Luckily for Grissom, it was just mustard. But the second time he does it, much later in the series, it's Catherine who warns him that one of these days he'll really regret doing that.
* twice more in episode 13 - the first time by grabbing Hayate and taking him to safety after he ejects, and the second time by stopping Freyja's freefall.
* Twice no less! In another situation described in the Tyranid's 5th edition codex, a T'au colony was attacked by the Tyranids, only be saved by Necrons that had been in hibernation on the planet's moon. The Ethereal in charge of the colony threw a "Thank you for saving us/Welcome to the T'au Empire" celebration that lasted for three days before the Necrons grew bored of the amusing situation and decided they wanted
* twice novels: once when a young man sees his friend standing over the arrow-shot corpse with a bow in hand, and again when the young man's father catches him in the process of removing the arrows to conceal the evidence.
* twice: Once in "A Rickle in Time", out of shock of Morty knocking out Rick (this isn't explicitly seen but is mentioned by Morty), and again in "Total Rickall", during the elevator flashback where she says she peed her pants the moment they got stuck.
* twice. Once when she's dying and transfers her consciousness to a ship's computer in order to continue her mission, and then again 30 years later when the ship is about to self-destruct and Jedi Cray Mingla—who is suicidal—offers her body so Callista can escape the computer. The first time is just better than death, but when she loses all contact with the Force after the second transfer, there is much angst.
* twice, only for her to show up alive and well both times, the first time being a failed hunt for the nest, the second time being snatched up by Stormfly to safety during the Red Death's attack.
* twice (or possibly post-FAILURE collapse) after the second challenge, but there's little that Madison can do besides disinfect his wounds and wait.
* twice over the course of the story, neither time with any explanation given whatsoever.
* twice QB woes, Romo would go on to be the Cowboys' starting QB for almost a decade and set most of their franchise career passing records. Ironically, Romo himself would end up on the other side of this a decade later, when he went down with an injury in a 2016 game and was replaced by Dak Prescott.
* twice series. At the end of the first two volumes, Mike is shot up beyond all belief, but we know it's not actually going to kill him off. The impact is lessened the second time.
* twice. She doesn't know her name or how to control her magic, but she can remember how to read a language no longer used in the modern world.
* twice she pulls the trigger. Of course, one of them had the foresight to wear a

bulletproof vest...
* Twice Shy: Two characters with mutual love are both too shy to openly return the other's feelings.
* twice simply switches to her fangirling over both of them simultaneously.
* twice so that people will spill intel that she needs. Both times it works.
* twice. The first time she only "cracked" a nail, rather than actually breaking it, but that was still apparently a good enough excuse for her to practically throw Indy's gun out the side of the car.
* twice. The first time was with her team captain, who turned out to be gay
* twice the man you are!", right before losing his footing and falling onto a running table saw which slices him in half through the abdomen.
* Twice The Triplets comic, "Kiley Makes a Comic Book", Kiley is given a hanging wedgie by Summer.
* twice. This was a hit on release, remained well known through the rest of the 30s and 40s, and then slowly sank out of sight.
* Twice-Told Tales: In "The House of Seven Gables", Gerald traps Alice in the basement grave of Mathew Maulle, then goes to the study to find the vault.
* Twice-Told Tales: In "The House of Seven Gables", the eponymous house is haunted because it was cursed by Matthew Moll after he was cheated out of the property by the Pyncheons. After he was executed, Matthew's body was interred in the basement of the house.
* Twice-Told Tales: In "The House of the Seven Gables", Jonathan Maulle and Alice Pyncheon are implicitly the reincarnations of Matthew Moll and Laura Holbrook who were engaged but whose marriage never happened because Matthew was executed on trumped-up charges. They are reunited to end the curse of the house and allow them to finally be together.
* Twice-Told Tales start bleeding. Hannah says that this is because the house was cursed by Matthew Moll and that the plaster on the walls was mixed with water from the well where Moll's forge used to stand. Later, Gerald tries to pour a glass of water, only to have it turn into blood.
* Twice-Told Tales: Taken to psychotic levels by Giacomo Rappaccini in "Rappaccini's Daughter". Many years ago, Rappaccini abruptly quit academia and became a recluse after his wife ran away with a lover. Rappaccini has treated his daughter Beatrice with an exotic plant extract that makes her touch deadly; he does this to keep her safe from unwanted suitors, but it makes her a prisoner in her own home.
* Twice-Told Tale: You think you know this very well-known story... but you've never heard it told like this.
* twice to Liz Lemon in the second episode. First she assures Jenna that Tracy Morgan is a talentless nut who nobody wants to be involved with the show but Jack. Jenna is still wearing her microphone however and everybody (including Tracy) hears. Later on she attempts to apologize to him by explaining that she was just trying to calm the "paranoid and neurotic" Jenna, and also insults the other writers. This time she's actually in front of a camera and everybody both sees and hears her.
* twice to win $25,000. Previously, if you made it to the Winner's Circle both times, you played for $25,000 regardless of whether or not you won the first time.
* Twice Traumador expects Professor Paradigm to bring forth an awesome weapon that will
* Twice Upon an Age doesn't actually know how old he is, because - as he explains to Varric, who mentions it in a letter - the Dalish don't pay much attention to things like birthdays. He knows that it's been about fifteen winters since he received his facial tattoos, which he received as a young man, so they estimate him to be in approximately his early thirties.
* Twice Upon an Age franchise, and the narrative observes that she's not quite a full head taller than her dwarven companion.
* Twice Upon an Age has Mahanon and Cassandra, who are arguably as different as they could be. He's an elf hunter who grew up in the woods, reveres the Dalish pantheon, and usually has a snarky comeback. She's a human noblewoman who devotedly

serves the Maker and is often extremely serious. They are nevertheless very well suited for each other.
* Twice Upon an Age, however, owing to her love of romantic literature and gestures.
* Twice Upon an Age - including both herself and the person who gave it to her.
* Twice Upon an Age is served by both Samson and Calpernia. Unlike in the game, however, both of the co-dragons have equal limelight in the story, owing to the fact that the Inquisition recruits both the mages and the Templars. It's eventually revealed that the Elder One is playing them against each other for his favor.
* Twice Upon an Age. There are also a few side volumes which have their own related but separate framing devices.
* Twice Upon an Age, Varric mentions that he's going to have the drawing framed.
* Twice Upon an Age Victoria "my little sister" in that language. She, in turn, calls him "Nonny;" according to Varric, she's the only one allowed to use that name.
* Twice Upon an Age. While staying in Redcliffe Village, he likes taking a daily walk along the shoreline so he can enjoy the "swarthy young fishermen" working.
* Twice Upon a Time, and dryly admits to Flora he might have taken Botch's criticism too harshly.
* Twice Upon a Time Bill to pretend that never happened. Bill however rejects this, as she wants them to spend years sharing a laugh over that one, because she's just happy to know the Doctor is alive and to be working with him again.
* Twice Upon a Time) by dismissively throwing his manuscript for a "Great A-Murk-ian Novel" out a window. He later experiences it himself when Ralph tricks him into prematurely detonating his entire arsenal of nightmare bombs before time starts back up, leaving the Rushers unaffected.
* "Twice Upon a Time" Christmas, Moffat decided to give him the happiest ending possible under the circumstances.
* Twice Upon a Time did this, when the nightmare-maker Synonimess Botch accidentally puts a photograph of a half-naked woman in his slide show. He claims she was "an old actress I used to know."
* Twice Upon a Time, dreams are created in Frivoli, a candy-colored land of whimsy, and delivered by Greensleeves and his Figmen of the Imagination. Nightmares, on the other hand, are produced in the Murkworks, an ugly, smoke-belching factory, by Synonamess Botch and delivered via bombs by vultures. The plot involves Botch kidnapping Greensleeves and the Figmen as part of his plan to give the world endless nightmares.
* Twice Upon a Time, Flora falls for so long after stepping out of Rod Rescueman's flying bachelor pad, Rod has enough time to wash and iron one of his dirty capes before flying to her rescue... sorta.
* Twice Upon a Time, Greensleeves gets pinned under the door to his prison cell when Rod Rescueman knocks it down.
* Twice Upon a Time has a sequence where Ralph and Mumford are exposed to a nightmare bomb and dream of getting attacked by killer office supplies.
* "Twice Upon a Time" has the First and Twelfth Doctors meeting each other and having an adventure with a British Army captain from World War I. Upon their first meeting:
* Twice Upon a Time involves a conflict between Frivoli, the land of good dreams, and the Murkworks, the land of bad dreams.
* Twice Upon a Time, live-action) land of Din's Cosmic Clock. With the clock stopped, time in Din stops as well, at a moment when its resident Rushers are awake. He intends to start the clock back up once nightmare bombs have been planted everywhere — then detonate them and trap the Rushers in waking nightmares.
* Twice Upon a Time nightmare in which they are attacked by sentient office supplies — making matters worse, the heroes are only inches tall...
* Twice Upon A Time scenario when the Twelfth Doctor regenerates into a woman in the finale.
* Twice Upon A Time", she thinks this trope is what he meant. It's not, sadly.
* Twice Upon A Time, Synonimess Botch tricks our heroes Ralph and Mumford into

bringing him the mainspring from the Cosmic Clock, giving him control over time and the chance to cover the land of Din in nightmare bombs as part of his plot to trap the Rushers in waking nightmares.
* "Twice Upon a Time" the Captain to leave, seeing as he doesn't want to shoot either.
* Twice Upon a Time, the Destroyer of Skaro, and the Doctor of War. The First Doctor, upon hearing all this, isn't exactly filled with optimism about his future.
* "Twice Upon a Time". The Doctor lampshades this briefly, saying that he's not quite sure what to do in this situation.
* Twice Upon a Time uses a technique its director calls Lumage. The characters are made of small pieces of plastic or fabric that are moved on top of a light table. It also uses black-and-white photographs for the land of Din, which is meant to be the real world.
* Twice Upon a Time was unavailable for television airing or home video release after 1998—any attempt to show or distribute the movie would lead to the person responsible for the other cut theatening legal action. Though that changed in 2015, when Warner Archive released both cuts on DVD.
* "Twice Upon a Time"). When the Twelfth Doctor encounters the First, Twelve suggests that One is resisting his regeneration, so his face is "all over the place".
* Twice Upon a Time: Would-be actress Flora, after being knocked out during her "rescue" by Rod Rescueman, mutters "What's my next line?" as she regains consciousness in Rod's bachelor pad.
* twice when her dynamic entries are shown to have gotten the family banned from all but one of the restaurants in the general area.
* Twice with House Targaryen! Once from Valyria (they were the original lords of Dragonstone, Stannis' seat), and then again from Westeros after Robert's Rebellion. Daenerys and Viserys have spent the time since Robert's Rebellion (when Viserys was a very young child and Daenerys was just born — even from her birth, her family had already been effectively ousted from power and were residing on Dragonstone) seeking supporters and running from enemies in the Free Cities. After her birth, they were smuggled across the narrow sea to Braavos; where they spent a few years in relative safety before their guardian died of old age. Thus, Viserys had to drag her to nearly all nine of the Free Cities as a pair of orphaned runaways trying to gather some modicum of support. In
* twice with the same occidental dragon in the underground beneath Mahora — first with Yue and Nodoka, then with Chisame getting drooled over the head — before they even notice the monster.
* twice with two other men, it's an easy mistake to make. He gets better, though not before Dorian takes the chance to troll him over it.
* twice. Your squad leader has one of his legs pinned under debris, which the team cuts off in order to get him to safety. Later on, the SUV you're driving plunges into a lake, and said squad leader orders you and the rest of the team to escape and leave him to his fate, instead of risk drowning with him trying to get him out with them. To that point, he hands you his revolver, and orders you to shoot out the windshield so you can escape the sinking vehicle.
* Twig acting up and forcing him to get caught up in possibilities when he takes a fist to the face.
* Twig, and by the time the book starts in 1921 augmentations are available in several flavors, from using genetic engineering to give yourself new eye colors to infesting yourself with parasites that protect you from other parasites.
* Twig and their creations for an Academy set in an alternate early 20th Century.
* Twig and the third something called a "burrower worm." After this, his doctors decided to relocate some anatomy so he can talk with a hole in his throat.
* Twig button so that he starts pushing her by instinct, while she in turn eggs him on, which Sy fears could culminate in them making each other into the worst possible versions of themselves.
* Twig) caused a massive leap forwards in biological manipulation in the early 19th century, resulting in the British Empire being even more expansive than it was in

real history, but but by the beginning of the twentieth century teetering on the verge of overshooting itself with apocalyptic consequences.
* Twig describes himself as a "chimera," a stitched-together child made from approximately twenty-six different people in order to give him the best body possible. He experiences severe phantom pain episodes when his body tries to reject its own limbs.
* Twig employs a simple policy with experiments: test to destruction, then make another using what you've learned from that one. This applies to all members of the Lambsbridge Gang, who are fast approaching the age when they'll be terminated to make room for a new experiment.
* Twig feelings gradually shifts from subtle, to finally admitting that he doesn't see a difference between admiring someone for their abilities and being romantically attracted to them. Meaning that, yes, he's been crushing on his recurring enemies Genevieve Fray and Reverend Mauer.
* Twig for the Lambsbridge Gang, is isolated from both the other Lambs and her fellow students, and Mary has lost the semblance of a family created by the man who cloned her after he left her to die.
* Twig from any number of sources (guard dogs, knives, burrower worms...) and therefore his doctors surgically altered his throat so he could continue to try to talk his way out of it with a slit throat.
* Twig he uses to give himself an edge, hallucinating versions of his friends who guide him (which ultimately fails, as they're ultimately just Sy talking to himself) and his enemies who taunt him and force him to drive others away so he can't hurt them.
* Twig, Hubris, who warns him when his heart acts up so he can get to a doctor in time, but he becomes aware that he's living on borrowed time.
* Twig in order to improve brain plasticity and healing, which grants him the ability to rapidly retrain himself in different skillsets. As a side effect, he's developed resistance to a variety of common poisons, though there's still more that can beat him.
* Twig) instead goes to considerable lengths to keep his hostages alive, even though it creates complications.
* Twig, is a variant on the Struggler with an emphasis on community and social bonds. Acknowledging that humans are at their core a social species, his belief is that through the conflicts caused by individuals holding different beliefs, stronger bonds, and connections are created as ideas are challenged and developed, and thus humanity advances and avoids the twin dangers of "stupidity and stagnation." He therefore sees a perfect world as one made of individuals with distinct ethical and moral codes who are in constant conflict, forming bonds with one another and driving one another to improve.
* Twig, is good friends with a pair of older experiments called Dog and Catcher, and he even offers Dog a great deal of comfort just by being near him.
* Twig is the implementation of universal sterilization that only the Academy can cure, allowing them to selectively control which individuals reproduce by choosing who to give out the cure to. This is only discovered when a disgruntled academy graduate initiates the program early and distributes information on it, resulting in massive popular unrest.
* Twig know that this is a mask she's chosen to wear to disguise her genetically engineered love of killing.
* Twig, Lillian having a romantic attachment to him doesn't go over well with her superiors and both of them value her ambitions over their happiness.
* Twig Lillian to steer them towards doing as much good as they can within their parameters.
* Twig makes use of special bullets which cause this effect, fragmenting in the wound and inducing massive agony, in order to drive Academy warbeasts mad with pain.
* Twig of primordial life has allowed them to rapidly develop sapience and learn human language based on overheard conversations by reading their body language and noting how they react to his words.

* Twig, often display this trait in conflict, talking like normal children, telling jokes, or simply failing to react to the distressing events around them.
* Twig often receives these from his friends as a result of his affectionate attempts at annoying them.
* Twig or big dumb obvious monster, the Lambs would be agents who could use their harmless-looking appearance to infiltrate areas, gather information, and use that information to eliminate targets. The Academy uses them to hunt down individuals who threaten their information monopoly on the creation of Frankenstein-esque monstrosities.
* Twig still a doctor-in-training, after all. Later on, Duncan's addition to the team provides the Lambs with another medic.
* Twig, Sylvester has an example of this trope after several of his hostages (wealthy young members of the aristocracy) see him have Mary poison a socialite, and call him a monster.
* Twig technology, they tend to prefer iterative improvement over testing with a control group. Any even marginal successful experiment will be tested to destruction, and then a new and improved version will be made.
* Twig, the Ghosts, a highly advanced form of human clones which are designed to act as infiltrators, are superior physically by every measure to the older and less advanced experiments used by the Academy to enforce their will, but the Ghosts are by their nature extremely inexperienced, and the fact that they're produced underground with substandard resources to devote to training means that the Academy experiments are able to easily outmaneuver them.
* Twig the Lambs are after is fed to and eaten feet first by his own creation.
* Twig, the Lambs may be the main protagonists, but they tend to make questionable moral decisions in most situations. However, they do occasionally look out for those less fortunate (like the mice).
* Twig. The story's first person point of view provides a notably in-depth look into the kind of mental effort and ability to rapidly reach conclusions needed to make all this work.
* Twig, the unlocking of the secrets of life by an unknown genius (heavily implied to be Mary Shelley) in the early 19th century leads to the British Empire expanding far beyond its historical height, at constant war with the rest of the world and routinely employing sterilizing plagues against its enemies.
* Twig, to help the Lambs spy on Shipman and Gordon's breakup, Mary lipreads and relays Gordon's lines while Jamie does the same with Shipman's lines.
* Twig to his creators, and Sy immediately decides to flee Radham Academy at the first opportunity.
* Twig to replace the children of powerful politicians, they pick up one of the surviving clones, Mary, as a member.
* Twig used by the rebels against warbeasts to invoke sympathy from his enemies by being a screaming, injured thirteen-year-old. This is enough to overcome the fact that the rebels have been ordered to shoot suspicious children on sight.
* Twig using a series of slots in his modified spinal column. The brains help him organize and process all the data he collects for later use.
* Twig, usually children, for both biomass to grow more of them and brains which can be modified to work with the Ghost template. When a Ghost cell has gained enough members, they will bud off another cell or engage in acts of terrorism to reduce their own numbers.
* Twig, wait a few days, then cleanse it with fire and chemical weapons before letting Gorger out. Some scientists not getting out in time is considered regrettable but a necessary sacrifice. This reportedly happens every few weeks or so.
* Twig, was only surrendering in the first place to get the Duke out in the open, and he reveals his secret weapon: new rifles specially designed to gun down Nobles akin to the Duke.
* Twig when the Lambsbridge Gang offers her the family she really wants.
* Twig, where the protagonist, Sylvester, is the project of regular chemical injections which alter his mind. At one point, he runs away from his creator, only

to return just in time for his next injection, horrified at the idea of being a "real boy."
* Twig, where when Sylvester learns that his romantic relationship with Lillian is holding back her career and presenting an easy way for enemies to hurt them both, he goes to her and explains the situation, and together they come up with a plan on how to present their break-up to the outside world to best benefit Lillian. They're both still heartbroken, of course, but there's no deception involved.
* Twig, which has its origins in modified plant life instead of disease, spreads by spores which root themselves in their victims, integrating with their nerves to cause tremendous pain and then spreading by threading roots through the victim's veins. Removing sizable chunks of flesh to deny it access is the only way to stop it spreading through the entire body and turning the victim into a senseless source of nutrition as it flowers, and as the flowers often latch onto nearby objects it may also be necessary in order to move the victim at all.
* Twig which help him store, organize, and process the information he gathers in a useful manner, letting him rapidly make connections between related memories. He essentially acts as an interface tool for the brains, collectively referred to as Project Caterpillar.
* Twig, while Sylvester is able to tell Lillian he loves her, she has difficulty doing the same for him-not because of a lack of affection but because she's genuinely uncertain if she does and needs time to analyze the feeling.
* Twig, whom her creator grew fond of. All of these clones, however, do have lesser command phrases that "reset" their mind, should they grow rebellious.
* Twig whose primary driving feeling is bloodlust, maintaining her relationships with the rest of the Lambsbridge Gang primarily because if she could crawl inside of them to feel the insides of their skin they'd be dead, and she doesn't want that.
* Twig who would act as a gestalt. The plan is that the most successful project will be kept and expanded upon in order to iteratively improve the human brain until a firmly superior product is produced, but the fact that his project takes years to come to fruition means he has much less academic clout than his colleagues, who produce plagues, superweapons, and armies of reanimated corpses.
* Twig with Jamie, that by killing the Baron Richmond and taking Jamie he's finally crossed the line and made Radham and his fellow Lambs his enemy, and that he can't go home, not alive, at least.
* Twig with Lillian happens this way, in order to distract her classmates from realizing that they're actually spies working for an oppressive government. He's subsequently quite smug about it.
* Twi-hards (from "diehard") and Twitards (more derogatory, from "Twihards" - not to be confused with Twittards, who are Twitter users).
* Twiki was likely cast with comic relief in mind. In fact, even though he can pilot a fighter jet and pick locks, the fact that he can put a smile on the face of almost every member of the overly serious cast (something Buck can rarely do) makes his sense of humor his most valuable trait.
* Twila The Girl Who Waz In Luv With A Vampyre Satan possesses the protagonist herself. But its okay, because he's friends with her so he does it as a joke.
* Twi'lek girls, in fact, frequently find themselves on the wrong end of this trope despite not being human. Everyone in the Star Wars Galaxy needs Twi'lek women.
* Twilight’s human counterpart used to be a loner with no friends, aside her pet dog Spike, because she was bullied by her jealous peers for her intelligence, until the events of the Friendship Games.
* Twilight’s original target demographic has by now outgrown the books themselves.
* Twilight2000. After the Soviet nuclear attack on the U.S. in 1998, Mexico invaded the southern U.S.
* Twilight: 2000, and they kept throwing good resources after bad until there was nothing left to fight with and the infrastructure that kept civilization going had been destroyed.

* Twilight: 2000 by the time the game starts in 2000 all the armies in Europe have been taking anyone they can get for years: draftees, left-overs from destroyed allied units, deserters from the other side, even locals.
* Twilight: 2000-caused civil war between an allegedly-elected civilian government (CivGov), a military government that doesn't believe the civilian government is legitimate (MilGov), and an ultra-reactionary survivalist militia called "New America".
* Twilight: 2000 consists of errata, including a long list of skills, equipment and options that have been removed. Then, the game itself contains a readme file which lists errata to the errata (and it's inaccurate in some spots—for example, listing "removed" skills that are still in the game.)
* Twilight: 2000 features a nuclear war occurring in the late '90s. The US government has been divided into "Milgov" and "Civgov" factions, but they really only control small areas of the country. The rest is in anarchy.
* Twilight: 2000 has destroyed civilization while resolving nothing. The players are all soldiers who were in the last battles of the war, trying to survive and perhaps begin picking up the pieces.
* Twilight: 2000 has some of the early modules set in Poland after WW III. Some of the Polish gamers can't believe that this game exists.
* Twilight: 2000, in which the characters are generally NATO military, includes the NATO alphabet in the rulebook for players to use.
* Twilight: 2000 is. By the year 2000 US Army units included lots and lots of personnel who were hardly regular army: other NATO military personnel from defunct units, deserters from the other side, and even local recruits. The 1st edition rulebook recommends that at least half of the group be American, but anything else goes.
* Twilight: 2000. Language is strictly a product of nationality. There's little to no rhyme or reason to when each language might be useful. The result? A strangely Pan-Eurasian team of Cunning Linguists.
* Twilight: 2000, shows that the nation eventually recovers, though it does not regain super-power status.
* Twilight: 2000, there weren't any crossovers in the printed adventures, and the two systems had incompatible game mechanics.
* Twilight: 2000, the U.S. Army was willing to take pretty much anyone they could get, including Soviet defectors and forcibly conscripting locals. By 2000, many regular army units on both sides had degenerated into banditry.
* Twilight: 2000 unit, as supply lines are nonexistent at this point. Griffiths, in the background story, is described as being able to "find roast chicken and mashed potatoes in the Sahara."
* Twilight: 2000 World War III is pretty much already over in 2000 when the first adventure is set, with the players as survivors of one of the last major battles. Everybody lost.
* Twilight accidentally did the whole metagame thing when first meeting Rarity. Rarity tried to present herself as an ordinary dressmaker, but Twi's player had seen her character sheet and knew she was a Rogue, causing her to act extremely suspicious and basically badger her into confessing. The repercussions of this have colored their relationship both IC and OOC ever since.
* , Twilight (after coming down with a serious case of the love bug) seeks out Trixie in Manehattan. After first nervously skirting around the subject until Trixie gets uncomfortable and tries to pardon herself, Twilight blurts out a loud "I love you!" In the middle of a crowded restaurant, too. Trixie's goes through a quick show of surprise, denial, anger and embarrassment, before literally fleeing the scene and leaving Twilight heartbroken. Twilight's friends point out that she just came on too strong.
* Twilight after seeing the normally reserved Fluttershy seemingly take down a bear by kicking its back and snapping its neck; likely making viewers gave the same reaction as well.
* Twilight after she trips trying to jump over a hay bale. That must have hurt considering she's wearing her glasses, and she's lucky to not have broken them.

* Twilight. Alice can see the future, which is how she knew where to meet him in the first place.
* Twilight: Alice's predictions of the future will change if somebody involved in the vision makes a decision that would change the future.
* Twilight all have destructo sex; the resident hulk says he and his ice queen wife have broken multiple houses.
* Twilight. All of the tension as to whether or not she'll live falls rather flat when one considers that it happens at the end of part two, there's a buttload of pages left for part three, and that section is told from her point of view.
* Twilight all the Cullens are adopted siblings and most of them are in a relationship with another Cullen, though the siblings thing is largely an act to explain why they move and cohabit together. In the movie, Jessica calls attention to how weird it is for them to act as siblings and be in a relationship.
* Twilight: A lot of strange things happen around Forks and Phoenix (Vampires, werewolves, vampire's wars ...) and the humans in the book never realize anything is out of the ordinary; at worst they think it's just normal daily murders. None of them get to do anything special or contribute to the plot, not even by accident. To this day if you ask any of them about Bella Swan they will say something along these lines: "Bella? The daughter of Chief Swan? Nice girl, a little weird, lived here a short time, liked to hang around the Quilletes, made good friends with the weird Cullen kids and married right out of high school to one of them ... she was probably pregnant." If they actually remember her at all.
* Twilight. Also, the clothing, especially Bella's, likewise seems to be 90s-era Grunge; however, that might not be very surprising, considering it's set in some podunk town in Washington state, which is where the whole Grunge scene got kick-started.
* Twilight Alternative, especially since Stephenie Meyer is a practicing Mormon.
* Twilight alters the Parasprites, which causes them to eat all the town's buildings, in "
* Twilight amassed a significant "fanbase" of scarily obsessive young girls and middle-aged women. He once took one, who had been particularly zealous in her stalking, out to dinner and spent the entire time complaining about his actual, real-life problems. He never saw her again. It's hard to have sexy vampire fantasies about an incredibly human man.
* Twilight and covens are named for their place of residence, but fans sometimes use the coven names as placeholders for surnames. This sometimes works—for instance, the Volturi, so named because they live in Volterra, but they do seem to treat Volturi as a family name of sorts—but other times, such as referring to Stefan of the Romanian coven as Stefan Romanian, not so much.
* Twilight, and fills up her closet at home with high-end, fashionable clothing while Bella would rather wear jeans.
* Twilight and friends' first attempt at invoking the Magic of Friendship is a drawn-out example. Even the music is on it, rising dramatically as they lock hands together and Twilight exclaims "
* Twilight and her friends, technically, on the matter of their being
* Twilight and its movie adaptations, as everyone even casually familiar with the series knows.
* Twilight and other related books, the Volturi enforce laws that all other vampires must follow: any humans who learn of vampires must be turned into vampires or killed, do not turn babies or toddlers into vampires, do not make alliances with werewolves, do not hunt in Volterra, do not lie to or defy The Volturi. The punishment is death, but they often bend the rules and invite vampires with special talents to join them.
* Twilight, and there are all the people who plow through it just so they can bash it without being accused of complaining about books they haven't read.
* Twilight and threatening suicide to manipulate her. Then again, Bella already chose Edward as soon as he came back before Jacob started to behave badly, so it's more of a "justifying her decision not to change her mind and go with the guy who treats her like an equal and actually seems to have any feelings for her besides

claiming that he loves her" than a "justifying her decision to go back."
* Twilight, a pair of vicious house cats has been causing trouble for ShadowClan, attacking and killing any that they can catch on their own. To lure the cats out into the forest and away from their Twolegs, Tawnypelt pretends to be injured and alone while her Clanmates lie in wait.
* Twilight are only 2-3 inches apart in height. There's also any girl with any of the male werewolves.
* Twilight are repeatedly stated to be this, giving or attempting to sacrifice everything for the sake of each other. In their universe, it is deliberately invoked by the werewolves, who bond to a single soulmate for whom they always love.
* Twilight, as an alicorn, doesn't suffer very much of the genie curse when she deliberately does this to herself in
* Twilight as executives argued over who let the film slip through their grasp.
* Twilight as in the case of Claire and Nessie, and so very, very short compared to the shifters). The films, not having access to inhumanly-tall behemoths, downplays this aspect quite a bit.
* . Twilight asks what something means, and Spike whispers his answer to her.
* Twilight as not only is Bella able to keep all of the things she was told she'd have to give up (she remains friends with the werewolves, keeps in touch with her parents, has a baby shortly before turning, and is perfectly in control of her bloodlust), she believes that becoming an immortal vampire was her biggest purpose in life.
* Twilight basis that consent isn't needed to turn a dying person into a vampire), and the Cullens spend much time whining and wangsting about how they're not human anymore - Rosalie makes it quite clear she'd rather have died. Yet despite that all of them just WORSHIP the guy who turned them into vampires rather than having justifiable resentment towards him for robbing them of their free will, humanity and mortality.
* Twilight, because she's actually addressed as "Stephenie" by the waitress.
* Twilight becomes ruler of Equestria after Changeling impostors kill Celestia and Luna. In canon, Twilight became ruler after the Princesses retired.
* Twilight being released for people to start using the term "paranormal romance" instead of calling them "Twilight ripoffs".
* Twilight, Bella and Edward end up together, but leave poor Jacob alone. Not to worry, when their daughter Renesmee is born he "imprints" upon her, essentially becoming romantically bonded for life with a newborn. It's even suggested that Renesmee was destined to be Jacob's soulmate even before she was born, and the attraction Jacob felt toward Bella resulted from this.
* Twilight: Bella and Edward were already secretly interested in each other. But it took Edward saving her from Tyler's out-of-control van to get their relationship going.
* Twilight, Bella has slipped away from Alice and Jasper, meaning that they have no idea where she is and no way to get to her in time even if they did. She is trapped in a ballet studio with a murderous vampire, with no means of defending herself or escaping. He breaks her leg, throws her around, and bites her... and then Edward and his family show up in time to kill the vampire and suck the venom out of Bella.
* Twilight, Bella knows that the bathroom in the Phoenix airport has two doors in and out and her watcher, Alice, does not. Bella tells Alice she's going to the bathroom and then quickly escapes through the bathroom's other door before Alice can realize what she intends to do.
* Twilight. Bella listens to a Quileute legend about a pair of vampires. The shapeshifters killed the male, so his mate (described as having knee-length golden hair) comes and attacks the village.
* Twilight Bella's mother is apparently this. To quote, "My mother was an imaginative cook, but her experiments weren't always edible."
* Twilight, Bella Swan's main wish is to be loved by Edward Cullen. The same goes for Jacob, but about Bella.
* Twilight: Bella's working or middle class. The Cullens are wealthy (it's easy to make money if you're immortal and a smart investor) so regardless of which it still

counts.
* Twilight book. Edward attacks the Volturi to try to keep them from using a psychic attack on Bella and is promptly smacked down to show why they're so feared.
* Twilight book, Edward explains that their inability to sleep allows vampires to bang the whole night long; they also become endlessly horny after the change. After a while they learn to restrict themselves. Before that, they can do it for weeks.
* Twilight book was published in 2005. The initial series were bestsellers but it wasn't until the movie was made a few years later that it became a cultural phenomenon.
* Twilight Breaking Dawn (book and second film) they fight in the snow on the baseball field just outside of Forks.
* Twilight, Carlisle develops one of these over the years with his "family". He never tries to convince anyone outside the family to avoid feeding on humans, but everyone who is brought into the family is strongly encouraged to go "vegetarian" like the rest of them.
* Twilight causes a giant brawl just so she can have a problem she can solve in "
* Twilight contains "authentic" spells and rituals. Given the bizarre, sensational, and contradictory stories he's told over the years, it's conjectured that he simply makes a large portion of his stuff up.
* Twilight control her. Also, it's implied that it's supposed to be because Bella is way too good to fall for looks alone... except that's all she talks about when she describes Edward, so the meaning is lost.
* Twilight counting Edward and Jacob, both of whom were also already interested.
* Twilight, deduces that attraction between two vampires is always symmetrical, mutual and exclusive because vampirism has the odd quirk of conferring the hallmarks of romantic fiction to anyone afflicted by it. She realizes that if she chooses to become immortal then she will also be choosing to be inescapably in love with someone she doesn't even know or like.
* Twilight deliberately disobeyed Celestia's stipulations for passing the test in order to ensure that King Sombra is defeated once and for all.
* Twilight describe the vampires as crystalline, having bodies like marble or granite in quality, and their only bodily fluid to remain is venom.
* Twilight, designer clothes, etc. for Carlisle being a doctor and the only source of income. Bella wondered about this before she knew about Alice being psychic and able to predict lottery results and the fluctuations of the stock market.
* Twilight: despite having the appearance of a little girl and a very childlike voice, she is still extremely feared and respected by all the others vampires around her.
* Twilight doesn't leave Bella's side while she's in the hospital for several broken bones and loss of blood and maybe a few more things. Nevertheless, he's perfectly willing to leave her AFTERWARDS.
* Twilight don't need to breathe, sleep, or eat (except blood). In fact, if a vampire does consume human food in an attempt to hide their true nature, their body will be completely unable to digest it, so they'll need to vomit it up eventually.
* Twilight ("Doubt"). The titles of the second and fourth books were translated literally.
* Twilight Dragon Princess Atoli, despite Kayari telling this story in first person, has 2 chapters dedicated to her early on in the novel.
* Twilight!" due to its portrayal of vampires as brooding, beautiful, sparkly, baseball-playing teenagers. The character of Bella and the nature of her relationship with Edward has also garnered lots of criticism, as well as its retrograde views toward women.
* Twilight, Edward bribes Alice to confine Bella to their house and monitor her at all times while he's out hunting, because he feels she'd be "unsafe" and surely go off with Jacob (whom he feels is far too dangerous, as a werewolf). It's contested just how justified this reasoning is.
* Twilight, Edward climbs a tree to get into Bella's bedroom. Though she doesn't know at first, this later becomes an almost daily routine for their relationship.
* Twilight: Edward Cullen is the deuteragonist, Bella is the protagonist and Jacob

Black is the tritagonist.
* Twilight. Edward is the Ice (aloof, controlled and has trouble opening up emotionally, as well as physically cold to touch) and Jacob is the Fire (hot-tempered, openly emotional and honest to the point of bluntness, as well as having a higher-than-normal body temperature). The third book actually has a chapter titled "Fire and Ice" and quotes Robert Frost poem "Fire and Ice", prominently featuring the triangle.
* Twilight: Edward makes one of these in the meadow scene. He confesses his love for Bella at the same time as he tells her how hard it is for him not to kill her.
* Twilight. Edward says "Never trust a vampire. Trust me." However, Edward actually has a negative notion of existence as a vampire, he believes that vampires have no souls and therefore he doesn't want Bella to become one of them.
* Twilight eventually they'll look about the same. Carlisle and Esme Cullen are also way too young to have all of those teenage kids, even if they are adopted.
* Twilight. Every human has a beauty upgrade if they become a vampire; some, like James, were probably so ugly in life that even as a vampire they don't reach Divine beauty.
* Twilight fan fiction, the love story between Bella (human), Edward (vampire), and Jacob (werewolf) carries on.
* , Twilight fiends a private hall full of ancient stained-glass windows recounting many historical events in Equestria that only Celestia is old enough to remember. When Twilight asks why they've been removed from the great hall, Celestia notes that history is always happening, so it makes sense for her to put up windows commemorating more recent events:
* Twilight finding a way to easily return to the Equestria Girls world without relying on the "thirty-moons" time limit literally opens the door to more crossovers between the two worlds, as does Sunset being able to write back to Twilight.
* Twilight for a male vampire to have a child with a female human; they can't even have children with female vampires (who can't have children at all).
* Twilight game by using their abilities to figure out what move the other is going to make next... and countering... and being countered... and countering again... and so on.... The game is finished in their minds before two pieces are physically moved.
* Twilight getting wings and becoming a princess was revealed by a stand showing upcoming toys.
* Twilight group even before it leveled up by gaining such a priceless asset as Bella: a vampire who can render herself and others immune to many of the most powerful weaponized vampire abilities).
* Twilight Guardian, the titular heroine is obsessive about her patrols, goes to absurd lengths to protect her secret identity, and is convinced that her comic books are sending her messages. It's frequently mentioned that she used to be on medication (which she has long since stopped taking), but it's never mentioned what specifically the medication was supposed to treat.
* Twilight has also Jane and Alec, the youngest and smaller vampires of the series, twins turned at around age twelve by Aro Volturi. (Exact ages for what constitutes as an Immortal Child was never explicitly stated. It is assumed that if the child in question is able to follow the laws set by Volturi, then they will be allowed to continue their existence.)
* Twilight has a variant form of this. Vampires don't have fangs, though their teeth are strong and sharp. After Bella survives being bitten by James at the end of the first book, she's left with a silvery crescent-shaped scar on her wrist. It's noted that the scar always feels slightly colder than the rest of her body (vampires have lower temperatures than humans) and that it shimmers ever so slightly in the sun (a vampire's skin sparkles when exposed to sunlight).
* Twilight has become Equestria's new ruler and grows as tall as Celestia.
* Twilight has Bella Logan (AKA "Wolverine") and her grandfather Victor Creed/Sabertooth reminiscing about an incident during their time with Weapon X, when they went camping with the rest of their team and one of them ran afoul of

this trope.
* Twilight has one. It's not easy to trigger, but under the right stimulus, she can utterly
* Twilight has repeatedly remarked on how seriously she takes being Princess of Friendship... but even after many occasions to observe Spike's likes and tastes, she still is giving him books as gifts. This could be justified by concern of his draconian greed getting out of hand, though.
* Twilight has taken this to the logical conclusion of continuing her diplomatic visit and traveling the world, acting as a Diplomat at Large for her people.
* Twilight has three Brazilian Portuguese dubs: one for theatrical release, one as an in-flight movie, and another for TV broadcasts.
* Twilight hates when her father calls her by her old baby nickname "Twinklesparky,"
* Twilight have called the vampires "leeches" and "bloodsuckers", among others. The vampires tend to use "dog" like a slur as well.
* Twilight heard of vampires beyond referencing a few pop culture vampire tropes or mythology.
* Twilight, he is amused and thinks she may be thinking of this aspect of vampire mythology.
* Twilight. He is the funniest character in the book. And probably the only one.
* Twilight. He is the main love interest of the heroine and protagonist, Bella. Jacob is the tritagonist.
* Twilight. Her best friend back in Arizona was her mother (or so she says.)
* Twilight Heroes — they make many of the gadgets and devices that they use in combat.
* Twilight Heroes, some items that raise foe toughness have descriptions of this flavor. In some cases, your equipment makes you look like such a smug jackass that your opponents become stronger just from the desire to beat the smugness out of you.
* Twilight herself is working towards this, now being able to fly, having developed her physical talents and progressing as a leader and socialiser. She’s still most reliant on her smarts and magic however.
* Twilight herself tends to grab the Exposition Ball whenever she appears in an episode but isn't the
* Twilight Histories “Aztec Steel” are presented this way. On the one hand, the Aztec take several Chinese colonists as hostages, forcing them to compete in the ball game and serve as human sacrifices. On the other hand, the Chinese invaded the Aztec’s homeland and use brutal inhuman slave labor in their mines.
* Twilight Histories episode “Blue Dragons” takes place in a world where Venus has been terraformed into a habitable world. Your mission is to find out who did this and how they accomplished it.
* Twilight Histories episode “Blue Dragons” this has happened to Venus. You’ve been sent to investigate who did it and how they accomplished it.
* Twilight Histories episode “City of Pyramids” takes place in a world where Egypt was the only civilization to survive the Bronze Age Collapse. 12,000 years later, not much has changed. Well, apart from the new ice age and all that.
* Twilight Histories episode “Mask of the Plague Doctor” takes place in Medieval Florence in 1348, the year the plague arrived in Italy.
* Twilight Histories episode “Project Gliese” have augmented their bodies with cybernetic enhancements. You also receive a robotic arm. Kaisa from the episode “True Aztec” has a steam-powered prosthetic leg.
* Twilight Histories episode “Project Gliese” takes place in a world where a supercomputer created an army of robots and waged war against humanity. Billions are dead, and the few surviving humans have long since given up hope of defeating the robots. They’re simply trying their best to survive another day.
* Twilight Histories episode “Project Gliese” takes place in a world where a supercomputer was created to aid with space colonization, but instead it built a robot army and nearly wiped out humanity. Averted in the main Twilight

Histories timeline, where things went off without a hitch.
* Twilight Histories episode “The Big Turk”, set in a world where Mustafa Kemal Ataturk reformed the entire Ottoman Empire into a massive and prosperous Turkish Republic, begins and ends on an airship. Though high-speed rail is also mentioned as a popular mode of transportation. An airship also appears at the end of the miniepisode “Beyond the Indus.”
* Twilight Histories episode “The Moon” are this. They range from what appears to be sentient cluster of ribbon to creatures that look like bat-people. Notably, none of them communicate verbally, though they do use vibrations and sight to communicate.
* Twilight Histories episode “The Moon” is set in a world where the Space Race ended in a tie when America and the Soviet Union landed on the Moon at the same time in 1955. Since then, the two nations compete in a literal space race each year. The winner gets to determine lunar policy for the next lunar year.
* Twilight Histories episode “The Paris Event” has the asteroid nudged slightly off-course and strike Paris instead.
* Twilight Histories episode “The Winged Victory”. You become stranded in a world where Rome’s Greek provinces successfully revolted. You try to develop enough technology so that the Greeks will be able to defend themselves when the Romans return to try to conquer them. Ironically, given the trope title, you also attempt to keep the advanced technology out of Roman hands.
* Twilight Histories episode “True Aztec” is set in a dieselpunk Aztec Empire facing off against an equally dieselpunk Japanese Empire. The episode “The Big Turk” includes some slight elements such as airships and high-speed trains.
* Twilight Histories mini-episode “Frozen Earth.” Earth got knocked out of its orbit and now it is as far out as Neptune. The atmosphere is a sea of liquid gas, which, along with the extreme cold, means it isn’t possible to walk on the surface with a specialized spacesuit. As a result, most humans have long since retreated underground.
* Twilight Histories miniepisode “Frozen Earth” has Earth becoming a frozen wasteland due to getting knocked out of its orbit. By the time of the story, it’s almost as far out as Neptune.
* Twilight: "Holy fucking shit! If you weren't so hot I'd have you arrested!"
* Twilight (i.e. during the "It'll Be OK" number or in fireworks at the end of "Foaly Matripony").
* Twilight Illustrated Guide, she notes that it would have made more sense to have that Alice got a lobotomy during her involuntary stay at an insane asylum. (She withdrew that suggestion after the listeners pointed out that the time period wasn't when lobotomies were popular as medical treatment.)
* Twilight Imperium board game are ruled by a government that is called the Universities of Jol-Nar. They also fulfill the "stuffed-up jerks" part of this trope, an attitude which bit them in the ass big time at least once, when it didn't occur to them they need the other races as much as these needed their science.
* Twilight Imperium can have an Empire, Barony, Federation, Emirates, Universities, Mindnet, Kingdom, Coalition, Collective, Tribes, Clan, and Brotherhood - although not all of these will be in play in a single game.
* Twilight Imperium features asteroid belts that take up the same amount of space as a star system and pose a serious problem for the movement of certain classes of starships.
* Twilight Imperium for space opera board-games. Spice-dealing, trader lions, peaceful turtle-people who smoke weed, living flames put into mechanical bodies, snake-women who have psychic powers; the Twilight Imperium's got it all.
* Twilight Imperium is set in between two Cycles of Empires, or perhaps in an Interregnum period due to the warring player factions. The game is preceded by the "Dark Years" where each faction retreated to their home-system after a incredibly brutal deposition of the previous Empire, the Lazax - and there is evidence that they weren't even the first Empire due to the presence of artifacts from a race called the Ixth.

* Twilight Imperium of a board game with a space opera theme that incorporates not just war strategy, but politics and trade as well. Combat is treated as a means to an end rather than always being a path to victory in itself. Games can last several hours.
* Twilight Imperium: The Yin Brotherhood, a faction from the fourth edition, is millions of clones of one scientist's unborn son. He made the first several thousand while trying to find a cure for the disease Greyfire, but he was never able to eliminate it from the clones, though he stopped it from being fatal. After his death, they continued cloning themselves, viewing those who are disfigured by the disease as "Blessed".
* Twilight: In 1948, Alice and Jasper met in a small diner in Philadelphia, Pennsylvania. Alice approached him as if they were already close friends and told him that he'd kept her waiting a long time. Jasper was mystified and wary, but his ability to feel Alice's joyful emotions impacted him greatly, which allowed him to take her hand when she held it out, saying that, "For the first time in a century, I felt hope." He then learned to reciprocate her feelings.
* Twilight inadvertently causes her friends' cutie marks - and destinies - to be switched, and her friends are unable to cope with the jobs they now believe they were always meant to be doing. Seeing her friends break down leads Twilight to tears herself until Spike helps her remember just how important her friends are to her, giving her the spark of inspiration she needed to fix the problem.
* Twilight, including shielding both wolf packs by only shielding their alphas.
* Twilight insists that this was based on her successful love life in college after she wasn't looked at twice in high school. In one quote, she mentioned that she was dating three guys at the same time (which none of them knew about).
* Twilight: In the first movie, Edward traverses fifty feet in half a second, punches a gaping hole in a moving car with his bare hands, and comes out of getting hit by a car with no pain or signs of injury in full view of the whole school. Bella is the only one to suspect that Edward might have superpowers, or ever bring it up again for that matter.
* Twilight. In the novel it just comes across as fairly uncomfortable, but in the movie (see above) Billy Burke and Kristen Stewart's reactions make it hilarious.
* Twilight in the same pack can read each other's thoughts while in wolf form; Alphas of different packs can communicate mentally but not read each other's minds.
* Twilight is a less obvious example but she isn't well-liked by her friends. She's a
* Twilight is a part—generally opposes abortion, they allow it to save the life of the mother as would be the case here).
* Twilight is, for the most part, a fairly banal and boring affair... until you reach the action climax where the movie suddenly decides to kick all kinds of ass. It's a sight to behold, really.
* Twilight is implied to be descended from the G1 Twilight, whose family line also helped Celestia and Luna during Discord's reign.
* Twilight is implied to be this. In Alice's vision, she shows no apparent ability to fight or run as fast as any other vampire, unlike her brother. When her torture ability is disabled by Bella and she is approached by Alice, she becomes very fearful and tries to run away. Unfortunately, she is choked by Alice and subsequently killed by Sam.
* Twilight is insanely beautiful, was raped and left for dead because of it, and now lives on as a bitter vampire incapable of having a biological child—her one real dream.
* Twilight is knocked off her motorcycle, she looks up at Native American Jacob Back and says that he is kind of beautiful.
* Twilight is made up of four vampire couples and a vampire/werewolf couple.
* Twilight is prone to this as well, with her perfectionist tendencies often leading her to hold in her emotions until she explodes.
* Twilight is the princess of Friendship, forgives her enemies constantly, and encourages her new student Starlight to make some friends around town. Starlight meets and hits it of with one of Twilight's old foes, the stage magician Trixie.

Twilight is completely against this. While Twilight does learn a lesson about trust by the end, no one really calls her out on how she's comfortable being the mentor of one of the show's major villains, but seems unable to forgive someone as benign as Trixie.
* Twilight it by saying that Bella is clever enough to make the various connections in her dreams without realizing it. Even when there are no connections to make, such as in her first dream about Edward sparkling. Although Jacob had told her about his people being werewolves (and so there's some justification for Jacob becoming a wolf in her subsequent dream), Edward has not sparkled at that point of the book and there's no reason for Bella to dream that he can, except maybe due to his extremely-pale skin.
* Twilight. It fits better with this after Bella and Edward are actually in a relationship, and she allows him to snuggle with her every night and watch her sleep.
* Twilight it's a metaphor for sex and lust. Not a very convincing one though, as the happily married couples seem to get it on regularly.
* Twilight, Jacob meets Nessie (Bella’s infant daughter) for all of ten seconds and there’s emotional turmoil all right—considering he magically falls in love with the newborn due to his wolf genes.
* Twilight, James blackmails Bella to sneak away from the Cullens by pretending he has her mother as a hostage: in reality, he just played a recording of her voice over the phone.
* Twilight, just in time for Bella to decide that she really needs to be with Edward.
* Twilight, Lauren was the most popular girl in the school, before Bella showed up.
* Twilight: Leah, the only female werewolf. Everybody in-story seems to hate her, but some people especially will argue that she's the most badass and well-developed character in the series.
* , Twilight literally can fight Starlight forever, whereas Starlight will eventaully grow old and die.
* Twilight: Los Angeles. All the officers involved were later charged with and convicted of federal civil rights violations as well.
* Twilight: Los Angeles is a docudrama that tells the story of the riots in Los Angeles in 1992. Lot of people.
* Twilight loses her magic when she enters the human world, and also can't depend on her encylopedic knowledge (since she knows nothing about the world she is in). As
* Twilight loves chocolate to the point that any chocolate bar left unattended will mysteriously wind up in her mouth.
* Twilight magics a big-ol' moustache onto Spike's face in "Boast Busters". He thinks it makes him look pretty cool, and can't wait to show it off to Rarity... who, it turns out, isn't impressed.
* Twilight. Mainly they just take concepts that are vague or fairly common and try to label them as uniquely Mormon, as though Mormons are the only ones who believe in close-knit families or frown on sex outside of marriage.
* Twilight — Romantic fantasy series based on the eponymous novels. Five films have been made since 2008.
* Twilight, meanwhile, reacts to the news with, "Mom has a new girlfriend. Good for her." Then she explains that both her parents are gay and have a mutual agreement that lets them date others (though they're very much in love on an emotional level, they're just not physically attracted to one another without the influence of alcohol), so finding out her mom was with another woman doesn't bother her. It's not until Twilight finds out it was
* Twilight movie had this, possibly to emphasize the characters' pale skin or the cloudiness of Forks. The sequels had more of a golden, warm tone to them.
* Twilight movie, possibly unintentional, where Bella first sits next to Edward in class and the page in the middle of his open book sticks up.
* Twilight naturally is able to do this thanks to her incredible intelligence working with the battle adrenaline allowing her to analyze and predict the most

likely course of action they'll take.
* Twilight, newborn vampire Bella gets mauled by the mountain lion that she's hunting. The mountain lion's claws can't damage her vampire skin, but that fancy dress that Alice put her in doesn't fare so well.
* Twilight, newborn vampire Bella goes out for her first hunt in a tight evening dress that Alice put her in. As she gets ready to jump the river, the dress rips. Bella then rips both sides in order to get the mobility needed to run, much to Alice's chagrin. Prior to this moment, she also ditched the high heels.
* Twilight:New Moon, it sort of does, but it fails at everything else it attempts to do. And with that, couldn't they just find it on the net?
* Twilight, not to mention cleaning his shotgun at the time... none of that really matters, as it's not at all close to an even match physically or mentally.
* Twilight novel involves Bella having to sneak away from her vampire bodyguards to meet the bad guy vamp.
* Twilight novel series, the vampires who drink only human blood have red eyes.
* Twilight novels has a cover that, while symbolic, doesn't really tell you what the book is about.
* Twilight often comes across as this. She dictates what clothes her family wears and apparently rarely allows them to wear the same things twice. Throughout the series, she also forces Bella to act as a living Barbie, making her put on make-up and dresses Alice approves of and forcing her to go to dances Bella has no interest in attending. When she finds out that Bella simply wants a shotgun wedding without any fancy ceremonies, she promptly guilt-trips Bella into letting her arrange a massive wedding, even though the Cullens periodically re-marry for public appearances and thus there's no shortage of weddings to plan. In one of the outtakes, Alice is so determined to make Bella wear an outfit she approves of that she forces Bella to wear stiletto heels while Bella's in a foot cast and on crutches, has her broken foot be given a pedicure, and gives serious thought to removing the cast early just so Bella can wear matching shoes.
* Twilight of the billions the series has made in revenue doesn't help.
* "Twilight of. The characters have changed significantly over that time, partly in reaction to what happened at the end of season 2.
* Twilight of the Cockroaches. A society of cockroaches, flourishing under the passive acceptance of a depressed bachelor, is completely unprepared when he begins dating a neat freak...
* Twilight of the Cockroaches is a rare Japanese example of the first type of Roger Rabbit Effect. A live-action character lives in an apartment with a society of anime roaches.
* Twilight of the Cullens, and is often called on in the first book to calm Bella down with feelings of peace and happiness. Inverted in the fourth book, where Jasper follows Bella around for a while because she is emitting such positive emotions.
* Twilight of the Old West — Officially began with the declaration of the closure of the American frontier, incidentally also in 1890
* Twilight of the Old West: This period largely coincides with the Edwardian Era, as new technologies and cultures have changed the livelihoods of the now-closed frontier.
* Twilight of the Red Tsar. By the late 1950s, far-left leaders like Castro have abandoned Marxism-Leninism in favor of syndicalism.
* Twilight of the Red Tsar, more than a few victims of Stalin's purges beg for their lives when they realize their fate. It doesn't work.
* Twilight of the series who are later revealed to be corrupt, they are the only force of law and order in the vampire world and their rules (don't let humans find out about vampires and don't make vampire children) are very reasonable. They repeatedly give the Cullens second chances in regards to them not turning Bella into a vampire and, when Alice, Edward, and Bella turn down offers to work for them, their leader kindly agrees to let them go home. The Illustrated Guide also shows that they're the only thing standing in the way of the Romanian and Egyptian vampires rebuilding their empires and enslaving humanity as food and cattle.

* Twilight on Bella's first day of school, Mike and Jessica talk to her about why she's so pale if she's from Arizona. Bella says "maybe that's why they kicked me out?" - which is worthy of maybe a chuckle or two. Mike reacts as if she told the best joke ever and Jessica vapidly says "you're so funny".
* Twilight one girl, seeing him at the Apple store in SoHo, asked him to bite her.
* Twilight over how she has been treating him, her mother, and her friends all for the sake of Edward, who he calls an "abusive fucktard." When Bella tries talking her way out of being kicked out of the house, Charlie makes it clear that it is permanent and slams the door in her face in the end.
* Twilight, pairing minorities Eric and Angela (Asian and Hispanic respectively) and white Mike and Jessica. What's more is that Eric initially pined for Bella, who went with the white Edward (and Eric's crush subsequently vanished).
* Twilight plays the (very plot-related) song he wrote. It's not that bad.
* Twilight. Predictably, the toys stayed in bargain bins months after the promotion ended.
* Twilight Pretty Cure tendencies. This version of Umi has been far better received.
* Twilight Pretty Cure, who is the most down to earth and understanding of the cures, trying to make sure nobody gets into any fights before or after a battle.
* Twilight Princess, after the Twilight has been purged from Hyrule and is unlikely to return, Zelda has been freed, and Hyrule Castle destroyed, Ganondorf does it again, first on horseback and then on foot.
* Twilight Princess. After you complete his quest and leave his house, you can come back and find him missing. He's gone to the local tavern and is seated at the bar, crying his eyes out because his girlfriend is seeing someone else.
* Twilight Princess are surprisingly complicated, mechanically speaking. Many dungeon doors are round, and when pushed in, roll out of the way through some mystery of technology.
* Twilight Princess, as Midna prepares to sacrifice herself to take out Ganon. She warps him and Zelda to safety before he can get to her.
* Twilight Princess, as well as the door to the past in the Temple of Time.
* Twilight Princess At the very end, Link is seen riding away from Ordon village on Epona, but it's never said where he's going.
* Twilight Princess, but in an alternate timeline. After the events at Death Mountain, wherein Link restores Darbus' sanity, Renado remarks how Link's actions are reminiscent of the Hero of Time's.
* Twilight Princess Crashing into a wall, however, makes them fall down and take a few seconds to get their brain cell back in order before getting up no worse for wear.
* Twilight Princess dynamic in the story mode, Link (funnily enough, the "princess swap" doesn't go the other way, and Mario/Zelda fics are nonexistent), and even Sonic.
* Twilight Princesses who actively try to harm people as they will kill people slightly corrupted by it against their will and who could still could be saved. Showing mercy to anything tainted or consumed by Darkness will cause them to lose access to part of their power, which they can then only restore by hurting themselves to near the point of unconsciousness.
* Twilight Princess features golden armour that requires a constant supply of rupees or it will change to iron and become too heavy to move around in.
* Twilight Princess forces you to go through a ton of tutorial-style content before you get to the actual game. From the start of the game, it is roughly two hours before players enter the first dungeon, another hour before they gain access to Hyrule Field, and far longer still before they can explore it in its entirety. Included in the tutorials is learning how to fish, usually completely optional. Then after you catch something, you need to find out how to drop it so that the cat takes off with it.
* Twilight Princess for the other village kids, to saving Prince Ralis when she found him collapsed on the road leading to Hyrule Castle Town.
* Twilight Princess, Ganondorf and Zant are each other's soul jars. After Ganondorf

"houses [his] power" in Zant, you can't kill one without killing the other. Zant's neck snaps by itself as soon as Ganondorf dies.
* Twilight Princess, he extends this to the people of Ordon Village (especially the kids) and Midna.
* Twilight Princess) if you charge through the castle town in your wolf form. They'll even outright flee if you Wolf Link does a sudden movement.
* Twilight Princess incarnation also glances in your direction if you leave him standing in one place long enough. Presumably to check you're still there.
* Twilight Princess is the two Wallmasters in the Palace of Twilight. You can stun it with your Bow and Clawshot, but you can't kill it and it will KEEP COMING FOR YOU AS LONG AS YOU HOLD ITS SOL. Although, it'll give up after you go to the "outside" area and place the Sol in the ground.
* Twilight Princess King Bulblin appears in a few of the new Adventure Mode missions as a major NPC. He's bigger than the common versions, with much more HP and damage potential, and almost always comes with a duo of elite henchmen.
* Twilight Princess Of course, without a guide book around, it takes several hours of scouring Hyrule to complete this sidequest, which renders it pretty pointless in a game where the boss battles aren't exceptionally difficult.
* Twilight Princess on their weak point on their back. Cue Link sitting on the boss frantically stabbing said weak point with his sword until he gets shaken off.
* Twilight Princess or jump off the burning Great Bridge of Hylia in time.
* Twilight Princess, rather than Ordon Village. She's portrayed as selfless and giving: from tending to Link's horse (Epona) for him, to saving Prince Ralis when she found him collapsed in the road leading to Hyrule Castle Town.
* Twilight Princess, Shad, after finding the cannon, says that he loves the book so much.
* Twilight Princess spider, surrounded by hundreds of tiny little spiders... and they swarm chaotically around the room...
* Twilight Princess, Telma is this for Renado. After helping Link and Ilia get Prince Ralis to Kakariko Village for Renado to treat medically, Telma soon starts flirting with Renado after first meeting him. She eventually returns to Hyrule Castle Town, and when a later quest requires Link to deliver a letter from Renado to Telma, Renado admits that he really can't stand Telma.
* Twilight Princess. The manga adaptation is more explicit about him being one.
* Twilight Princess, the story's progress grinds to a halt. The story then centers itself on simply finding each shard of the Mirror of Twilight, and with the minor exception of Illia, any NPC characters who were important during the first half don't matter at all during this arc. The story only resumes actual progress when Link finally enters the Twilight Realm.
* Twilight Princess, the Twilight version of Hyrule has a yellowy brown sky, and there are black squares floating upwards. In the "real" Twilight Realm, the sky (such as it is) is swirling black, blue and purple.
* Twilight Princess, when you take control of them. Plus, the Twili have tron-line markings on their bodies. Look at the ones on Midna's forearms for example.
* Twilight Princess Zelda is the lone exception - supplemental material confirms her to be 20. This has not stopped fans from debating her age, however.
* Twilight pulls the rest of the Mane Six into one at the end of "Slice of Life", though she apologizes when the hug aggravates a bite wound Dash got from the bugbear.
* Twilight regularly finds itself on the bestseller lists in the very front of the store.
* Twilight repeatedly mock everything about it. It's implied that they're both high in order to cope with watching the movie.
* Twilight, Rosalie shatters a glass bowl of salad in rage when she learns that Bella has already eaten and her family's efforts to cook for her were in vain.
* Twilight rules. Women's tennis is best two-out-of-three sets at all times; men's is best three-out-of-five sets during majors, which is what this fic uses...and is also best two-out-of-three at lesser events.
* Twilight saga certainly fits this trope. By using an idea pioneered by another

Southern nomad, Benito, Maria began creating newborn vampires to create a virtually unstoppable army. With Jasper Whitlock and her sisters, Nettie and Lucy, she was able to take over many Mexican territories previously owned by other vampire clans.
* Twilight saga, Edward is the Scoundrel, and Jacob is the Gentleman. While Jacob is more forceful and direct than the well-mannered Edward, Edward's life invited danger and death into her life, and was the choice her parents couldn't stand, while Jacob is the old friend boy-next-door who dependably offers Bella emotional support.
* Twilight sat down and outright spelled out for her readers what was happening.
* Twilight says that the vampires generally accept the rule of the Volturi as right.
* Twilight's brother, Shining Armor, and sister-in-law, Cadance, can also do it due to it being their
* Twilight's Edward Cullen. While the rest of his family was having housebreaking sex, he was by his lonesome spending his sleepless nights studying everything there is to study. For example, he cooks perfect meals for Bella on his first try, despite never having a reason to cook before.
* Twilight series, Bella stands around while two supermen fawn over her and their families promise to lay down their lives to protect her. Everybody either loves her or wants to kill her to spite the Cullens, but about the only thing about her that stands out is that she's immune to mind reading. This, of course, is a trait she can't control and didn't even know about until Edward told her. On the rare occasion when she is called to action, it's usually just to find a man so he can take care of the problem.
* Twilight series, Jacob imprints on Bella's daughter while said daughter is still an infant. It's implied in his internal narration that he was only in love with Bella because she would be the mother of his true love, Renesmee.
* Twilight series the protagonist (Bella Swan) openly admits that she is being stupid and irrational and flat out refuses to think logically because she believes that the fact that she's in love relieves her of that obligation. In the end all of her decisions are proven correct and she lives happily ever after.
* Twilight series, we hear briefly about the Volturi, mainly that they and Carlisle are on friendly terms, but that he left because he did not agree with their diet of humans. Edward speaks pretty well of them, when he tells Bella about them. In the next book and all books after, it's revealed that the Volturi are a highly corrupt organization, and the Cullens are all highly suspicious of them. This also leads to a case of Remember Those New Rules, since it's not until then that it's mentioned that there are any sort of laws or governing of vampires.
* Twilight seriously considers doing in Mike Newton for daring to touch Bella, and probably thought about murdering Jacob Black for the same reason.
* Twilight's First Day, Twilight accidentally stows away on a Royal Guard airship and startles a cadet. When Thunderhead barges onto the scene demanding to know what the racket is about, both Twilight and the cadet scream variously at him, at each other and at how much trouble they're both in.
* Twilight's Halflight Noon form also has this, as she created it explicitly to fight Ender Dash during the Duel of Tears.
* Twilight. She basically turned whoever she could find. It doesn't work.
* Twilight's hell is where she lost all her true friends, withdrawing into herself and isolation in response.
* Twilight, she's also willing to die for her unborn child that is killing her from the inside. She also risked her life to save her mother in the first book. Edward for his part suffers when he is close to Bella due to having to resist the urge to kill her, when she is in danger that she usually places herself to, when she is clearly attracted to Jacob, and risking her life by having a baby knowing full well that Edward would kill himself if she dies. He still thinks the world of her and would give his… existence for her.
* Twilights Kingdom – Part 1", Discord bursts out of a huge cake he just materialized by himself while talking with Tirek.
* Twilight's Kingdom – Part 2", Tirek has a delayed reaction on passing before

the window mural showing Twilight rising as an alicorn, stopping in mid-evil gloating.
* Twilights Kingdom - Part 1 against Tirek near the end of the G1 pilot. Oh yes, and Discord and Tirek know each other somehow.
* Twilight's Kingdom, Part 1", Discord once again demonstrates this power, both for the sake of puns, and to lure Tirek into a trap by turning into a unicorn stallion.
* Twilight's Kingdom, Part 1", Lord Tirek's voice is frail and old, but he later gains a deep, booming voice as he returns to his original power.
* Twilights Kingdom, Part 1, trying to convince him to abandon their plans. Tirek wouldn't listen, so Scorpan had no choice but to arrange for him to be imprisoned in Tartarus.
* Twilight's Kingdom - Part 1", when Rainbow Dash, Fluttershy, Rarity, Spike and Twilight are examining the items that will become the Keys, the point of view is from the floor.
* Twilight's Kingdom, Part 1, which is made funnier in the next shot when Discord is wearing MacArthur's iconic sunglasses and corncob pipe.
* Twilight's Kingdom Part 2": Celestia, Luna and Cadance experience this when they transfer all their magic to Twilight, and Discord goes through this when Tirek drains him of his magic. This also happens to Twilight when she surrenders her own and the Princesses' power to Tirek. The Mane Six return the favor after unlocking the aforementioned Rainbow Power chest.
* Twilight's Kingdom Part 2 is seen by everyone who gave the Mane Six their keys - Coco Pommel, Spitfire and the Wonderbolts, Cheese Sandwich, Seabreeze, Silver Shill, and Discord last of all.
* Twilight's Kingdom, Part 2. It isn't until Tirek comes after her that she gets a handle on her power, if only because she's no longer trying to hold it back.
* "Twilight's Kingdom, Part 2", Lord Tirek proves to be worse than Discord, bullying the former chaos spirit and stealing all his magic when Discord is no longer useful.
* Twilight's Kingdom, Part 2", once Tirek gains Twilight's power, he grows to giant size.
* "Twilight's Kingdom, Part 2". Such as the whereabouts of Scorpan in all of this, what new powers the rainbow elements entail and how Ponyville will now function as a kingdom, not to mention how Discord's completed reform will be displayed.
* Twilight's Kingdom Part 2", the ponies' Rainbow Power seems to function like this. Once the danger has passed, the Mane Six revert back to their normal forms.
* "Twilight's Kingdom Part 2". This is especially noticeable with the climax of the episode, which is more in line with previous finales.
* "Twilight's Kingdom Part 2", Tirek admits Discord's stained glass window of the two of them (Depicting one holding a gleaming sword and the other holding a baguette) is quite amusing.
* Twilight's Kingdom Part 2, Tirek shouts this when he see Twilight and the Mane Six with their new Rainbow Power, unable to understand how they are empowered again after draining their magic.
* Twilight's Kingdom Part 2", Twilight has to raise the sun and lower the moon now that she has Celestia's and Luna's magic. It's a bit shakey, but she manages.
* Twilight's Kingdom - Part 2", Twilight, who is trying to control her new powers gained from the other three princesses, says "Gotta go...somewhere...else." to avoid talking to Spike.
* Twilight's Kingdom, Part 2": Until she voluntarily surrenders it, Tirek is unable to drain Twilight of the combined power of the Princesses' alicorn magic. Though likewise, Tirek shrugs off everything Twilight throw at him.
* Twilight's List, especially about being nervous. She lies to herself in her inner monologue, while she shows outwards signs of the emotion.
* Twilight's not the only one who gets this treatment. In "Make New Friends But Keep Discord" he teleports into Spike's bed
* Twilight. Some of the stuff she explains to him are common knowledge for fans of the show, other times she explains elements that are new to the audience.
* Twilight Sparkle, after having a nervous-breakdown in the episode "Lesson Zero",

has become one.
* Twilight Sparkle and Rainbow Dash once appeared at a meet-and-greet in Toronto for infants at "The Babytime Show".
* Twilight Sparkle and Rarity, when they cross into the land of the Fae in
* Twilight Sparkle and the Crystal Heart Spell goes into depth about Cadance's backstory.
* Twilight Sparkle and the Crystal Heart Spell is an amulet similar to the Alicorn Amulet.
* Twilight Sparkle and the Crystal Heart Spell, Prismia caused one for an earth pony village nearby.
* Twilight Sparkle, Applejack, and Pinkie Pie go for the jaw drop when Rainbow Dash does the Sonic Rainboom in the episode of the same name. Fluttershy, amusingly enough, goes for a different kind of reaction, made funnier by her
* , Twilight Sparkle believed herself to be a heterosexual with a lot of natural self-control. Until she realized that same self-control completely went out the window when a certain boastful magician was concerned.
* Twilight Sparkle can conjure these with her magic. They're quite powerful, too, as she can even block
* Twilight Sparkle considers things such as shelving library books or "a crazy weekend of studying" to be the height of entertainment. In "Lesson Zero", it's revealed that her favorite toy growing up was a "Smarty Pants" doll, which comes with accessories like a notebook and pen so you can pretend that she's studying. Twilight considers this the most awesome toy ever. In particular, the plot of "What About Discord?" is kicked off by the fact that Twilight holes herself up in her house for three days to re-organize her books rather than spending that time with her friends.
* Twilight Sparkle could temporarily outfly Rainbow Dash while supercharged with magic in "Twilight's Kingdom". She had a hard time controlling it though, making her
* Twilight Sparkle date, leading to Rainbow Dash believing that Twilight IS romantically interested in her.
* Twilight Sparkle does it in "The Beginning of the End" several times when she learns that Princess Celestia and Luna are
* Twilight Sparkle does this in "The Ticket Master", interrupting her friends' argument over the extra ticket to the Grand Galloping Gala with "QUIET!"
* Twilight Sparkle entirely, and the citizens start really wishing that the princesses were still ruling them.
* Twilight Sparkle feels this way when she visits Ponyville for the first time. She gets better, though.
* Twilight Sparkle generally serves as a mastermind and levelheaded leader among her group of friends, and serves this role for the whole town at times (such as during "Winter Wrap Up" and "Dragonshy").
* , Twilight Sparkle gets depressed because she fears that anypony who'd show romantic interest in her would only do so because of her new princess status. When Rainbow Dash suggests that she could just take matters into her own hooves and pick a pony who won't care about such things, Twilight sets her sights on the one pony in Equestria guaranteed not to think highly of her for her new status: her self-appointed rival, Trixie.
* Twilight Sparkle gets these when she uses some of her more powerful spells.
* Twilight Sparkle has become known on the internet for intentionally spilling chocolate milk and derailing 4chan threads as a result.
* Twilight Sparkle has one of these near the end of "Feeling Pinkie Keen", on finding out an attack by a hydra wasn't the "doozy" predicted by Pinkie Pie's "Pinkie Sense".
* Twilight Sparkle in "The Cutie Re-Mark" has to do this to stop Starlight Glimmer:
* Twilight Sparkle in the Nightmare Moon story arc at Pinkie's surprise party:
* Twilight Sparkle is a close and dear student to Princess Celestia, who personally

* Twilight Sparkle is another character that Mykan hates, this time for trying to preach the very idea of friendship that he loathes so much. Shortly after Equestria is introduced in the rewrite, she loses her wings and only gets them back offscreen, the MLP cast as a whole
* Twilight Sparkle is Lawful Good. This forms the core of her identity to try to do good, especially in the name of her lawful patron Celestia. The irony that the girl who likes rules is the one who is constantly taking the campaign
* Twilight Sparkle is the Straight Mare and Pinkie Pie is the Wise Filly.
* "Twilight Sparkle Is Vexed by Uranus" misunderstands Twilight when she tries to search for it.
* Twilight Sparkle/King Sombra and Fluttershy/King Sombra, with the mares being heroes while the latter is a villain
* "Twilight Sparkle" might be on its way to being a multiple reference word (see below).
* Twilight Sparkle pulls one off in "Lesson Zero" when she prepares to create an argument amongst the Cutie Mark Crusaders in a bid to solve the said problem and have a friendship report to write to Princess Celestia.
* Twilight Sparkle runs into a pony that is exactly like her, claiming to be her future self come to tell her something really important. But, after present(?) Twilight assumes it has to do with her hoof tremor problem, future(?) Twilight reveals she didn't even know that was a thing, let alone that it was a condition
* Twilight Sparkle's older brother Shining Armor calls her "Twiley", and she calls him BBBFF (short for "Big Brother Best Friend Forever").
* Twilight Sparkle's parents realize very quickly after meeting the character.
* Twilight Sparkle's pony friends offer to follow her through the portal in
* Twilight Sparkle's sanity is not quite where it should be, and her
* Twilight Sparkle's Secret Shipfic Folder has cards marked Villain, and the flavor text sometimes hints at a Discord/Celestia pairing.
* Twilight Sparkle's Secret Shipfic Folder has Cheerilee, who knows she's in a shipping card game and wants no part of it.
* Twilight Sparkle's Secret Shipfic Folder is basically this as a game. There's even a card called Divine Intervention! Though to be fair, it's less "sex" and more "romance"...
* Twilight Sparkle's Secret Shipfic Folder so this could be half subverted).
* Twilight Sparkle starts out like this due to her voluntary asocial lifestyle. Half the reason she's
* Twilight Sparkle's voice actress, Emanuela Pacotto, usually does her own singing, except for the ending credits song of
* Twilight Sparkle, the main character, has several moments of this, which has
* Twilight Sparkle, the main protagonist, especially in the beginning when she's the one arriving at the new place and getting to know the people.
* Twilight Sparkle turns herself into a brain in a jar for perfectly logical reasons.
* Twilight Sparkle (which isn't even what she was told, just an idea she made up herself), and at one point casually invents the pony version of the Kinsey scale.
* Twilight Sparkle, Zecora is often the one to tell the Mane Cast what's going on.
* Twilight's Peak get into it they will be trapped and sucked down with no chance to save themselves.
* Twilight's Peak. In the Ancient base, when a gold wall patch is touched a section of wall opens and a holographic image of food appears. If the image is grabbed, the food will be teleported into the person's hand.
* Twilight's research focuses on combining spiritual energy and technology with magic. She's already made some progress, like Sugarcoat's visor and Indigo Zapp's legs.
* Twilight start a war and cause all sorts of chaos and mayhem, including hurting each other, in their quest to be together.
* Twilight starts having nightmares after reading a prophecy about a "Queen of Darkness", which matches her description to a tee.
* Twilight Storm series concludes with the Tenth Doctor going back in time to save

Esme Cullen's infant son and bring him into the future to treat his sickness, and he also provides Rosalie and Emmett with the means to have a son, taking samples from them while both were human, so long as they can find a suitable surrogate to carry the baby in the present.
* Twilight Storm ("Time's Ashes"), the alt-Marcus basically acting as their bodyguard when they have to retrieve the TARDIS. After reality is restored, Bella is initially happy to meet Marcus in the prime reality ("New Dawn") before the Tenth Doctor reminds her that this Marcus hasn't met them before.
* Twilight Struggle: A two-player, card-driven Cold War strategy game built around a mechanic of crisis aversion; it's notable for being a war game that doesn't involve any actual combat (save abstracted military coups).
* Twilight Struggle is a US-event card that has a couple of functions: during the initial headline phase of each turn it cancels whatever card the Soviet player puts up as their headline, and during the action rounds of each turn if the Soviet player plays from their hand the US player gets 1 Victory Point. The game notes that while defections across the Iron Curtain went both ways throughout the Cold War, East to West was more common and tended to be more high-profile and thus on average tended to embarrass the Soviet side more often.
* Twilight Struggle, respectively, which reflects more on the slogging nature of those wars for their respective superpowers, though both Vietnam and Afghanistan can still be targeted with "Brush War" due to their low stability.)
* Twilight Struggle: Trigger it, and your superpower loses immediately.
* Twilight) Subverted somewhat in that the further away from being a vampire you are (humans are harder to read than vamps, and she can't read for werewolves), the harder it is for her to envision your doings in the future.
* Twilight that she deliberately avoided describing Bella's physical features so that it would be easier for the readers to picture her as themselves.
* Twilight that Stephenie Meyer wouldn't endorse, but arguably it makes a lot more sense.
* Twilight that they are whispering, despite the fact that the wind whipping past their heads should make even yelling next to inaudible, at least for an ordinary human like Bella.
* Twilight: The Cullens can only play baseball during a thunderstorm, because their superstrength means the crack of the bat sounds like thunder. They also gleefully use all their abilities to make the game exciting.
* Twilight: the entire reason why Bella and Edward are in love. They have nothing in common, hardly know each other, and don't even seem to like each other and yet they're madly in love. They don't even have the excuse of "imprinting" like werewolves.
* Twilight, Their main job is to destroy vampires who attract too much attention to themselves. It was mentioned that they wiped out every vampire in Mexico when the vampire civil war there got out of hand.
* Twilight: the last line of the last book is, "And then we continued blissfully into this small but perfect piece of our forever."
* Twilight, then got pregnant with demon spawn after having sex once. Or if she did menstruate, why didn't her vampire boyfriend eat her? The author seemed to be disgusted by the entire idea, though some people still think the question was an excellent point.
* Twilight Then, Twilight Now Universe. The Penna-Draconequus war destroyed the Penna civilisation, which left the ponies to rise in their place.
* Twilight the panel from the manga showing her get smacked in the face with a volleyball.
* Twilight. There are probably millions of them in the world, feeding every night.
* Twilight. There's also a Jacob doll which comes wearing only its pants.
* Twilight. The teenage wolves who imprint on a 2-year-old and a newborn. But Renesmee (said newborn) will be physically 18 in 7 years, so Jacob doesn't have as big of a problem.
* Twilight. The title character actually tracks Ana via her cellphone, which, in addition to being creepy, is kind of illegal.

* Twilight, the vampires are supposed to be science-based. It was explained that when a person is turned into a vampire, they have all of their bodily fluids converted into a sort of venom, their eyes change color, their skin loses all pigmentation, they get flawless features (considered universally beautiful), and their cells become crystal-like. All of this is from venom "injected" by a single bite from normal teeth (that is, no fangs). Furthermore, the description of the sparkling means that the cells must be lined with tiny mirrors. Erm...
* Twilight; they're working very hard to try and turn fans against the series. That, and they also keep hearing that they can't criticize it unless they've read it.
* Twilight. This didn't stop the films from being unusually consistent box office hits - all four sequels grossed between $280-$300 million domestically and ranked in the top ten films of the year.
* Twilight: This is pretty much all Edward and Bella do, when they aren't staring at each other.
* Twilight, this is subverted as Bella turns out to be immature, whiny and lacking in self-control, as first seen when she throws tantrums at her parents for trying to get her to move back with her mother.
* Twilight. Though it's canonically stated that she's in love with Jasper, fans seem to think that's she also has feelings for Bella.
* Twilight, though — unlike Bella with Edward — she's not nearly as charmed by the creepily felonious antics or isn't shy about mentioning it.
* Twilight Time." "It's Skyline time" remained a catchphrase even after the advertisements switched to another song.
* Twilight, together with a broader cultural reevaluation of the hatedom, have brought it to Stage X.
* Twilight to help it fit under the wig better) for the remaining films.
* Twilight to Rosalie and Leah, because they are pretty much the only vampire and werewolf respectively who don't like her— though this may be more a case of wanting to avoid supernaturally powerful beings who might have a grudge against her. Finally, Bella spends an inordinate amount of time being mentally catty about Lauren, the lone human who doesn't like her, when she's immediately surrounded by friends otherwise and Bella herself doesn't like Lauren in return.
* Twilight Trailer Spoof, where a vampire successfully lures an unsuspecting victim with an ordinary cardboard box and a snickers bar. Even funnier because the box is too small to even cover a quarter of the victim's body. He even struggles a bit before going limp.
* Twilight/Trixie and Rainbow Dash/Gilda were very popular in the early days and support still goes strong years afterwards. Granted, the latter half of the pairings were more antagonists than outright villains, and Trixie
* Twilight. (Tying into that, Bella notices that the jacket hasn't absorbed any body heat from Edward.)
* Twilight universe. Sure, they originally were human so it may be a subversion in that regards, but they're still large wolf like things that don't really look like wolves in the movies.
* Twilight unwittingly offends Swift-Pad with her repeated apologies before she is made aware of just how seriously the wolves take such things. However, she also demonstrates a willingness to learn from her mistakes when they're explained, which Swift-Pad appreciates.
* Twilight uses a spell to turn Lyra into a stallion for 24 hours so she and Bon-Bon can conceive a foal.
* Twilight vampires can't have kids all along (evidently by claiming an obscure definition of "have").
* Twilight vampire transformations are described as three straight days of burning, terrible pain. But you can choose not to scream if you really don't want to.
* Twilight was leaked in 2008, the author was so frustrated by the experience that she discontinued work on it and put it on indefinite hold, famously saying that if she completed the book in her current state of mind, she'd have let the villains win.

* Twilight was published. Still, they saw a significant boost, as did the invented name "Renesmee", given to 55 baby girls in the US in 2010.
* Twilight was reportedly based on a dream Stephenie Meyer had about a sparkling vampire lying in a meadow filled with flowers.
* Twilight were believed to be infertile, but it turns out that this only applies to the females. So the guys can still get it on with a human girl, but it's incredibly dangerous for the human woman.
* Twilight, when Bella is in the hospital after being attacked by a vampire, the Cullens tell her to explain her wounds this way: "You fell down two flights of stairs and through a window. You have to admit, it could happen."
* Twilight: When Edward Cullen is first introduced (slow-motion entrance), Jessica describes him as "totally gorgeous" while Bella and Angela are practically drooling over him.
* Twilight' when Edward tells Bella, who's dying from her accelerated supernatural pregnancy, that there's no way that he could ever love the baby if Bella dies. Bella and Edward are unusually insular when it comes to their romance so he's telling the truth. He changes his mind when he hears the baby's thoughts.
* Twilight, when he can't believe that Bella would be friendly with him when she was happily married to Edward.
* Twilight when he was still nice to Bella till she showed he would choose Edward over him, after that he started to get all Alpha Male on her trying to get her grounded, kissing her by force and later by emotional blackmail. In the end, he managed to get Bella to admit she loved him, but she still loved Edward more.
* Twilight, where in the second book Bella is convinced Edward will never love her, never did love her and will never come back... after he said he was leaving for her safety only. In fairness, he did say she would never see him again and would be better off forgetting about his existence entirely. (Though Bella did do a pretty lamentable job of listening to anything beyond the "I'm leaving you forever" part.)
* Twilight where the vampire character jumped onto the back of the car carrying the female character and her current boyfriend. The disclaimer said "Stunt vampire. Do not attempt."
* Twilight, which didn't include the love triangle and skipped right ahead to Bella and Edward's wedding.
* Twilight, which Edward finds ridiculous. To repay Angela for being nice to Bella, Edward pretends like he's going to ask Angela to prom, forcing Ben to do so first.
* Twilight, while Victoria still feeds on humans, she accepts Bella’s request not to go after children or anyone Bella knows, and later finds herself unable to feed on an old man she spots on a street because she starts thinking of him as a grandfather who has family who’ll miss him.
* Twilight Wing abilities reverses the controls along with the colours of the screen.
* Twilight with Rosalie and Emmett where Rosalie is in love with Bella and Emmett separately while Bella and Emmett just consider themselves good friends. At one point Bella finds herself watching Emmett and Rosalie having sex from a distance, but just feels happy that Rosalie can feel so much love, admitting to Rosalie later that she never felt as though Rosalie 'stopped' loving Bella just because she was engaged with Emmett.
* twilight years said of Rescue Force 3, "the best thing I can expect out of him is that one day, I'll have to replace him."
* Twilight Zone and so on, there was an episode of such a show where, again, while the future allowed sex, and there were men around, all the men were sterile. This inability to conceive somehow robbed women of any and all pleasure from sex, and relegated men to being treated like not-very-useful sex toys and not mentioned otherwise, with women dismissing them contemptuously and sitting around to gossip over old sex stories of kinky naughtiness they didn't really understand. Then a fertile male shows up and suddenly all the women want him because of his ability to fill them with babies makes the sex ridiculously good. One hardly knows where to start on the massive amount of sexism this heaps on BOTH sides.
* Twilight Zone comic in the 1990s, and in the last few years Walker & Co. has

published several graphic novels adapting specific episodes of the original series, updated to today in some cases. The Gold Key title ramped up the creepiness factor by continuing to feature a cartoon version of Rod Serling introducing each story, even years after the real Serling died.
* Twilight Zone creates a no-way-out nightmare world for the others, but considers it all just good fun himself.
* Twilight Zone episode about mind-reading, to demand a promotion for himself and airline tickets for his friend in exchange for his silence about his boss's affair.
* Twilight Zone episode about two soldiers, one male and one female, from opposite sides being the last survivors of their war. The female soldier's combat uniform included a pleated skirt. And her only line is the Russian for "Pretty", referring to a dress in a store window.
* Twilight Zone episode "Once Upon a Time," wherein Buster Keaton travels in time between 1890 and 1961. The town of Harmony, New York, is obviously bigger and busier in the then-present day, but why the past version of the town would have had random chickens roaming the streets simply because it was 1890 is left as an exercise for the viewer. (One of said chickens becomes an unwitting time traveler as well.)
* Twilight Zone, that delineates the best of these and offers a contest to see who can come up with more.
* Twilight Zone: The Movie as a magic trick, then the rabbit turns into a hairless, hulking, snarling monstrosity before it goes back into the hat.
* Twilight Zone: The Movie as well as creating a terrifying rabbit and a goblin-demon that gets more deranged in design as it continues to pester the residents of the house.
* Twilight Zone: The Movie attempts to lynch Bill Connor but he manages to escape.
* Twilight Zone: The Movie directed by the same director actually focuses on those selfsame troops, based on an off-handed reference one makes to "fragging Neidermeyer".
* Twilight Zone: The Movie goes on fire after Bill Connor kicks him into a burning cross as he tries to escape.
* Twilight Zone: The Movie. He protests that he's not Jewish, white and an American respectively but to no avail.
* Twilight Zone: The Movie), he's clearly doing something wrong. Thankfully, the segment gives little Anthony a happy ending in the form of Helen Foley, a kindly teacher who, upon learning about his gifts, promises to be his companion forever and teach him how to use them properly.
* Twilight Zone: The Movie in filming history as the helicopter became damaged by the explosions and crashed down on Morrow and the children, decapitating him and one child and crushing them under the helicopter. Despite being charged with manslaughter, Landis was acquitted, but it snuffed out his directing career.
* Twilight Zone: The Movie: In "It's a Good Life", Anthony took away his real sister Sarah's mouth so she would not be able to yell at him anymore.
* Twilight Zone: The Movie in "Kick the Can". Mr. Conroy tells the other residents of the Sunnyvale Retirement Home that his son has promised to have him frozen that he dies. Mr. Weinstein mockingly calls him "Popsicle Head."
* Twilight Zone: The Movie: In the final scene of "It's a Good Life", Anthony turns the desert landscape into a beautiful garden filled with many different kinds of flowers as he and Helen Foley drive away from his old house.
* Twilight Zone: The Movie: "Kick the Can" ends with Mr. Bloom arriving at Driftwood Convalescent Home, where he will once again use his powers to make the residents young.
* Twilight Zone to earn an inheritance, only to find the masks deformed their faces.
* Twilight Zone Twist wear any shoes. Unfortunately for him, the sudden transformation sparks a panic stampede where he ends up crushed by the now gigantic feet.
* Twillight Sparkle's awesome adventure come back from the dead over the story:
* Twillight Sparkle's awesome adventure is controlled by evil Martian deep-sea

fishes than that he would, of his own free will, refuse to give him any money or medals.
* Twillight Sparkle's awesome adventure, one of his enemies is identified as speaking in a "funny foreign accent".
* Twillight Sparkle's awesome adventure: "The Mane Six – minus Twillight Sparkle who was with Doctor Whoowes and Rainbow Dash who was in a prison and Fluttershy who is useless – still fought against the guards."
* Twin Banter: The snappy patter and unique speech patterns that twins form with each other.
* twin beds which they can push together when it's permissible to be intimate and pull apart when it isn't. Another common solution is to have one of them use a guest room if their house is large enough.
* Twinbee, one of the ships (not just the pilot of said ship, the ship itself) is female. How can you tell? Winbee is pink. Later adations have also shown that her cockpit is shaped like a heart, though this is somewhat excused - with two rounded bumps on top, it also shows she's the second 'bee ship. Twinbee, the original, has a round cockpit (one "bump"), while Gwinbee, the third, appears to have a rounded arrow pointing down (three bumps on the top part of the cockpit).
* Twinbee, the blue Twinbee and the pink Winbee (which also has a heart-shaped cockpit) are piloted respectively by Light and his girl cousin Pastel, who wear the same colors as on their ships.
* twin brothers, and the courts couldn't distinguish between the guilty brother and the innocent brother.
* Twincest: In most polytheistic religions and mythologies, gods are incestuous; Justified as there are literally no other options besides each other. Some examples of incestuous twins are the fraternal male/female pairs Inanna & Utu from Ancient Mesopotamian mythology; Nut & Geb and Osiris & Isis from Ancient Egyptian mythology.
* twincest—odds are that they've got another guy they can support with for extremely subtext-heavy support conversations.
* twincest, she puts him in his place by ordering her bodyguards to cut his throat on the spot, then cancelling the order at the last second with this trope.
* [[Twincest Shifty/Lifty]] is a pretty common pairing in the homosexual or Yaoi crowd in
* Twincestuous adultery with the queen is frowned upon. Cersei is married to Robert Baratheon, but her children were fathered by her twin brother Jaime. If Robert found out, their heads, including the royal bastards', would end up on spikes.
* twincestuous brother is. Yeah, it kinda runs in their family... and has done for centuries: there are two main lines of Lannisters, the ruling family based in Casterly Rock and the cadet, Lannisport branch in charge of the harbour, customs and navy. They crisscross regularly. What? Do you really think the Rock could ever trust another House to run their trade hub?
* twincestuous finds out Haruhi's secret and leads the host club customers into believing he's trying to confess his love to the beautiful male Haruhi. After realizing she does not reciprocate he swears to be her friend forever—and suddenly becomes very popular with the ladies, who find his tragic spurned yaoi love to be cute.
* Twin Cities and hold a sign for the restaurant. However, since the girl doing it is a cosplayer she absolutely loved the job. The rest of her co-workers thought that doing it was this trope.
* Twin Cities-based department store chain Dayton's. By the 1980s, it began to eclipse the company's other stores in sales. In 2000, the entire company changed its name to the Target Corporation and sold off all its other brands to other companies, leaving just Target.
* Twin Cities, being among the very first malls in the United States. However, he later came to regret his role in developing them; in a 1978 speech, Gruen said, "I am often called the father of the shopping mall...I would like to take this opportunity to disclaim paternity once and for all. I refuse to pay alimony to those bastard developments. They destroyed our cities."

* Twin Cobra: Player 1's helicopter is blue and is piloted by a male, Player 2's helicopter is red and is piloted by a female.
* Twin Desynch: Twins start to look and act differently after they've been separated for a while.
* Twin Dragon Encounter, as the McNamara brothers deal with some rude truckers at a rest stop, Martin attributes a quote about how to go about it to Confucius.
* Twin Dragons is that sixteen years previous one in one thousand births began to produce "hybrids" with varying degrees of animal traits. The protagonists, of course, are fraternal twins who ended up with dragon traits.
* Twin Dragons. Kai catching a cold merits staying home from school, with a bottle of water to put out the hankerchiefs he ignites when he sneezes.
* Twin Dragons, sees each other for the first time in an adjacent urinal. Both men thought they're looking into a mirror...
* Twin Dragons: Two dubs. An uncut export version dubbed in Canada, and the shortened 1999 U.S. Dimension Films theatrical version where Jackie dubs himself.
* Twin drama where a mother accidentally causes her husband's death and persuades his surviving twin to stand in for him to cover it up.
* Twin Earths was built around this concept. The counter-Earth Terra orbits opposite Earth. The daily strip featured Vana, a Terran spy living on Earth to keep tabs on their technology, and Garry Verth, an FBI agent. In the Sunday strip, a young Texan named Punch explored Terra with its young prince Torro. This strip mostly consisted of travelogue-like views of Terran life, for example the fact that in their liberated society, women, who constituted 92% of the population, ran things.
* Twin footballers Rafael and Fabio Da Silva both played the same position on Manchester United for some time.
* Twin-Headed Wolf is based on Cerberus (or, more correctly, Orthrus, Cerberus' two-headed brother), and, of course, several cards based on the mother of all hellhounds, Anubis.
* Twin hook swords and the chicken sickles. The hooked ends are used to hook and trap the opponent's weapon as well as counter shields and slashing weapons such as dao. The tail ends are used as daggers. The crescent knuckle guards are sharpened, meaning you could slash with them as well. And of course the rest of the weapons are used like normal swords or sickles. The hooks can be used to link the two weapons and then swung.
* Twinkie - A Harley-Davidson Twin Cam engine, sometimes used pejoratively by enthusiasts who prefer the older Evolution engine.
* Twinkie House meme loved were twins doin' it, and drew a token twincest story to prove it. No one believed him when that story still somehow managed to involve an older man in the mix...
* Twinkies ads refer to the particularly clumsy "Hostess® Twinkies® cakes."
* twinkies, seeing as how the power grid is still up and active almost everywhere they go. Entire city blocks and shopping centers are still powered, which doesn't pass the sanity test for the "must be backup generators" idea.
* Twinkie the Kid for Hostess Twinkies (duh), before he was relegated to package duty only.
* twinkish queens from New York City with a similar aesthetic, they're often mistaken for each other, and Aquaria has long accused Cracker of copying her style.
* Twinkle is noted to be almost physically identical to her mother, aside from having different mane, eye, colouring, and being ever-so-slightly taller than she was at her respective age, as well as not sounding the same. Oh, and not having wings.
* Twinkle Nora Rock Me! truly takes the cake. It only gets worse when the OVA forgets about the concept of in-between frames.
* Twinkle Toes was made to sell Skechers' new Twinkle Toes brand of light-up shoes. Yup, not even a toyline. Just shoes. Those kids' sneakers with the electric lights that flash every time you take a step, which were popular for a solid generation before Twinkle Toes. It's a charming kids' film in its own right, though, and if

anything, the scene that introduces the shoes encourages kids to use their creativity to decorate their own shoes rather than buy Skechers.
* Twinkle Twinkle: Han Jung Won takes her mother driving along the cherry tree-lined streets of a park in Seoul. It's a bittersweet scene because they both are aware that her mom has a degenerative condition in her eyes and that she may be blind the next time the trees blossom.
* "Twinkle Twinkle Little Dick" ad that suggests that cigarette smoking causes impotence, and possibly makes men go out with other men.
* Twinkle Twinkle: Mostly serious sorrowful drinking, especially by the female leads.
* Twinkle Wish Adventure had background colts). Despite this people often say that the franchise, especially G1, is female only and it pisses fans off.
* Twinky, a 1969 British "sex comedy" has two characters played by famous comedians - Norman Vaughn as Jimmy Tarbuck, and Jimmy Tarbuck as Norman Vaughn.
* Twinmaker: A teleporter that makes a clone somewhere else and destroys the original.
* Twinmaker: Is an exact duplicate of a person the same as the original?
* twin, Marty and Jackie, who like to have sex while reenacting the JFK assassination.
* twin moons under which they were born. Certain sub-species are more common in different provinces, leading to their changing appearance throughout the series. On the other hand, they have yet to explain why all Khajiit outside of Elsweyr are specifically one sub-species in each game.
* Twinning Isn't Everything", but as always blames it on Samey. Except for Jasmine, who witnessed the event, Amy convinces the entire team of Samey's guilt and to vote her off. Samey counters her sister's slander by tricking Amy into eating a poisonous apple that causes her throat to swell up and her to lose her speech. Then Samey claims to be Amy and gets Amy removed from the island in her place.
* Twinning With a Twist. Dave's positive traits are ignored in favor of making him a one-dimensional jerk, justifying his much earlier elimination, and right before the rest of the team starts bonding with Sammy. However, Sammy later learns from Amy at Playa de Losers that Dave just happened to be having a bad day when he arrived on the show, which ended up not getting better in the two days he was there. She finds him to be much more approachable when they speak again.
* Twin Peaks "Address Unknown", whose episodes are scattered throughout games one and two, is all about this.
* Twin Peaks, a few whose actors who died before 2017 are shown to still be alive:
* Twin Peaks. A lot was filmed, but most was cut away in post production.
* Twin Peaks.) Also a rare case of a heterosexual crossdresser on network TV.
* Twin Peaks and Chris Isaak as FBI agents who accidentally travel through time. And the normal stuff just made the weird stuff seem even weirder.
* Twin Peaks and habit of carrying a log around have earned her the local nickname "The Log Lady".
* Twin Peaks, and wanted the mystery of the killer to go on for the entire series. He therefore claims that the killer could be anybody.
* Twin Peaks are supposed to be the eyes of BOB and/or the Black Lodge, but their significance is never really explained. Then again, neither is anything else of consequence to the series' overall plot.
* Twin Peaks as a cross-dressing FBI agent, has said agent deliver one of these to Cooper:
* Twin Peaks, as he usually only wears it right before he's about to horribly murder someone.
* Twin Peaks as the building that was used for exterior shots was bought by new owners who turned it into a steakhouse called "The Roadhouse"
* Twin Peaks. At first sight, she seems to be a spoiled troublemaker who aspires to be a femme fatale (often successfully), but with time it is revealed that she's actually a lonely innocent with good intentions. She also seems to be the only virgin in the whole Twin Peaks town.
* Twin Peaks, Audrey Horne is caught out this way when she fakes her resume at One-

Eyed Jack's.
* Twin Peaks. BOB is roughly an incubus who feeds on fear and pain, so the more traumatic the experience, the better.
* Twin Peaks, BOB is the cycle of trauma (or the "evil that men do" as Albert puts it), including an abused as a child man sexually abusing his daughter.
* Twin Peaks, but at Bowie's own request, his voice is overdubbed by an actual Louisianan actor (presumably due to Bowie's dissatisfaction with his own attempt at a Louisianan dialect). Some of the episodes in which these characters appear are dedicated to their memory.
* Twin Peaks but killing a person for each piece removed from play (in one instance encasing them in a giant chess piece).
* Twin Peaks But none of these obvious suspects killed her. Originally, the writers intended to never reveal who killed her, but the real culprit turns out to be someone no one could have suspected, and their identity reveals a dark secret within the town.
* Twin Peaks came back from commercial (with the standard "bridging" music), which was then playing on the car stereo that the next scene faded in on.
* Twin Peaks centered around Agent Cooper's dream in the second episode.
* Twin Peaks, Chief Inspector Gordon Cole visits the Double R diner on a break from his work on the investigation. Midway through the meal, he spots Shelley, a waitress, instantly declares himself in love with her, and even gets her to kiss him. It doesn't go father than that, as Shelley already has a boyfriend, who's none too pleased to catch her kissing a much older man in public.
* Twin Peaks closes its second season with a Miss Twin Peaks beauty pageant, with the main female characters competing.
* Twin Peaks: Cooper and the Twin Peaks Sheriff's Department suspect Jacques Renault may be an accessory to Laura Palmer's murder, but they cannot arrest him as he is working in One-Eyed Jack's, a casino over the Canadian border. Cooper goes undercover in One-Eyed Jack's and poses as a drug lord, luring Renault back to the US with the promise of a lucrative job. The sheriff and deputies immediately arrest him.
* Twin Peaks Deer Meadows Sheriff's Office. Desmond ends up beating up all the local cops.
* Twin Peaks: Diane, a character who is never seen or heard. When recording his observations and thoughts on tape, Special Agent Cooper addresses her by name. She is most likely his secretary at FBI headquarters, although her identity is never actually stated.
* Twin Peaks fans that the episodes directed by Lynch are the best of the series.
* Twin Peaks: Fire Walk with Me and hates the idea of corrupting Donna more than anything, it's easy to see why she never acted on them.)
* Twin Peaks: Fire Walk with Me, ended up a prequel, which meant it did almost nothing to resolve any of these ambiguities. However, in the usual Twin Peaks fashion, there are a few chronological irregularities that tie into the events of the series' finale (though in a very ambiguous and indirect manner).
* Twin Peaks: Fire Walk with Me, has its share of this, again with the elements linked to the Black Lodge.
* Twin Peaks: Fire Walk with Me that involves seeing herself standing in the doorway in the picture and then entering the picture...
* Twin Peaks: Fire Walk with Me the Jurgen Prochnow character from Laura's dream? What was that monkey about, and who is this Judy person it mentions?
* Twin Peaks: Fire Walk with Me, with the demon Bob slowly climbing through Laura's bedroom window. This is followed by a truly disturbing rape scene.
* Twin Peaks forced him to solve the mystery mid-Season 2, which left him with literally no idea where to go from there, and hence he opted to work on other projects.
* Twin Peaks had at least four different people intermittently possessed by at least three different entities - both good and evil - all of which entities did so to hide who they were and what they were doing.
* Twin Peaks had the Double R Diner. In contrast to the typical trope, the coffee

and pie are absolutely amazing, at least according to the ever-chipper Agent Cooper.
* Twin Peaks had the Little Man, the FBI, possible alien abductors, "BOB", and the woods in general. The entire series was one big, creepy Battle of the Network Powers That Be, all-nefarious, all the time. The owls are not what they seem.
* Twin Peaks had to come on set disguised in order to keep the plot twist a secret and she managed to fool a couple of the other actors, including her on-screen husband.
* Twin Peaks has Cooper's doppelganger; an artificial construct of a man from another world working for an overarching villain who wears a leather jacket, talks in an off-puttingly calm voice, shows impressive physical strength at one point and can survive fatal injuries.
* Twin Peaks has Dale Cooper investigating the unusual death of Laura Palmer. Said death involved an evil entity that can possess certain living people, an alternate universe that looks like a art-deco hotel lobby, and a one-armed man whose arm is now a dwarf.
* Twin Peaks has Dale Cooper, who is suggested to have some degree of psychic powers. This includes getting dreams that help him solve murder cases.
* Twin Peaks has Deputy Andy. While he rarely throws up he always cries at murder scenes.
* Twin Peaks has Gerard, a.k.a. The One-Armed Man, who cut off his own arm as penance and to rid himself of the tattoo that allowed the demon MIKE to possess him. He is played by Al Strobel, who lost an arm at the shoulder in a car accident as a teenager.
* Twin Peaks has his brother Jerry as a lawyer to help out with business deals and contracts. When he's arrested for the murder of Laura Palmer, Jerry quickly realizes that he's out of his depth and tells Ben that "as your lawyer, your brother, and your friend, I highly recommend that you get a better lawyer."
* Twin Peaks has lots of really creepy scenes that take place in broad daylight. Starting right with the very first scene.
* Twin Peaks has the pencil-breaking variety in the first episode. The morning Laura Palmer's dead body is found, a teacher comes in to Laura's secret boyfriend James' homeroom, presumably to tell the homeroom teacher school is out early after the principal's announcement. They then see a girl run screaming across the courtyard through the window. James and Donna both look at Laura's empty desk, and the penny drops. Donna starts crying and James snaps the pencil in his hand in half.
* Twin Peaks. Hired goon, abusive husband, profane loudmouth: the whole package.
* Twin Peaks, "I love you, Sheriff Truman." Truman gains a lot more respect for him after that, and they reach an understanding.
* Twin Peaks. In episodes after the revelation the real credit was returned.
* Twin Peaks in October 2014, 24 years after the second season ended, and broadcast in 2017.
* Twin Peaks insanity spread across various episodes to improve the anxiety.
* Twin Peaks Ironically, this is foreshadowed by accident in the pilot episode, which showed an aged (and helpless) Cooper sitting in a chair in the Black Lodge — the world's longest waiting room. Cooper would have been rescued in season three had the show not been cancelled. Through time travel antics (and the movie "Fire Walk With Me", Annie would have contacted Laura Palmer in the past and Laura would have written a message in her diary alerting Cooper's friends of his plight/impersonation, which they would suddenly notice when said new message shows up in the diary when a character reads it.
* Twin Peaks is perhaps the only person who is not portraying a character when she appears in a dream Gordon Cole had of her.
* Twin Peaks it appears black and white, and a several minute-long plot-irrelevant scene of an extra sweeping the floor.
* Twin Peaks it kept a thight hold on the central plots and when that was lost the series became one as a whole and was canceled.
* Twin Peaks, it manages to alternate comedy, science-fiction and horror elements

from one scene to another.
* Twin Peaks", Janey-E ties Cooper's tie, when he leaves the house with it still around his neck untied.
* TwinPeaks Juvenile delinquent Bobby Briggs is having an affair with Shelly Johnson, the wife of the more seasoned criminal Leo Johnson
* Twin Peaks: Made and story begins in 1990, but the prologue is set in 1989.
* Twin Peaks, Major Briggs's experience with Project Blue Book is often alluded to. The context strongly suggests that if the show hadn't been cancelled, it would have veered towards science-fiction.
* Twin Peaks matches the local cops donut for donut while also indulging in the local diner's pie, which he finds irresistible. The sheriff notes that he must have the metabolism of a hummingbird.
* Twin Peaks meaning behind what's being said, it's done in a very obfuscating manner.
* Twin Peaks. More realistically, the casino's owners immediately fire the manager because he didn't kick him out before he walked off with millions of dollars and later attempt to murder Cooper. Even if they can't prove he's cheating, the odds of his winning streak are so unbelievable that they damn well know he did.
* Twin Peaks, Mr. Palmer shows up at the party for the Icelanders. One of the songs triggers the memory of his daughter and he starts to dance, weeping and clutching at his face. Catherine dances with him to try and avoid a scene, but he keeps clutching at his face. Desperate, she imitates his face-clutching hand waves. The Icelanders, not knowing what's going on, start to mimic the movements.
* Twin Peaks once did a series of commercials for Georgia Coffee, a canned coffee beverage. The overarching plot was a man trying to find his companion, lost in the woods.
* Twin Peaks, one of Bobby Briggs' most humiliating secrets is that he cried after the first time he and Laura Palmer had sex and that Laura laughed at him for it. Dr. Lawrence Jacoby, who had been secretly counseling Laura for six months before she was murdered, uses his knowledge of this to press Bobby for information about what happened to Laura prior to her death.
* Twin Peaks, provided as much of an explanation and resolution as was possible.
* Twin Peaks's active involvement in the show helped break the stereotype that television production was the equivalent of the farm leagues to movies as opposed to a full-on competitor.
* Twin Peaks, San Francisco, California: Two hills in San Francisco, made famous by the series
* Twin Peaks seem to take place over a month or two, at most, although we were never given an exact timeline indication internally.
* Twin Peaks. Series writer and co-creator Mark Frost describes him thusly:
* Twin Peaks sometimes dives into this during the show's more awkward moments.
* Twin Peaks. Surreal, absurd, soapy, highly-original mystery show peppered with frequent, off-beat comedy.
* Twin Peaks's works, it has gradually carved itself a place in history.
* Twin Peaks that look like men covered in dirt or grease that spawn form an interdimensional gas station. They swarm people driving in cars late at night and kill them.
* Twin Peaks: The murder of a teenage girl → otherdimensional demonic conspiracy (to confuse the audience).
* Twin Peaks (the renewed series, made over twenty years later) he's now one of the leads.
* Twin Peaks. There's also a subplot set in Las Vegas involving an insurance executive who's heavily embroiled in organized crime.
* Twin Peaks, the scene of Maddy's murder, which reveals who killed Laura Palmer, was filmed twice with both Leland, the real killer, and Ben, the red herring, to confuse anyone who might be tempted to leak. At the script stage, no less than three versions of the scene were reportedly distributed, with the third having Dr. Jacoby as a second red herring candidate.
* Twin Peaks). They look like mundane dirty hobos, but their creepy, distorted

speech puts people to sleep, and they can travel through dimensions and instantly kill people. When they appear, everything turns black and white to signal how reality distorts around them.
* Twin Peaks. This reveal in fact contributed to the series' eventual cancellation.
* Twin Peaks though, as the song then goes on for another minute or so as though nothing ever happened.
* Twin Peaks to figure out what the heck is happening, and Dream!Lisa is eventually forced to drop the mysterious act and outright tell him her message ("LOOK AT BURNS'S SUIT! Yeesh!"). When the Chief awakens, he happily talks about the "weird backwards-talking dream" he just had, prompting concern from the other cops.
* Twin Peaks to pass off as the real Coop in front of Cole, Albert and Diane, but can't seem to grasp his mannerisms and personality whatsoever, and none of them buy it for a second.
* Twin Peaks trick of imitating a recording of the vocals as played backwards and then reversing that.
* Twin Peaks: Twin Peaks has its own layered symbols, its own centers of goodness and evil (the Lodges), and its own prophesies ("That Gum You Like Is Going To Come Back In Style").
* Twin Peaks unconnected to anyone else). Windom Earle at least managed to pull everyone's plotlines back together into something more cohesive, but was no BOB.
* Twin Peaks. When she later brings Agent Cooper to talk to the old woman, a completely different woman answers the door who has no memory of any grandson or anyone else living there.
* Twin Peaks. When Sheriff Truman has a hangover, Agent Cooper and Cole list the ingredients of their own personal hangover cures. They're so disgusting, Sheriff Truman rushes to the bathroom to vomit. (Which was the real 'hangover cure' all along.)
* Twin Peaks who is described as being a 27-year-old who's still in third-grade. It's clear however that Johnny has mental issues and he was being privately tutored by Laura Palmer.
* Twin Peaks with the good news that "that gum you like is coming back in style".
* Twin plays twin brothers Erik and Adam Moen, but the premise of the series is Erik pretending to be Adam after his death, so the two characters rarely share screen time, save for in flashbacks, after the first episode.
* Twin Princess of Wonder Planet. About the worst thing that can happen is hurting someone's feelings.
* Twin Princess of Wonder Planet arranged a marriage between Princess Mirlo and the very young son of a rich man. When the father learned the reason was entirely due to the Water Drop Kingdom being broke, the father called it off.
* Twin Princess of Wonder Planet, cementing the latter position with the second season.
* Twin Princess of Wonder Planet has twin princesses Fine and Rein, who can only transform and unleash their most powerful finishing attack when they're together.
* Twin Princess of Wonder Planet-ish later on and became a main character.
* Twin Princess of Wonder Planet, the first ending theme is a cover of "Gakuen Tengoku" by the '60/'70s Japanese boy group Finger 5.
* Twin Princess of Wonder Planet: The Prominence and the Power of Darkness. Neither are explicitly called magic despite looking just like it. Altezza refers to the former as Fine and Rein's "weird power".
* Twins Are Special: Based on some versions, Inanna & Utu from Ancient Mesopotamian mythology; Nut & Geb and Osiris & Isis from Ancient Egyptian mythology. In all cases, they are fraternal male/female pairs whose bonds are considered so deep that they become husband and wife. Nut & Geb are also considered special as twins as they are considered the embodiment of duality and complementary natures (Nut is the goddess of the sky, Geb is the god of of the earth), forming a single whole.
* Twins Are Special: Some cultures interpret a multiple birth as a bad omen.
* Twins) can speak twelve languages along with excelling in all school subjects, physical and spiritual training.

* Twins have played collegiate and professional sports as teammates. While sometimes they differ in abilities, many times their skill sets are sufficiently similar that they can and are used interchangeably. Examples include Henrik and Daniel Sedin of the Vancouver Canucks, Markieff and Marcus Morris of the Phoenix Suns, David and Travis Wear of the UCLA Bruins basketball team, and Shaquill and Shaquem Griffin of the University of Central Florida Knights football team, and later, the Seattle Seahawks.
* Twins Henrik and Joel Lundqvist played ice hockey together as kids. One day, Joel volunteered his brother to play goalie in a pickup game. Henrik is now one of the best goaltenders in the game.
* Twin Siblings, and characters are often involved, sometimes unknowningly, in an affair with them)
* twins is casually dropped during a conversation between Jiriaya and Tsunade.
* Twins: Julius (Schwarzenegger) and Vincent (DeVito) got married to their twin love interests and each had twins.
* Twins knew all about driving from reading about it, and having read the car's manual, he knew he could shut off the alarm by lifting it up from the back, thereby tricking it into thinking it was being towed. Of course it only worked because of his extraordinary strength.
* Twin's Labyrinth, Ren wears a naked apron for his lover's birthday, although it doesn't remain on for very long.
* Twins of Evil. Frieda was made into a vampire by Count Karnstein. When Frieda was caught, Karnstein substituted the innocent Maria in the jail cell where she was awaiting execution.
* Twin Spica anime in which Asumi talks about her childhood dreams or shares astronomical knowledge (usually in the beginning) are drawn in a very primitive, childish style.
* Twin Spica, Asumi's teacher Yuuko is like that after her boyfriend Takano dies aboard the exploding rocket which also caused the death of Asumi's mother. After several years of mourning, she decides to go on and then finds someone else to marry pretty quickly. Sadly she never realized that all this time Takano had been roaming the town as a ghost named "Lion-san."
* Twin Spica grows up at Kamakura's Yuigahama Beach, after surviving the space rocket crash there in which her mother got killed.
* Twin Spica is set in the near future at a high school for astronaut candidates. In volume 4, they undergo training in space suits for long periods of time, obviously embarrassed that they are to wear diapers for the exercise. Very early in the training, Kei, who forgot to use the restroom before starting, asks for a bathroom break, which she is denied. After a few minutes of desperate struggle, she is humiliated as she pees herself.
* Twins, Sakura Matou is turned on by the knowledge that Shirou Emiya would kill to protect her if he had to.
* Twin stage actors Shouta and Kenta Yamanaka did this for this first time in early 2019. The 2.5D stage world is an odd niche, since the plays require a pretty big time commitment from the actors, but they also tend to be done in series, and every series is different in regards to how they want to space their productions. This means that scheduling conflicts end up being the main cause of
* Twin Star Exorcists, Rokuro and Benio, both suffer from this caused by tragedy's in their past. For Rokuro, it's because he was the lone survivor in an attack that killed 18 kids, who were all living together. For Benio it is the fact that her parents died protecting her, made worse by the fact that their killer gave Benio a chance to save one of them, but because she froze, he ended up killing them both.
* Twins, the "perfectly engineered" gamete divided into two babies, who grew up to look like Danny De Vito and Arnold Schwarzenegger.
* Twins, Vincent has his love interest's room fully decorated with flowers. She is floored when she enters.
* twins who works at their great uncle's tourist trap. He is also the one who often accompanies them on adventures.
* Twins with two different fathers aren't all that rare either, although they're

usually roommates in a single uterus.
* twins Yu Fan and Yu Lan with. Despite all this, they are still so incredibly in love and pledge undying loyal to him. "Anything for Sensei" indeed.
* twins Yu Fang and Yu Lan ever since they were young) seems to be a pretty good indicator that he doesn't care much for their well being. Despite all this, they are still so incredibly in love and loyal to him. "Anything for Sensei" indeed.
* Twin Telepathy: A link between twins, sometimes for no reason other than the fact that they're twins.
* Twin Test — A character is tasked with differentiating between identical siblings by at least one of those siblings.
* Twin Test: A character is tasked with differentiating between identical siblings by at least one of those siblings.
* Twin Test: Trope variation in which a character is tasked with distinguishing when one personality is in control by any of the personalities to see how well that character knows them.
* Twin Threesome Fantasy: Someone imagines having sex with their crush and a copy of their crush at the same time.
* Twin, which has many of the hallmarks of a Nordic Noir drama, with some police procedural aspects, but the detective is merely a side character and the focus of the story is on the victim's twin brother.
* Twinz. Once the listener is told that they killed the wrong man, the hit is never mentioned again. Even worse, the video for the song covers an alternate plot that does not exist in the song.
* Twipsy is about a courier who delivers e-mails in the Internet. About half of the show takes place in the Internet, rendered in 3D CGI graphics. It can be entered by humans as well.
* "Twist and Shout", first recorded by the Top Notes. The Beatles' cover is only one of several (including
* Twistaplot #12: Journey to Vernico 5 into one as his goal, only he prettied it up by calling them "Willingness Workers."
* Twistaplot #12: Journey to Vernico 5 is the result of eating a package of Choco-Raspberry Lunch Meat that's two years out of date.
* Twistaplot #12: Journey to Vernico 5 your character, having accidentally ended up piloting a ship full of dangerous contraband from the planet Japponn, decided to sample some Choco-Raspberry Lunch Meat that was two years out of date and mutated into a giant green and purple celery-like plant that smelled exactly like a chocolate-raspberry milkshake.
* Twista's only #1 hit was "Slow Jamz", which isn't nearly as iconic as his #6 "Overnight Celebrity". Nowadays the former is associated more with
* Twisted! all the living amusement park rides (except red coasters) began as ordinary rides that were destroyed or put into storage in the human world become living creatures in the Amusement Park Between. It's also mentioned that the stuffed animals won as prizes come to life, but never shown.
* twisted an ankle than anything that had appeared in the series before.
* twisted!", and while most adults agreed, kids loved the idea of green ketchup enough for it last six years on the market before being mercifully discontinued.
* Twisted Ankle: Someone who must flee hurts their foot or leg and it slows them down.
* Twisted Cakes, where the cake was made to look as though it and a stripper inside had had a large slice taken out of them.
* Twisted Circus slot machine. The circus is less scary looking than you'd expect but the slowed down version of "Entry of the Gladiators" that plays throughout the game has a creepy sound.
* Twisted!, Clare is a petite human woman, while Railrunner is an anthropomorphic roller coaster that's over twenty feet long and weighs several thousand pounds.
* Twisted Cogs. All the garzona and studios are identifiable by their colors.
* Twisted Cogs, but this is mostly averted since most old men act professional and deserving of respect.
* Twisted Cogs can act like this. The main character's Echo is constantly trying to

give helpful advice that often falls on deaf ears.
* Twisted Cogs is a story set during the Renaissance with a twist. The narrative follows a young woman named Elena as she moves away from home to become an artist. However, as it is wont, the world has more in store for her than just paintbrushes and canvas.
* Twisted Cogs speaks and the rhetorguard doesn't kill her or turn her in to be killed - then they are seen as the dark variant below.
* Twisted Echo Cut: The conversation cuts to another just like it, though related to something else.
* Twisted Fates, Yomiel has just got home from work and really wants some quality time with his wife. Sissel, however, really needs to talk to him and breaks up the moment rather unceremoniously. He feels bad about it, though.
* Twisted! him for it). Even once they've invaded the Kingdom they still think he's come to get the tiger back.
* Twisted Insurrection also features several missions taking place in underground facilities.
* Twisted is a bit harder and while not inaccessible, isn't nearly as perky as "Roll to Me".
* Twisted! is a book about sentient rollercoasters... that kill and eat people. The idea of the main characters being amusement park rides seems too childish for adults, but the gore and edginess of the content makes it inappropriate for children.
* Twisted!: Ja'far's pregnant wife is taken away from him by the Sultan. Before he can do anything to get her back, she dies. Ja'far is also hated by everybody in the kingdom and everything that goes wrong is promptly blamed on him.
* Twisted Justice is styled after creating such a situation, and the flavor text is from the perspective of the judge as he's being manipulated to send an innocent man to his death.
* Twisted Kaiju Theater is a serious long runner, being one of the longest-running photo-webcomics of all time and well over 3,000 strips. The problem is only compounded by the fact that TKT has a LOT of continuity throughout the series so you have to read everything in order the first time through to understand who the characters are and what their backstories are.
* Twisted-Knee Collapse: A character kneels with the lower legs sticking out because they're sad or tired.
* Twisted Metal 2 sent to space... at which point it's revealed her car doubles as a spacecraft, allowing her and her brother to return to Earth safely.
* Twisted Metal 2 surprisingly grants. Finally standing up to his father, Axel frees himself from the machine by ripping his limbs off, much to his father's horror. Quite rare for this trope, this is actually seen as a moment of triumph here.
* Twisted Metal and even tries to warn some winners of the dangers of their wishes, but in the sequels, this trope is in full effect.
* Twisted Metal, and the details on the differences between him and the other versions of Calypso make this allegation hard to argue against.
* Twisted Metal, at the end of the final campaign, Dollface wishes to model on the "biggest runway in the world", and gets deposited on the tarmac at an airport runway. She sees a plane headed directly towards the runway she's standing on, and instead of running off to the side, she runs in the opposite direction. She then breaks her heel and stays on the ground monologuing (instead of rolling out of the way) until the plane crushes her).
* Twisted Metal: Black discovers that he's an FBI agent, but not until he gets his memory back after the tournament...and standing in front of the number two most wanted man in the world.
* Twisted Metal: Black had killed his congregation, so Calypso couldn't do anything to help him. The preacher kills himself once he realizes that he can't run away from his sin.
* Twisted Metal: Black, the Freeway stage has church bells in its ambient soundtrack.

* Twisted Metal: Black wears a mask that her former boss locked on to her head and nailed to her face. Her counterpart from the 2012 game put on her mask voluntarily and it's also stuck to her face, though here it's magic.
* Twisted Metal: Black while No-Face is putting on a boxing glove covered with knives and scalpels. The scene ends just as the boxing glove is about to make contact with the doctor's face.
* Twisted Metal brings his souped-up ice-cream truck in for service. His midget clown sidekicks aren't all that familiar with the control scheme...
* Twisted Metal... but if you win the tournament and then wish for revenge on someone, nine times out of ten, he'll give you what you want without any manipulation. Something about it seems to strike a chord with him.
* Twisted Metal by her, who then uses his flaming head like a torch to continue her killing spree.
* Twisted Metal features such attractions as the "roller toaster", aside from being a battleground where the demented clown and a number of assorted psychos try to kill each other.
* Twisted Metal game, and that it was foolish to think that, and that he wouldn't even be at E3. He said he did it cause otherwise there'd be no surprise to it.
* Twisted Metal game. During the pre-stage dialogues in Sweet Tooth's story mode for this level, Calypso invokes this trope with: "Do you like the holidays Sweet Tooth? I do. I, I love to see the people so happy. So excited. Because when they die violently, they're so surprised. Am I right? No one expects to die on Christmas".
* Twisted Metal gives the in-universe explanation that Calypso has modified each contestant's car before the contest began.
* Twisted Metal has a 3/5 in all stat areas (armor, speed, handling & special move).
* Twisted Metal has a carnival park in the Suburbs level, where you can send the Ferris wheel rolling to crush opponents.
* Twisted Metal has a level set in a Dutch tulip field. The field is bordered by a small wooden fence which cannot be destroyed or jumped over, whereas the two sturdy windmills in the field go down easy.
* Twisted Metal Head-On is a parody, whilst Billy Ray, driver of Junkyard Dog, is a subversion, he is a deformed murderer, but is sympathetic once the player finds out why.
* Twisted Metal. He is still able to drive, because he can somehow sense what's around him.
* Twisted Metal, he jumps off a roof because he can't live with the knowledge that he's schizophrenic, not possessed. The screen cuts to black after he jumps - followed by a thud and multiple car alarms.
* Twisted Metal. He still hands out tasty kid's treats from it, just be prepared for the explosives and napalm packs in the cones and ice cream sandwiches.
* Twisted Metal introduced Mr. Slamm ripoff Auger, a big yellow construction vehicle with a big-ass drill on the front.
* Twisted Metal is built around getting into a vehicular tournament of death for one wish from Calypso, and not all contestant's wishes are made equal.
* Twisted Metal is Calypso, the nefarious host of the tournament, as some version of him is always present, being the common link between all of the drivers' stories.
* Twisted Metal, many of whom are violent psychopaths. The contest is very much illegal, however, and how exactly they were freed is unknown.
* Twisted Metal. Mind you, he's a demon, and in some installments appears youthful, but he still looks relatively unkempt.
* Twisted Metal: Mister Grimm is actually the Grim Reaper in most incarnations. It was suggested that he was once a mortal man, as statistics given in Twisted Metal Head-On match the form he assumes in his ending, rather than his usual appearance as a skeletal biker. The exception occurs in the darker Twisted Metal Black; unlike the main series, Grimm in this game was a US soldier in Vietnam, who was captured along with a wounded friend. The friend died, and in order to avoid starving to

death, Grimm had to eat his corpse, keeping the skull as a mask. The reboot changed him again; this time as the son of a stunt biker, who took his father's stage name after he died in a car accident.
* Twisted Metal: Mr. Grimm was forced to eat his friend by a sadistic Viet Cong officer, and now wears that friend's skull as a helmet as a memorial to him.
* Twisted Metal. Naturally, this results in a lot of vehicular death and destruction.
* Twisted Metal. Now the series is being completely rebooted on the PS3.
* Twisted Metal predate it), but it certainly did popularize the genre and some features, such as tournament-based storylines, quirky characters and more differentiated vehicles.
* Twisted Metal reveals himself to be FBI rather than take a wish from Calypso.
* Twisted Metal's Minion drove a tank, which tends to be the most durable vehicle in the game (not counting unusable bosses), and extremely fast. As such he's usually only playable through cheat codes.
* Twisted Metal stated that she's meant to be a satire of the extreme standards of the modelling industry.
* Twisted Metal: The playable versions of Minion in every incarnation are about half the size, have no force fields, lower life, weaker weapons, etc.
* Twisted Metal, travels back in time, and gets stomped by a dinosaur.
* Twisted Metal was set in 2005 Los Angeles, almost every iteration since that has become a world tour. In fact, the second game made this an actual plot point.
* Twisted Metal, where instead every character is a little kid and they drive heavily-armed RC vehicles through playgrounds and other urban areas.
* Twisted Metal who just so happens to be standing in front of a wanted criminal. John himself sums it up.
* Twisted Metal, you can send a Ferris wheel rolling. It does damage to anyone who gets hit by it.
* Twisted Princess) seem to concur that it happened as a result of breaking her deal with the Fairy Godmother and not getting home before midnight.
* twisted sense of morality due to being immortal on unfortunate people. Luckily, most fairies are extremely weak and pose little threat, and are rarely intentionally malicious.
* Twisted Sister a song that rebels against authority, towards the end, Dee Snider starts doing a DSN impression while the chorus is repeated, complete with "now drop and give me 20!" It creates a kind of paradoxical humor - using authority to rebel against authority.
* Twisted Sister. At the end of the video, the band's backed him into a corner with windows on both sides. He smugly stands in front of a solid wall, thinking he's outsmarted them. He goes through the wall anyway.
* Twisted Sister band known for their onstage antics, rebellious music and disapproval of censorship. Their frontman, Dee Snider, has been a lifelong Christian, and fundamentalist Christians were among the band's detractors.
* Twisted Sister (helps the former song ends with Dee Snider mimicking the picture caption atop this page). Metcalf also appears in one video by Lit.
* Twisted Sister is repeatedly abused in a Wile E. Coyote-like fashion: repeatedly tossed through windows, diving onto wet cement, getting launched through a basketball hoop, and getting dynamite blown up in his face. The videos do set it up so that he deserves what he gets.
* Twisted Sister's biggest hit (and only in the Top 40) is "We're Not Gonna Take It", no surprise. But somehow "I Wanna Rock" isn't their second most sucessful on the Hot 100 (#68), instead being a cover of "Leader of the Pack" (#53) - and it also ranks fifth on their Mainstream Rock charting hits!
* Twisted Sister's Christmas album are influenced from some of their older songs. For instance, "Oh Come All Ye Faithful" is done in the style of "We're Not Gonna Take It", and even lampshades it by using a part of its solo too.
* Twisted Sister's "I Wanna Rock" video has this power. (Okay, he needs a guitar and some huge speakers, but it still counts.)
* Twisted Sister's "Love Is For Suckers", which is a rant about men who are total

suckers that would do anything for love... even the singer during the breakdown, when he tries to resist Little Miss Perfect's attempt to get back together with him and ends up falling for it when he says, "You what? You will? With your heels on?"
* Twisted Sister: S.M.F.. Dee Synder notoriously explained to Senator Al Gore that it stood for "Sick Mother Fuckers" during the 1985 Senate hearing on offensive content in music.
* Twisted Sister, so he jumps into the school swimming pool to try defusing it, but ends up getting blasted upward, hitting his head on the diving board.
* Twisted Sister was looking for, all in an incredibly intelligent and eloquent matter.
* Twisted Tales gruesome fantasy segue. And then another just before the story's end.
* Twisted: The Untold Story of a Royal Vizier. And because he doesn't understand the Genie's quoting and takes him literally, he introduces the djinn as Johnny, then Turboman, but gives up altogether when the djinn says "I'm Batman!".
* Twisted: The Untold Story of a Royal Vizier, but with Jafar now portrayed as a well-intentioned but universally-hated vizier, who simply wants to save his country.
* Twisted: The Untold Story of a Royal Vizier is a thorough subversion; since she lives in a world where magic is a real and tangible thing, her dreamy, creative life as a storyteller yields valuable knowledge rather than pointless whimsy. When she brightens Jafar's life, it's a deliberate (and skillfully clever) effort on her part rather than just her innate quirkiness, and when Jafar falls in love with her, it's because her argument for the value of magic is logical and well-reasoned enough to convince him of her worth, even if he never actually adopts her viewpoint on it.
* Twisted: The Untold Story of a Royal Vizier, Ja'far tries to warn the Princess of wily princes wanting to get into her pants by seducing her with a romantic love song. Just as he is about to break into a song about it — "A Song is a Dick in Sheep's Clothing" — the Captain walks in and interrupts him to bring him bad news.
* Twisted: The Untold Story of a Royal Vizier of Disney stuff), the Princess discusses and deconstructs this trope.
* Twisted: The Untold Story of a Royal Vizier, tells him "no high-five", to his confusion.
* Twisted: The Untold Story of a Royal Vizier: The main point of the Royal Vizier's song "The Golden Rule (Reprise)".
* Twisted: The Untold Story of a Royal Vizier, the Princess boasts to Prince Achmed of how Aladdin once faced "the galloping hordes". Since the Djinn just made it up, Achmed merely stares in confusion, having no idea what she's talking about.
* Twisted: The Untold Story of a Royal Vizier: The Sultan has an inverted penis, and this is how Jafar figures out that the Princess is his daughter.
* Twisted: The Untold Story of a Royal Vizier to Aurora's christening.
* Twisted Toyfare Theatre built a three sided lightsaber. He ended up accidentally cutting his own hand.
* Twisted Toyfare Theatre featured a parody in which the Punisher gives the Green Goblin a Hostess Fruit Pie that's rigged with a bomb.
* Twisted Toyfare Theatre had Reed Richards turn into a Skrull and gloat to Susan Richards about having tricked her into having sex with him. She promptly turns into another (male) Skrull and replies "Bob, you idiot."
* Twisted Toyfare Theatre had to deal with mirror universe versions of Vulcans that embraced non-logic. So, he told the highly insecure and polite version of himself some implements he needed: Three teenage girls and a squeegee. That plan was promptly dropped when the Vulcans took him by surprise.
* Twisted Toyfare Theatre loves playing with these. There are usually Redshirts around to die in stories featuring Captain Kirk, and the title page of one of the trade paperbacks shows Kirk and Spock standing amidst a sea of Redshirts while Spock looks around uneasily.
* Twisted Toyfare Theatre plan the group has seems to involve putting Chewbacca in

binders for some reason.
* Twisted Toyfare Theatre storyline had team captains Spider-Man and Dr. Doom select their teams from the heroes/villains/whatever the Beyonder brought to his island. Doom has the second-to-last pick, and the only ones left are a young paraplegic boy and his hated enemy Reed Richards. Naturally, Doom chooses the kid, leaving Richards angry and humiliated.
* Twisted Toyfare Theatre strip features Galactus landing on top of Four Freedoms Plaza, having been called to destroy Earth because the Silver Surfer found no-one capable of standing in his way (the Thing had stayed behind while the others went off on a mission, and fell asleep in front of the TV). When Galactus refers to The Thing as "fugly", The Thing socks Galactus right in the gut. After there being absolutely no reaction, The Thing offers up his opinion as to what to do next: "Well, I'm stumped."
* Twisted Toyfare Theatre-style police line-up, Spidey wonders, "What the Hell's a 'Keyser Soze'?"
* Twisted Toyfare Theatre, where Mego Spider-Man just wants to go home and watch TV, but he continually saves the day because he literally has no choice.
* Twisted Toyfare Theatre, with a villain exclaiming "rich teenagers with superpowers? Yeah, I WISH I had your problems!"
* Twisted Translations, but there are some lines that could be taken in more than one way, but it's humorous either way:
* Twisted Translations through Google Translate. However, by the end she starts singing along with the song, catching herself for a second, but then shrugging and going over to dance and sing along as the video ends.
* Twisted Translations' usually has bare feet, either in her videos or on her Instagram profile.
* Twisted Wonderland. Ace's SSR Groom-For-A-Day personal story also sheds a light on the lack of romance for a few characters when they talk about the experiences they've had with romance in the past, or the lack of it:
* Twisted Wonderland and has lion ears, tail, fangs and slitted pupils.
* Twisted Wonderland is incredibly smart and could easily excel if he put in any effort, but would rather nap and laze around than work hard for things he has little interest in. This may be stem from his upbringing, being constantly compared to his more successful elder brother.
* Twisted Wonderland: With Malleus Draconia's fellow dorm members of Diasomnia revering him and other students fearing him, he can't make friends the way he wants to and is frequently jealous when he finds that Silver and Sebek have gotten to spend time with others. Malleus quickly latches onto Yuu, who doesn't fear him nor revere him due to having no knowledge of who he is, because of this. He even goes as far as to say he fears losing someone like them.
* Twist Ending and there was much discussion over it. And then the next issue comes and the situation hasn't changed at all.
* Twist Ending is a relatively subtle example of the trope; the main character has no idea that anything is odd about him, as people's reactions to his words and actions seem entirely plausible, until he realizes that they only appeared to have been interacting with him in the way he expected them to. The fact that everyone's reactions seem plausible is even lampshaded ahead of time, when Cole tells him that ghosts only see what they want to see, and hear only what they want to hear.
* Twist Ending is that the characters telling the stories to each other were actually killed in the car crash that stranded them.
* Twist Ending, Nicholas is given a shirt reading "I Was Drugged And Left For Dead In Mexico – And All I Got Was This Stupid T-Shirt."
* Twist Ending of Julie Redding. The real Parker Duvall was killed by her abusive father some time before the first novel.
* Twist Ending: the narrator sees the birth certificates of his friend Goat and Goat's two brothers, which have "Irving Evans" listed as the father, and then sees the birth certificate of Irving Evans, who apparently has the same mother that Goat and his brothers do.
* Twist Ending: The plot leads one way, but then something happens at the end which

changes everything.
* Twist Ending. Two girls go into the school at the same time to try to use the mermaid flesh to make the same boy fall for them. When dawn falls the only mermaid they killed has the wrong name, forcing both of them to cast the spell on each other instead. They instantly transform from hated enemies into a lovey-dovey couple.
* Twist Ending up in some other, unforeseen way. Anyway, it's ended, whatever it was.
* Twist Ending When Ember is finally discovered, she's badly scarred with tattered wings and her entire left horn is gone.
* Twist Ending, where the two drunk people waking up in bed together didn't have sex...but a ton of much, much creepier stuff did happen.
* Twist Ending, which reveals that the killer, who was one of the actors, became so immersed in his role that he started imagining himself as Frank and was actually speaking to a room of patients in the asylum.
* Twist Ending", which, up until that point, appears to be describing a regular horror movie, full of blood, guts, gore, etc. Then:
* Twister (1996), Beltzer , one of the Members of the Storm Chasing Crew, States while looking at the radar, During a F-3 Tornado, "That's No moon, It's A Space Station! Woohoo!"
* Twister; after some experimentation, the Burger King logo brained him out of irritation.
* Twister. As a psychiatrist riding with tornado chasers, she asked questions on behalf of the audience like "Is there an F5?".
* Twister begins with the lead heroine losing her father in a traumatic way early in life.
* Twister. Bill Harding meets with his former wife Jo Harding to get her to sign their divorce papers. They end up going on a adventure together involving dangerous tornadoes and discover that they still love each other.
* Twister. Bill's fiancé Melissa has no specialized knowledge about tornadoes, so she is a natural source of questions about them that Jo's tornado chaser team can answer to educate her as well as the audience.
* Twister, Dr. Reeves (Bill Harding's new fiancée) keeps answering her cellphone in the middle of tornado chases. At one point, after seeing a rather amazing feat of tornado-ness, she blurts, "I gotta go, we got cows!"
* Twister featured several well-known Oklahoma news meteorologists, most notably Gary England from KWTV during the opening scene and Rick Mitchell from KOCO later on.
* Twister had a couple of these, but the big tornado that hit's Jo's aunt's house came with no warning at all. And the end goal of all the storm chasers was to improve tornado prediction enough that these broadcasts could come sooner.
* Twister has a rare female example in Melissa. Tends towards Minor Flaws, in that she is somewhat boring and holds back the lead character from doing what he loves. However, it's also mixed with Let's Call The Whole Thing Off as she realizes that he still has lingering feelings for the woman he hadn't even legally divorced yet.
* Twister: Melissa breaks up with Bill before he goes chasing after the final tornado because, in her words, "I can't compete with this."
* Twister often has this relationship with his older brother Lars in
* Twister: One of Jo's team gets sliced in the forehead by a flying hubcap. "My head!"
* Twister...Ride it Out attraction had a tornado warning broadcast playing on a TV as guests entered the main show.
* Twister...Ride it Out, the climax has a gas pump creating a trail when it starts to leak, which is then ignited by some sparks.
* Twister...Ride it Out was slated to open in March 1998, but ended up being pushed back several months out of respect, because in the February of that same year there had been an outbreak of tornadoes in Central Florida that claimed 42 lives and injured 260 others, the deadliest outbreak in Florida history.
* Twister, the entire reason Bill comes to Jo's storm team is to get her to sign

the divorce papers so he can marry his new fiancee. One tornado-riddled day later, the new fiancee is gone and they're back together again.
* Twister was given a PG-13 by the MPAA was "intense depiction of very bad weather".
* Twister: Well, yes, there's a board, and yes, it's a game, although the players are the pieces. The aim of the game is to contort the players into shapes that don't collapse into a people pile. Or at least that's the ostensible aim; in practice the point is more to create embarrassing juxtapositions of body parts. It's sometimes used as a punchline for jokes, especially involving teenagers and an
* Twister, when the tornado is heading for the drive-in and Jo is urging the concession stand clerk to grab on so she can get him out of the booth before it's obliterated by the storm.
* Twister. While Chrysler sold 280,000 Rams in 1995, sales skyrocketed in 1996 to nearly 400,000 units and stayed at that level through 1999. Even after that, though, the Ram remained popular enough for Chrysler to spin it off from Dodge into its own make.
* twisting the arm. Bucky is understandably confused when he hears the superhero who just caught his punch speak with the voice of a teenager.
* Twisting the Hellmouth for crossovers with Buffy the Vampire Slayer (although it has branched out somewhat in recent years)
* Twisting the Words: Someone gets in trouble when an innocent statement they've made gets warped into an incriminating interpretation.
* Twist of Faith is a documentary about a Toledo, Ohio firefighter who came out as a victim and pressed charges against the priest who abused him.
* Twist of Fate since he wasn't around to save everybody. A time traveler named Moses arrives and helps them get back, though it takes a lot of work.
* Twist of Fate. The more afraid the target is, the more solid the illusion is.
* twist Swindle" or "Frac and Fee" AKA "Fractional Reserve" and "Fiat Currency" - and consider it to be a criminal act identical to counterfeiting.
* Twitch ad, over and over again, for as long as they feel is necessary before taking you to the stream/VOD you're trying to watch, which is incredibly annoying. One more incentive to fork over the cash for Twitch Prime, perhaps?
* Twitch and other services, use other indexes; they are not narrative works.
* Twitch and the 2020 U.S. election. While Twitch initially changed the emote's face daily to that of other streamers, they eventually held a poll that resulted in the emote being merged with the similar KomodoHype emote, likely because many of the replacement faces had made statements about being harassed by people in favor of keeping Gutierrez's face.
* Twitch. As a result, they include a lot more text edits, zooms, sound effects, cuts and added images.
* Twitch, but you can use this poorly drawn emote all year long by typing "DoodleCheer[Number of bits to donate]". (Unlike the other Cheer emotes, this one doesn't appear in the menu of selectable emotes outside of April Fool's Day and has to be typed.)
* Twitch ended up inciting multiple instances of the Streisand Effect in late 2020 by banning the words "simp" and "incel", which only drove streamers and viewers to say the words more often. This happened again in January 2021 when it was announced that the memetic PogChamp emote would be removed (effective immediately), leading people to simply make greater use of the very large number of existing "Pog" variants between streamers' subscription emotes and the FrankerFaceZ and BetterTwitchTV variations.
* T*Witches, main characters Camryn and Alex are powerful twin witches separated at birth whose powers become super-strong when they work together.
* Twitches twin girls, Cam and Alex, who were separated at birth find each other, and learn that their odd behaviours are in fact the sign of mystical powers that reach their full potential when they're together. They fight off an evil force known as 'The Darkness'.
* Twitch has the Kappa emote. Shortly after its debut in the Justin.tv era, it quickly became associated with trolling or sarcasm.

* Twitch he attempted to catch a Weezing. Each time he threw the pokéball, he jokingly said “First try Chat.” It took three attempts.
* Twitching Channels" when Megavolt says, "They called me crazy! They called me insane! They called me a LOONEY! ...and boy, were they right."
* Twitch, in particular, falls prey to this quite often. Eventually, he started taking bets as to whether or not a song he was about to play was a SiIvaGunner remix.
* Twitch is also criticised for the same reason - Twitch is just fine when a big streamer does things that would earn a smaller streamer a ban due to the amount of advertisement revenue. This overlaps strongly with
* Twitch Plays Pokémon, and almost overnight the participants plummeted to around 10,000, and continued to halve for the next few runs. The viewer count continued to fall over the years, until it settled on a constant 100-200 viewers that it still maintains to this day.
* Twitch Plays Pokémon") and Azumarill ("M4 Moe") also have this status.
* Twitch Plays Pokémon and the fact that its plot comes from trying to interpret those events into something coherent, it has run the gamut of genres. Some things that it has been:
* Twitch Plays Pokémon. A separate measure called WAHAs tales time into account; WAHA is calculated as (Wattson Rating)(Days taken)/1.55, set such that Wattson himself again had a rating of exactly 1. Entire Elite Fours have taken less than 1 Wattson, and as of the 25th run, only two other trainers (outside of Elite Four members, whose rankings are calculated differently) have broken the 1 Wattson barrier.
* Twitch Plays Pokémon battles have been lost, puzzles are solved only to be reset, all because of too many people randomly mashing buttons without a thought.
* Twitch Plays Pokémon Black 2 either, but in that case it was most likely enforced by the substitute streamer.
* Twitch Plays Pokémon community memetically considers the Helix Fossil a deity. Later runs would add to this, creating an entire pantheon of fossil gods.
* Twitch Plays Pokémon Crystal — though while AJ is definitely in it for the fighting and vengeance, Camila's motivations for her violent streak are a little hazier.
* Twitch Plays Pokémon Crystal We'll likely never know what her journey would've been like.
* Twitch Plays Pokémon, due to the frequent inability of the viewers to cooperate with each other.
* Twitch Plays Pokémon for some due to the romhacks being used and some community drama).
* Twitch Plays Pokémon game one button input at a time, as dictated through the chat. It's utter chaos, but not only have games been beaten, they've been beaten in truly improbable circumstances. Players have started imposing their own challenges, such as catching Zapdos with the Master Ball in Red, getting Mew via trade in FireRed, and evolving no Pokemon at all in Black.
* Twitch Plays Pokémon has Air the Lapras. For the entirety of the stream, it was assumed to be a male. However, transferring it to Generation II shows it to be a female. By analyzing her stats, it was also found that Flareon the False Prophet/Martyr was also female.
* Twitch Plays Pokémon. Has been caused intentionally by the streamer after accidentally starting a new game (Crystal and possibly Black), the Mob managing to soft reset the game multiple times through chat inputs (Emerald), as well as the few times the game crashed (Platinum and Black 2.)
* Twitch Plays Pokémon has this as a recurring problem for the player characters, as a single down input will make them jump a ledge, potentially resetting a lot of progress.
* Twitch Plays Pokémon. Most stories and personalities of the main character tend to be crafted from whatever incident occurs unervous their influence, and most everybody will have a different interpretation of those two items.
* Twitch Plays Pokémon Plays [X]" streams being created in its wake.

Eventually, the site would classify "Twitch Plays" as its own separate genre.
* Twitch Plays Pokémon Red Anniversary. To get money for Poké Balls, they went up against the Elite Four to grind for money, then planned to lose to teleport them back to the entrance with some of the earnings. Instead, they beat the Elite Four and ended up back in Pallet Town.
* Twitch Plays Pokémon Red became an almost debate of democracy vs. anarchy as well after democracy was implemented.
* Twitch Plays Pokémon Red It did not end up being the winning run, but ATV had suddenly earned a lot of respect by the mob.
* Twitch Plays Pokémon Red turn our Red into this, since he is encountered by AJ in the post-game and is mentioned by Abe in the latter's plot.
* Twitch Plays Pokémon silly decisions (like releasing their starter, for instance).
* Twitch Plays Pokémon that is acting as a conduit for mysterious voices so The Leader naturally falls to a member of the party.
* Twitch Plays Pokémon. There is several subgroups fighting each other because of personal interests, like having a Vaporeon or a Lapras, but ultimately, everyone, after fighting themselves over those things, collaborate on the greater goal of finishing the game. Even if they don't know what the next step is, as long as someone comes with a clear and straightforward next step, they will struggle together.
* Twitch Plays Pokémon. They beat Pokemon Red in only sixteen days.
* Twitch Plays Pokémon was split between isolating himself from Kanto since he was paranoid it would happen to him again, trying to fight AJ on the grounds that the voices in their heads would leave if he won, and foregoing all of it to have a friendly competition with someone for once instead of being forced to do it.
* Twitch Plays Pokémon. Whereas Anarchy mode processes every command (causing the character to behave... erratically to say the least), Democracy filters the commands inputted every few seconds and chooses the most popular one, this usually results in something like a regular game of Pokémon, only ten times slower. The majority of Twitch players loathe Democracy, but sometimes it's crucial for progress during puzzle sections where a single wrong movement can send the character right back to the start.
* Twitch Plays Pokémon, with a stream of arrows, "a"s, "b"s, and slashes going upwards, representing the Twitch chat's commands.
* Twitch used to read out ingredients on anything he could find in the drumming room as a practical joke if someone in the chat were to try and make him play while he was talking. At one point, he finished reading one side of a product and moved onto the other side... only to realise that it was a French translation, since he picked up the item in question in Canada.
* Twitch, users sometimes subscribe to a channel not because they like or even watch its content, but because the channel offers custom emotes that they like.
* Twitch will call a phone scammer, waste their time for a while, reveal the scambait to the scammer, and try to chat with them for a bit. On one stream after a reveal, Kit stuck around and told jokes to the scammer he had on the phone at the time. The scammer had a pretty quick response to one, which Kit laughed at and admitted was pretty clever.
* Twitter account) but is actually British. The accent was pretty convincing, however.
* Twitter" and "go to bed"), complaints that everything is done by queers and saying what a true man does instead, sexist jokes and/or comments (complete with terrible flirts, such as "I got a stick, you've got a hole, let's go home and play snooker!"), and showcasing hot girls.
* Twitter and other social media services are the killer apps for smartphones and tablets.
* Twitter: "Apparently I "confirmed" a romantic relationship between Sherlock and Irene Adler. Despite my 140 character limit can I be very clear that I"
* Twitter being hit the hardest thanks to both his directorship and the adaptation's recency when the controversy broke out.

* Twitter doesn't let you post more than 140 characters. This was somewhat remedied with the system version 11.0 update, where you can now transfer your photos and videos to a smart device and tweet with a 280-character limit.
* Twitter exchange between some guy and Jason Scott, who is known for archiving tons of historical information about computers:
* Twitter feed says that the REAL Easter Egg was the Catalyzer from "Out of Gas".
* Twitter had a 140 character limit (Now changed to 280). If you try and make a tweet with more characters and click at the nick of time, it will read "Your tweet was over 140 characters. You'll have to be more clever".
* Twitter how he got the bump after Stephen Colbert declared him the winner of a Republican debate. Colbert corrected him by saying that Cain must appear on his show to receive the bump.
* Twitter in November 2014. It has also dabbled into this trope before with some of the references in its expansion packs in order to remain relevant.
* Twitter often comes under fire for its slipshod moderation and its hesitation to suspend or ban people who break the rules. This rings all the more true for celebrities and politicians, who regularly flout the site's rules but rarely suffer any consequences for it. Twitter officials say this method is to protect and encourage free speech, but critics argue it's more likely that they simply prefer the high levels of traffic created by high-profile controversies started on the site and the large amounts of ad revenue they receive from it.
* Twitter or current pop culture comes across this way a lot of times.
* Twitterpated certainly qualifies. First Flower the skunk becomes pink and stiff as a board upon his encounter with a lady skunk; as he falls over the sound effects are certainly wooden. And then there's Thumper, whose romantic encounter leads to stiff ears, a stiff body, repeatedly appearing/retracting claws, and a madly thumping foot. Disney cartoons feature strong romantic takes like this a lot, stiffness or no, but the Twitterpated scene certainly stands out.
* Twitter posters who make dumb or annoying posts have picked up the nickname "Twittiots".
* Twitter Story: Earth: 5 AR didn't come to destroy or enslave humanity. No, they came to adopt them as their babies.
* Twitter Story: Earth: 5 AR give off a noise that can cause a dopamine rush when shook, though too much can make them cranky when they stop.
* Twitter Story: Earth: 5 AR, humans that had been captured by the aliens have been made their babies. They play with technologically advanced baby toys, wear and are expected to use diapers and subsist entirely on "THE MILK" vis breastfeeding.
* Twitter Story: Earth: 5 AR starts, the nameless protagonist and the other visiting human have grown used to their infantilized state, heavily addicted to THE MILK they subsist on and enjoying the otherworldly toys they can play with.
* Twitter Story: Earth: 5 AR, "the first to fall" were humans who thought they were the gods that humanity once worshipped who returned.
* Twitter's website, however, that is overriden; F5 retweets a tweet instead!
* Twitter that his brother was cast as a doorknob in a play, with photos of the playbill and the play in progress as proof.
* Twitter that students could give their teachers, telling them the movies were awful and a waste of good classroom time. Ending it with this gem:
* Twitter themselves got hit with this when people noticed that the site had a rule stating not to anthropomorphize the bird that is their logo. Cue the
* Twitter to decide whether to use it as a verb in stories referring to Twitter, or just go on saying that someone "said on their Twitter account" blah blah blah. Just as long as they don't use "twat" for the past tense form. See also the question "how many tweets make a twat?" which only really works in British English.... On the other hand, "Tweet" has an older meaning as an onomatopoeia for a weak chirping sound, so it's not exactly a new word.
* Twitter to do the similar task. (It doesn't help that some of them are a bit esoteric: Bigbot's function is apparently to be "too big".)
* Twitter until a third party points it out - and sometimes not even then.
* Twitter users were baffled at promoted tweets appearing on their feed imploring

them to visit someplace called Eroda. It appeared to be
* Twitter with the message, "How do you top your sub?" The next tweet:
* Twix commercial in Poland, which used a theme of "doubleness": "When you've got a break - take Twix! Double candybar - double break!" This ad was aired twice each time, one after another.
* Twix has been relying on this trope since at least 2013 with their "Left Twix/Right Twix" campaign.
* Twixt, comes to the hotel "Chickering" where Poe used to stay. He is met by a very eccentric family couple who say weird things about "graves in the floor" and sing the song "The Big Rock Candy Mountain" which sounds decidedly creepy in the context. It turns out it was all a dream, and when he comes there at daytime, the building is abandoned.
* 'Twixt Twelve and Twenty in 1958, whose title was recycled for a song of his a year later.
* Twix wants you to believe that eating their candy bars will allow you to pause time and come up with a suitable excuse for reading a book on how to manipulate women. In front of a hot woman. Other commercials take this a step further and suggest that eating them will allow you to come up with convincing lies for cheating on your wife or girlfriend.
* two 10 of Spades'. Yeah, both of them were blatantly cheating, but Bugs was a little more creative. (But then, Bugs anticipated that the top card would be a 21 and thus froze on it.)
* , two 11-year olds - a boy and a girl - run into each other at an airport, realize that they're practically identical, and decide to swap places. Both characters are played by the same girl.
* Two 4 One: A rare realistic example with trans man Adam getting pregnant.
* Two 4 One's premise is of a transgender man getting knocked up, naturally this trope is in play.
* Two 4 One: The protagonist is a trans man whose girlfriend gets him pregnant. No labels are used for her, but she's presumably bi, given she finds him attractive after his gender transition too.
* Two abilities called "Plus" (exclusive to Plusle) and "Minus" (exclusive to Minun). Each raises the Special Attack stat of a partner with the other by 50% — but ONLY when both are present in a double battle. Their stats make them
* Two Academy Award winners for Best Actor have directed themselves:
* Two accountants are sitting in an office, and a body flies by the window.
* Two accountants make a bet with each other as to which clerk will fall past their office window next:
* Two Acts For Five Women has a small statuette showing the monkeys as an essential plot point.
* Two ads from a campaign for dishwashing cream Ayudín start off as ads for weird and disgusting foods, like
* Two ads (one with a man, one with a woman) for the 1997 Mercedes-Benz E420 used "Sweet Mystery of Life" with images of fireworks, the car driving into a tunnel, etc. Sadly, neither ad appears to be archived online.
* two). After exterminating their mistakes, they chose to ascend. Rather than use their ascended knowledge to fix the problems they had created they left their monstrous creations to slaughter countless millions of lives.
* two - albeit one that's only marginally better than outright annihilation. Mistress 9, on the other hand, is desperately weak; the Deathbusters' scheme in the second half of the season boiled down to saving her before she (and Hotaru) curled up and died.
* Two aliens are sitting in a pub. One of them turns to the other and says, ‘
* "Twoallbeefpattiesspecialsaucelettucecheesepicklesonionsonasesameseedbun!" And thus, in under five seconds, are enumerated the ingredients in the chain's signature Big Mac.
* "Two all beef patties, special sauce, lettuce, cheese, pickles, onions, on a sesame seed bun." Or, as it was usually said "TwoAllBeefPattiesSpecialSauceLettuceCheesePicklesOnionsOnASesameSeedBun."

* Two American universities use Privateers as their sports nickname: University of New Orleans and State University of New York Maritime College.
* Two anchors on Seattle's local Fox channel were reporting a story on a couple who had called 911 after consuming a large amount of "special" brownies and thinking they had overdosed. Neither anchor can keep a straight face, and one of them starts giggle-snorting when they're playing the recording.
* Two and a Half Men: After Alan gets Charlie's ashes he considers where to scatter them. After rejecting Charlie's original request ("I really don't think Pamela Anderson would agree to swallow your ashes"), he decides to scatter them on the beach. As he turns to the back door, he sees a stranger out on the deck (Walden, the new series lead) and is so startled that he spills all the ashes on the living room floor.
* Two and a Half Men: After Walden apologises for nearly killing them with his reckless driving, Alan apologises for peeing on his car seat.
* Two and a Half Men: Alan and Charlie are removing a passed out scantily-clad woman from Charlie's bed, and Alan, who is carrying her by the arms, slips and falls on her. We don't see how he falls, but we do hear his muffled reply: "Oh, my God! They're real."
* Two and a Half Men: Alan grounds Jake for three months after he sneaks out to a concert.
* Two and a Half Men: Alan is called in for a meeting with Jake's principal after his son makes fun of a girl's large breasts. Outside the office, Alan meets the girl's mother, who has similarly large breasts, and uses this trope to dig himself and Jake a bigger hole.
* Two and a Half Men, Alan mocks Kandi, asking her if she knows Chester (their dog) is sad because he told her. She denies it, saying Chester keeps his feelings bottled up.
* Two and a Half Men Alan's young, hot girlfriend Kandi starts complaining about him to his ex-wife Judith. They go out, get drunk, and Kandi moves in with Judith. In the next episode it gets worse, or at least weirder.
* Two and a Half Men, Alan took up ventriloquism. The dummy kept suggesting that they kill Charlie.
* Two and a Half Men Allen states that "I need to communicate after lovemaking. I need to share!" after a chat with his girlfriend Kandi proves to be rather ... silly.
* Two and a Half Men baby, Samantha Sheen, which was a well-publicized fact at the time.
* Two and a Half Men before. Confident...assertive...I don't think I like him very much." She then glues one of his toy cars to his chest.
* Two and a Half Men, Bertha reacts to Charlie's death by berating god for taking "the wrong Harper".
* Two and a Half Men both fits and subverts this. Although becoming friends with Charlie, she does manage to drive away his love interests and refuses to give up. Plus, every main character has called her crazy at some point. She's also pretty civil in her stalking, despite it being creepy. In the ninth season premiere, it's revealed she murdered Charlie for cheating on her.
* Two and a Half Men, Charlie and Alan are talking to Herb, and Charlie keeps talking in sexual innuendos that only Alan, and the audience, notices.
* Two and a Half Men, Charlie and Rose are both very straight examples of this trope; Rose talks about how much she loves being a stalker and/or dominatrix, and Charlie makes many references to having a lot of different kinks. On the other hand, Alan once subverted this: Alan made a reference to a woman "satisfying my every sexual desire," but when Charlie teasingly pressed him for details, Alan admitted that he doesn't actually have a lot of different sexual desires, "just the one."
* Two and a Half Men, Charlie becomes sexually involved with the daughter of his mother's fiancé, repeatedly pointing out that she would only be his stepsister.
* Two and a Half Men, Charlie confesses his love to Chelsea, but she only says

"Thank you" in response. Charlie believes this means she now has the upper hand in the relationship, and goes as far as proposing to her solely to force her to say it back. They do stay engaged for a season after this, however.
* Two and a Half Men, Charlie dated a woman who strongly resembled their mother in terms of attitude, behaviour, etc. Everyone except Charlie could see it, until they met her two young sons, who were remarkably similar to Charlie and Alan, including in terms of how she treated them.
* Two and a Half Men, Charlie hands Alan a bra he found in the back of his car. Alan is jealous... until Charlie reminds Alan that their mother borrowed his car.
* Two and a Half Men, Charlie imagines tearing Alan's arm off and beating him with it.
* Two and a Half Men, Charlie improvised a song when trying to get a kid to hurry up and finish his dinner: "I like corn, it tastes real neat. I don't like peas, they taste like feet."
* Two and a Half Men. Charlie is oblivious about a recent earthquake that occurred while in the middle of making love, thinking he was just that good.
* Two and a Half Men: Charlie, planning to propose to Chelsea, puts the engagement ring in her champagne glass. She downs the whole thing in one gulp.
* Two and a Half Men, Charlie sleeps with an old man's trophy wife without knowing she was married. He wasn't too happy about it.
* Two and a Half Men, Charlie threatens to send Jake to one as a means to get him to actually do things like chores and homework. At the end of the episode, Jake learns that his grades are too poor to even be accepted into military school, defusing the threat.
* Two and a Half Men: Chelsea wants Charlie to meet her parents, so he makes up a vague excuse about being unable to go because he has an appointment. This quickly escalates into him needing a colonoscopy. By the end of the episode, he actually goes through with it...and then Chelsea reveals that she knew he was lying all along and has invited her parents to come to his house anyway.
* Two and a Half Men. Despite being a rich, handsome womanizer, many episodes indicate or imply that he is riddled with mommy issues. There is the possibility that his womanizing is a means of acting out said mommy issues or is even a means of overcompensating for repressed homosexuality/bisexuality or having been more abused or neglected than Alan when they were kids.
* Two and a Half Men. Despite getting largely mixed reviews and critics expressing disgust at the often sexist humor and unlikable characters, it still had a following substantial enough to earn it twelve seasons (262 episodes in total).
* Two and a Half Men episode "818-jklpuzo", where "jklpuzo" is the mnemonic used for a phone number. This translates to 555-7896.
* Two and a Half Men episode "A Kosher Slaughterhouse Out in Fontana", the last sentence is "The Electoral College."
* Two and a Half Men episode, Charlie is trying to drive Jake somewhere (refusing to let Jake drive), when they hear a cat screech, presumably from Charlie running it over. Jake has blackmail material when Charlie believes that he accidentally ran over Chelsea's cat, only to lose it when Chelsea's cat returns, only for Jake to get the blackmail material back by chance when one of his neighbors arrive to inquire about their missing cat that just so happens to resemble Chelsea's cat.
* Two and a Half Men episode "For the Sake of the Child", Charlie and Alan take turns at insulting each other, using up insults that start with each letter of the alphabet. When we see them, they're at L.
* Two and a Half Men episode "Principal Gallagher's Lesbian Lover", Jake gets suspended from school after drawing an offensive picture of Barbara, a girl in his class that has large breasts. When his father, Alan goes to speak to the principal, he meets a busty woman, and says: "Oh, you must be Boober's mom! I mean, Barbara's mams. Hi!"
* Two and a Half Men episode "The Last Thing You Want to Do Is Wind Up with a Hump", the last sentence is "Governor Schwarzenegger."
* Two and a Half Men, Evelyn's new husband Teddy dies before the wedding reception is even over. When she finds him lying dead in a bed (with his pants down and

lipstick on his crotch), she picks up the phone... and calls the airline to trade her two plane tickets for a single first-class ticket. The police didn't look too fondly on that.
* Two and a Half Men feature 'Captain Terry's Spray On Hair' as well as pills, both of which Alan try before going on dates. The first ends up running down his face when warm and the pills cause bizarre follicle growth.
* Two and a Half Men for Alan's brother Charlie, who had been trying to figure out why Evelyn is behaving uncharacteristically. Alan briefly refuses to believe this, until:
* Two and a Half Men for one or two episodes, if Charlie wasn't sleeping with her, Alan would be.
* Two and a Half Men has 2. The first is the kitchen table, where normally only 3 of the 4 seats are ever used.
* Two and a Half Men has Alan, while writing a movie in a coffee shop, getting writer's block several times and solving it by having a meteor hit the characters.
* Two and a Half Men has a secret pregnancy fetish, as the nine months his ex-wife was pregnant with Jake was the only time she displayed sexual passion for him.
* Two and a Half Men has Charlie getting busted by one of these. This clues him in that his sexual life is getting out of hand (not that sleeping with many women is news to him, but in this episode, he was so unhinged that he literally broke his balls after sleeping with six or seven girls in the same day).
* Two and a Half Men has Walden's ex-wife Bridget drive into his living room after she finds out he's seeing someone new.
* Two and a Half Men, having the same personality traits, the same hedonistic habits, and the same characteristics.
* Two and a Half Men, he orders two shots. The friend says he doesn't drink, while Charlie's downing both of them.
* Two and a Half Men. He spends the entire episode looking for it and finally finds it on his front lawn when he is about to take a whiz.
* Two and a Half Men home and Alan doesn't know the full situation at first.
* Two and a Half Men. In brief appearances in later seasons, Missi Pyle came back.
* Two and a Half Men. Instead of the actor engaging in depravity, one actor has become a Christian and denounced the show. In November 2012, a newly Christian Angus T. Jones urged viewers not to watch his show because it was full of "filth". On other occasions, he has told the Seventh Day Adventist church that he no longer feels comfortable on his show because it does not promote God.
* Two and a Half Men is about Charlie and Alan Harper, two grown men, and ten-year-old Jake, the eponymous "half".
* Two and a Half Men is often belittled for being a chiropractor and not a "real" doctor.
* Two and a Half Men), is socially awkward, and is hopeless with women... Oh, and he's also divorced, has a kid, and lives off his brother.
* Two and a Half Men, it's not a 555 number but, to make sure it's still not real, it doesn't have as many digits as a real phone number does.
* Two and a Half Men, Jake has to read a report to the class. When he gets to the by-line, he lists his name, teacher's name, room number, the school's name and address, and so on, until the teacher tells him he isn't being graded by length. After she tells him that, Jake flips the paper over to the next page.
* Two and a Half Men: Jake is going to a school dance and asks Charlie for advice. Charlie tells him to go straight up to the prettiest girl in the room and ask her to dance, because all of the other guys will be afraid to talk to her.
* Two and a Half Men, Jake points out that Charlie needs to put a dollar into the jar because he swore earlier. Charlie pulls out a $20 bill: "That oughtta cover me till lunch."
* Two and a Half Men Jake starts talking like this after watching MTV Cribs:
* Two and a Half Men. Jake would hear or see something at his uncle Charlie's house that his father, Alan, didn't want him to be exposed to. Alan would then launch into some bizarre explanation in an attempt to protect Jake's "innocence". We then learn that Charlie and Jake were just messing with Alan and that Jake already knew

what was going on.
* Two and a Half Men: Jennifer Bini Taylor had multiple cameos as minor characters before being cast as Charlie's long-time fiancee Chelsea Melini.
* Two and a Half Men mentions that its a shame she's only into men because she finds Charlie's latest girlfriend attractive. She then thinks "Maybe if I put a mustache on her..."
* Two and a Half Men, part of the Army recruiter's pitch to teenage slackers and mallrats is, "So d'ya like video games?" It sure hooked Eldridge and Jake...
* Two and a Half Men promoting Ashton Kutcher's appearance on the show. Alan is talking with Jake while dressed up as a surgeon, an astronaut, and an explorer, telling various stories about how he met the guy who's going to stay with him, and eventually just turns to the crew and says "Aw come on, there has to be a better way to introduce the character."
* Two and a Half Men revealed that Alan had originally asked out his ex-wife Judith's sister then only dated Judith after she said no.
* Two and a Half Men: Rose appears to be such a sweet well put together woman until she starts gluing Charlie's testicles to his thigh and murders him when she catches him cheating on her on their honeymoon.
* Two and a Half Men, Rose's account of what really happened to Charlie is presented as a CGI cartoon.
* Two and a Half Men shows up at Charlie's house. Jake left his cell phone behind, so when Charlie tries to call him, it starts playing a misogynistic rap tune on the coffee table.
* Two and a Half Men speech but then she turns it around and treats him like he's being a brat.
* Two and a Half Men subverts it slightly, since we do actually hear the whole joke (kind of, the first part was told by Charlie, and the punchline was given by Jake while giving his report), but the two parts did not mesh well.
* Two and a Half Men, the brothers are terrorized by a witch who appears to have real cursing-type powers. Charlie has just capitulated to her demands that he become basically a slave to her coven after she threatened to make his manhood "a shriveled husk." Then their mother shows up, and the uber-badass witch recognizes her and is so terrified of her that she flees in a panic.
* Two and a Half Men, the current girlfriend of Charlie wants to get her sizable breasts reduced due to back pain, to the horror of Charlie; the crisis (from his POV) is avoided when he tells her that once they're done people will notice her ass more - whereupon she decides to cancel the operation and keep her chest (and live with the backache).
* Two and a Half Men, "The 'Ocu' or the 'Pado'?" (2009; production code 617), Charlie hides an engagement ring in Chelsea's champagne in an attempt to propose to her, but she swallows it.
* Two and a Half Men ("The "Ocu" or the "Pado"?", season 6), Charlie was proposing to his (then) girlfriend Chelsea by hiding the engagement ring in her glass of champagne, but she downs it in one gulp, swallowing the ring. She ultimately retrieves it by using a pasta strainer to catch it coming out, after threatening to eat a big block of cheese so that he never sees the ring again.
* Two and a Half Men, this gets referenced in one episode when Jake is giving Charlie some dos and don'ts before meeting his new girlfriend's kids.
* Two and a Half Men to cheer him up, but Alan turns down the offer. Later, he's watching a porn film and realizes that the twins are starring in it, and Charlie points out that if Adam had made the right choice, he'd now (metaphorically) be delivering a pizza to the twins, implying that the film follows this trope.
* Two and a Half Men, two guys and a third who's missing his lower body scream in horror.
* Two and a Half Men was fired from the show, it was heavily implied that Rose murdered his character in a fit of jealousy.
* Two and a Half Men was this towards Alan in childhood and hasn't completely grown out of this during adulthood.
* Two and a Half Men: When Alan reveals that he plans to move in with Lyndsey,

Eldridge and Jake object to the idea, with the former remarking that it's bad enough his mother is "sleeping with this loser", something the latter takes exception to.
* Two and a Half Men, when Alan starts thinking he's Charlie, he exclaims "Winning!" at one point.
* Two and a Half Men: When Alan tells Charlie the husband of one of his hookups is at the door, Charlie mentions he should've told him "he was a Civil War veteran."
* Two and a Half Men, when a younger Jake fractured his ass doing a cannonball dive into a bathtub.
* Two and a Half Men: When his wife left him, Walden tried to drown himself in the ocean. Apparently he didn't realize that the water would be really cold.
* Two and a Half Men while sending up their squeaky-clean, family-friendly Disney images in their roles.
* Two and a Half Men zipping up. Then there was an instance where he and Alan apparently had a three-way with a woman they met at a bar, right after Charlie and his fiancé set their wedding date.
* two, and Metal Sonic attack Castle Acorn in order to steal the Chaos Emeralds and Gaia Keys.
* two and not only did they make the playoffs for the first time in 18 years, they won their first playoff game in 26 years by beating their hated rival Pittsburgh Steelers.
* Two. And Queen Maeve, despite her apathy and harsh words to Starlight, has enough heart left to give a damn and help her and The Boys after all.
* two and stuck his right hand into the fire, earning himself the name Scaevola ("Lefty") and inspiring the king to let him go.
* two, and the other one was supposed to kill Matt Murdock's friends while dressed as Daredevil, framing him for the crime.
* two: and will actually leave an impact crater at the point of destination.
* Two angels appear in the first episode of Season 7 as moronic middle-management types who have been assigned to oversee the Earth because God's grown bored with it. They're terribly pleased with their positions (and name badges!) but much to Satan's frustration, don't actually have the authority to decide anything, and won't pass messages on because God asked not to be disturbed. Satan relocates their name badges somewhere they'd be difficult to read.
* Two animated characters Nedd and Susie Kabloozie look human, but their skin is yellow and orange respectively (Susie's dad also has orange skin). Nedd also apparently walks around naked, yet
* Two Arabian Knights (1927) is a comedy featuring two American doughboys who escape from a German PoW camp before getting up to other amusing hijinks.
* Two Arabic dubs of the series exist; one on Baraem, and the other on Basma that has a completely different theme song.
* two are supposed to be friendly and inviting and even sing. Instead, they just come off like Rudy's equally creepy parents.
* Two army rangers headbutt after they have safely gotten back to base at the end of
* Two Arrows: A Stone Age Murder Mystery, she tears his clothes off (offscreen), he runs away in fear (shot from the back). All attackers were played by stuntmen. The guy falling off a cliff didn't want his family to see him filmed naked. Rather than have the scene cut, one of the actors volunteered to replace him in the "running away" part.
* two articles from professional sportswriters complaining about the overuse of that one commercial. Especially evident in the 2010 Stanley Cup Finals, where every single commercial break of every single game contained the same commercials from a set of maybe ten.
* two. At various points in modern history (especially after the world wars and during the 1956 revolution), oppressed Hungarians strived for reestablishing the 1848 government without success. Today the postal code of the Hungarian government is 1848.
* Two Australian DJs made a prank call to the hospital Kate Middleton, Duchess of

Cambridge, was staying in with morning sickness. The receptionist who answered the call fell for the prank and divulged confidential information. Two days later, the receptionist was found dead in her home after committing suicide.
* Two Australian men have loaded a pick-up truck to capacity with Castlemaine XXXX beer. They add a couple of bottles of sherry for the ladies, and the truck's groaning suspension finally collapses. Of course, they conclude it was too much sherry.
* Two Australian poets frustrated with the impenetrability of modernist poetry created the character of Ern Malley, to whom they attributed 17 poems built around random cut-and-pasted snippets — from Shakespeare's
* Two authors of the other The Many Dates of Danny Fenton stories have a negative view of Sam Manson and Tucker Foley.
* Two aversions, though: Steve addresses his drill sergeant as 'Sir' which is correct for that era in the US Army, and after pulling a
* Two axes in fact, small hatchets, but she still puts them to good use.
* Two Bad Neighbors" and the line was supposed to be an example of Homer being stupid. Stupider like a fox, it seems.
* Two Bad Neighbors" both Bush and Ford are shown with Secret Service agents, since per the Former Presidents Act of 1958, every ex-President is entitled to lifetime Secret Service protection (provided they weren't impeached). However, Bush, and Ford driving are inaccurate, since an ex-President would not ever be allowed to drive a car themselves in real life; also when Homer goes to confront Bush, Bush asks the agents to stand down, which would never happen in real life, when the Secret Service would keep Homer at an arm's length from Bush to guard him.
* Two Bad Neighbors holds up the line at Krusty Burger's drive-thru by asking if they have stew and commenting that a "Krusty Burger" doesn't sound appetizing.
* Two bears: Samson the Brown Bear from Sesamstraße (Germany) and Basil the Polar Bear from
* Two Best Friends Play about how to prepare yourself if you end up dying like David Carradine.
* Two Best Friends Play channel on their personal channel page (probably also because its creator is the animator for their own episode openings).
* Two Best Friends Play episode where they spend most of the video shouting excitedly as Ethan does mundane activities like drinking orange juice and playing with his kids.
* Two Best Friends Play has bits of long conversations occasionally, usually about the backstories of games besides the ones the two friends are playing.
* Two Best Friends Play having lost millions of dollars, Pat comments "wow you're really dating this video now." They even eventually make a comment on how the game manages to date itself with a line about how the word "terrorism" is "such a popular word these days" (Resident Evil 4 came out in 2005 when the War on Terror was still pretty relevant).
* Two Best Friends Play. It went from rank 151 to 80 in under one hour of the video being released.
* Two Best Friends Play, Matt and Pat take delight in pointing out how illogical some of the obstacles blocking Captain America are.
* Two Best Friends Play, Matt points out when Pat borrows one of his catchphrases.
* Two Best Friends Play, only began in August 2013... however, with one episode released a week, averaging 2.74 hours per episode? It would take you nearly 10 days of uninterrupted listening to go from episode 1 to episode 87, for a total of 239.05 hours of Quebec-scented nerd ramblings.
* Two Best Friends Play. Pat has the controller. When Ellie starts reading bad puns from a joke book ("You want to hear a joke about pizza? ... Never mind, it's really cheesy"), Pat responds by wordlessly unholtering his gun and pointing it at Ellie's face. Low ammo was probably the only reason he didn't pull the trigger.
* Two Best Friends Play Pat mentions during a Naruto LP that while country personal spies and monitoring agency are scary the revenue service are gonna get their goddamn money and you better run if you can't pay.
* Two Best Friends Play, Pat quips, "They have sex behind the bed so they don't

have to get underneath the covers."
* Two Best Friends Play released their first video, Matt was focused on the game while Pat provided light-hearted commentary. In the next one, their roles switched, and Matt became sort of a bumbling doofus while Pat was an angry guy pissed off by his friend's incompetence. As time passed by, Matt gained more seriousness while staying a light-hearted character, while Pat mellowed out a bit.
* Two Best Friends Play's weird driving controls, when he was trying to find the handbrake. Funnily enough, they had just been talking about the D-pad being the wiper.
* Two Best Friends Play tacked a 10-second Xbox One ad onto the beginning of the video.
* Two Best Friends Play, their friend Plague of Gripes from youtube is this, from having lived on a farm and seeing how fucked up animals can treat each other.
* Two Best Friends Play!" under every video they uploaded, Matt said that the joke was no longer funny.
* Two Best Friends Play when Chell is going through GLaDOS's old chamber:
* Two Best Friends Play, which swiftly became the most infamous playthrough in the channel's history, so far.
* Two Best Friends Play (which they made no secret about their disdain for), all three of them proceeded to freak out when it looked like a homeless Jodie was about to give a man a blow job for $10.
* two birthdays over the course of the show, and did celebrate the fact that he'd held onto Cosmo and Wanda for a year in the third season. The Comic-Book Time part was confirmed early on, because Timmy traveled back thirty years in two different episodes: to 1970 in the first season, but to 1972 in the third.
* Two Bottles of Relish, a man uses the title items to help dispose of the corpse of the person he murdered. He also cuts down ten trees and chops them into logs, solely (as the last line of the story informs us), "in order to get an appetite."
* Two Brazilian bands were experts in this, Raimundos (their first hit was a man
* Two Brazilian films (one from 1968, the other being its 1997 remake) called
* two Bright Ladies; he is devoted to the Baroness of Vo Ebor, but is also sworn to defend Ce'Nedra as the Queen's Champion. (He's also quite desperately in love with the former, but his affection for Ce'Nedra is entirely platonic.)
* two. Bright's father has to go and stop a meteor crashing into the planet and destroying all life on Earth and at the same time the gravity machine has inverted and is creating a miniature black hole.
* Two brilliant and cocky neurosurgeons, Drs. Tina Ridgeway and Tyler Wilson, have a connection and lots of
* Two British banks, Westminster and National & Provincial, merged to become the National Westminster.
* Two British building societies, Nationwide and Anglia, merged; they became the Nationwide Anglia for some years, before dropping the Anglia.
* Two brothers from season 1 were molested by their father: one grew up to be a serial rapist, the other turned out normal but got drunk and
* "Two brothers. One mission." "Humankind cannot gain anything without first giving something in return. To obtain, something of equal value must be lost. That is Alchemy's First Law of Equivalent Exchange. In those days, we really believed that to be the world's one, and only, truth." "They thought there was nothing more they could lose... They were wrong." ""The Philosophers' Stone: those who possess it, no longer bound by the laws of Equivalent Exchange in Alchemy, may gain without sacrifice, create without equal exchange. We searched for it,
* Two brothers, separated when sent to different foster homes at a young-ish age, spent about twenty years looking for each other. When reunited, they discovered they'd been living on the same street for two years, and eight months of that within a few blocks of each other.
* Two business owners decided to have their shop burned down to collect the insurance. All they got was
* Two business partners receive a telegram at their office; the new secretary begins reading it off to one of them. Unfamiliar with the "STOP" convention, she

* two), but if it weren't for him, Greg never would've stayed in Beach City, and thus Steven would've never been born. Later, his brief return to Beach City directly leads to Greg and Pearl ending the tension between them and Pearl finally getting over Rose's death.
* two butlers; Charles Grey and Charles Phillips, AKA "Double Charles".
* two by Latin American channel Space, under the appropriate tag line "not everything is solved by talking".
* two California children disguised themselves as a man in a trenchcoat and attempted to buy beer. When asked for ID, the upper child said that he had left his ID "at the detective agency".
* two Canadian PSAs that both involve a black kid detaching his head from his body to teach kid to eat healthy and exercise frequently.
* Two can be seen in the post-apocalyptic London in the alternate ending to
* Two cannibals are having dinner. "You know what?" says one. "I hate my
* Two captured Polish soldiers are tied alive to horses and ripped in half in
* Two Cars in Every Garage and Three Eyes on Every Fish" as part of his political campaign.
* Two Cars in Every Garage and Three Eyes on Every Fish", Mr. Burns tries to storm out of the Simpson's home but isn't strong enough to toss the furniture, so Smithers does it for him. Homer tries to reason with Mr. Burns, who just tells him to "shut up and wreck something", so he does.
* Two cartoons in February 1993 featured a character called Peter, who illustrates the original principle.
* Two cases later, there's Nagito Komaeda, who'd alienated everyone with his insane obsession with hope and had recently threatened to blow up the island in order to out the traitor. Said "asshole" is found brutally murdered, and it's initially thought that the killer might have tortured the victim in an attempt to learn the bomb's location. Nagito actually arranged for himself to be murdered in an unsolvable murder (with the traitor being the one to actually kill him) so that said traitor could graduate.
* Two cases that are almost always unrelated to said plot points from the first case the player has to solve, one of which involves defending/prosecuting someone famous or is otherwise very high profile.
* two categories: those who have been dealt with and those who are still alive.
* Two Catholic priests are travelling together and book a room in a hotel. They go to sleep early, then notice a light coming through a hole in the wall. Curious, they look through it, and see a beautiful young woman undressing. One of the priests gasps in horror and pull the other one away.
* Two cavemen using this to trap an approaching sabertooth cat... while they're inside the box.
* Two Champions Of Shaolin. Complete with popping sound effects (that sounds more like bamboo sticks being crunched instead of a human body).
* Two chapters later, in "A Coder on Board," oghond's best friend Absent is turned into an Oshawott. Upon waking up and realizing he is now a Pokemon, oghond at first doesn't recognize him, but
* Two characters are shown facing each other and dialogue shows up in the text box. Because of what has gone on earlier in the game, it seems as though the speaker is one person, when it's actually the other. Although if you think about it, the facts don't quite match up, so it's possible to guess the identity of the real speaker.
* two characters converse, each in their own language, with no subtitles provided come to mind.
* two characters in his class are not supernatural, either due to the above list, training from another, or a pactio.
* Two characters separately reach the same conclusion about the Omega Clouds' possible purpose, once it's discovered the clouds contain a device that can detonate them in a supernova-esque explosion.
* two characters trying to out-polite each other was imitating in his "Little Tramp" persona.

* Two chemists walk into a bar. One of them orders a cup of H₂O. When asked for his order, the other says: "H₂O too
* Two chickens travel around the U.S. to convince people they're either Foster Farms chickens or close enough; no one believes them, because they're (at times) mangy and they eat junk food. The fate of the real Foster Farms chickens doesn't seem to concern them.
* Two Chicks in a Kitchen trope has a housewife struggling to get her kitchen clean, when another woman comes in with a new floor varnish which she sprinkles all over the place, then taunts the housewife about the mess she's made. So the housewife produces a submachine gun and shoots her.
* Two childhood friends discuss a taboo that's too "unfathomable" to begin with, where
* Two children who daydream about the same superhero, Rem Lezar, join forces to make him real in
* Two Chinese scientists at the University of Maryland have been working on a strain of wood that is
* Two Chips and a Miss, both Chip and Dale do this thinking they both saw a reflection of themselves to straighten their tuxedos when they were both secretly invited to a club.
* two CLOWN agents create a diversion so the rest can sneak into a MIMES base.
* Two college buddies are down to their last few dollars, and have to choose between a six-pack of Bud Light and a roll of toilet paper. They choose the beer. (Which prompts them to answer the checker's "paper or plastic?" question with an emphatic
* Two commercials for State Farm use this to demonstrate that moments of joy usually have a moment of misfortune to go with them:
* two commercials from 1990 about Consolidated Auto Sales that feature Frank Sawark holding his own head on a platter.
* Two competing architectures were developed by Sega to become the basis of the
* "Two complete adventures from the master of science fiction" — 1993
* two conflicting prophecies. They mostly agree on the actual events (though each has its own spin) up to a pivotal point, at which they diverge rather wildly. Belgarath and company are rooting for the one in which Belgarion defeats Torak. Torak and his worshippers, obviously, aren't (well, some of them may be; Torak is more definitely more feared than loved).
* two consecutive losing records. He is merely "kadoban" after one losing record; if he has a positive result the next tournament, even 8-7, the slate is clean. This has allowed quite a few ozeki to remain at the rank long after they've dropped WAY below the level they were when they got it:
* Two cosmic entities of the DC and Marvel universes Kismet and Eternity fall for each other only to be forced apart at the mini-series' end.
* two cotton swabs down her left ear, only to discover them coming out her right ear.
* two couples — neighbors — going through this trope. The first unlucky man's things are kept in normal plastic containers, which quickly open as they fall and spill the contents everywhere. The second man's belongings were kept in Rubbermaid containers, and bounced safely as they hit the ground, unharmed.
* Two cover feature this pose, the first issue was of the main cast, and another issue had the original boys.
* two cups to avoid the vibrating and worse effects. He calls Paige's dozen cups "insane".
* two days, after which Emperor Eugent recovered from his injuries sufficiently to order the army to stand down, declaring that the man who shot him wasn't a Calvardian agent and thus there were no grounds for an invasion.
* Two Days Before The Day After Tomorrow" was banned in FOX Japan's broadcast of season nine, on the heels of the 2011 tsunami, earthquake, and nuclear disaster. Another part worth noting is that for some reason (perhaps to do with expenses), the entirety of season 9 besides this banned episode was also not dubbed and only broadcast in a subtitled format.

* two days. He even admits that he agreed without realizing how long it would take.
* Two days later, a radio station in La Crosse, Wisconsin managed to accidentally trigger the EAS on another TV station in their area by playing the exact same clip during their morning show.
* two days run. These also tend to be the same players who throw royal fits if any change in the game adds a single-digit number of turns to their runs.
* Two Decades Behind, and the fact that they might not stay on top of current trends or news due to their workloads.
* Two Decades Behind: In spite of being a seemingly more difficult time than the 1990s and 2000s, the 2010s were remarkably similar to the previous two decades in many sociocultural terms.
* Two Decades Behind meant that Chrysler became a sinking ship, and were the laughing stock of the American industry until they were finally bought out by FIAT in 2011, who were actually interested in revitalizing the brand.
* two Delta Greens; the Special Access Program, a reactivated, officially sanctioned version, and "the Cowboys", DG Agents who refused to come in from the cold and thus operate as vigilantes.
* two) didn't quite get the job done. He wrote a short letter explaining the circumstances, slit his wrists, and finally bled to death.
* Two different arcs relating to Jason's money-making schemes are a direct result of this trope. Once, Roger complained about how much money website creators were making off their sites; another time, he complained about how expensive Christmas cards were. Both times, Jason was in earshot and immediately decided to put his dad's statements to the test.
* Two different driving mini games, one against the clock and one against NPCs.
* Two different episodes have a plot where one of the boys makes a mistake and the other kids tease him for it with a rude nickname, but in the end realize it was wrong and apologize. In
* two different persons. For what it's worth, the two actually were voiced by the same actor, so maybe the Batcomputer just wasn't up to snuff.
* two different voice actors that switched around in various episodes.
* two different while investigating a gangster who had turned to black magic.
* two-dimensional. Spacecraft tend to behave like actual ships floating in water, almost always navigating along the horizontal plane and rarely seen in any other orientation other than "upright", unless they are "sunk". Viewscreens are also almost always two-dimensional, when displays for battles at least should be three.
* Two Distant Strangers: Carter, a young black man in New York City, is stuck in a particularly horrifying version of this trope in which, every time he leaves the apartment of the young lady he just had sex with, he is murdered by the NYPD beat cop on the street outside. Unlike the previous example, Carter is killed even when he decides to stay inside all day.
* Two DJs on BBC Radio 1 (probably Mark Radcliffe and Mark Goodier) often used to do the handover as "Right, witty banter, witty banter, see you tomorrow.
* Two Door Cinema Club managed three minor hits on alternative radio in the United States. The highest charter was "Sleep Alone", which isn't as well remembered as their second highest charting single, "What You Know".
* Two Dozen and One Greyhounds". After Mr. Burns sings "See my Vest", Bart is humming the theme until Lisa scolds him.
* Two Dozen and One Greyhounds" ends with Marge entering the basement and gasping in shock while we see Homer's shadow suspended above the floor swaying back and forth, implying that he hung himself. We then see that Homer is actually holding onto one of the rafters while swatting at a light bulb.
* Two Dozen and One Greyhounds has variant where Marge and Homer has a important dinner party with Reverend Lovejoy, Homer's old Army drill sergeant and the regional director of the IRS.
* Two Dozen and One Greyhounds STF and can't quite make it. Marge groans and covers their eyes the moment she catches on to what's actually happening.
* Two dragons that you must fight in the main quest do not have unique models. While they are semi-locked into specific Dragon forms, if you are high enough in

level (possibly by putting off the main quest for quite a while) they can change into different species of dragons.
* two drinks she can't land the helicopter with nothing but her tablet.
* Two drunks leave the pub, look into the sky and start arguing whether there is one moon or two. They decide to ask a passer-by about it, who thinks a while and asks them: "In which row?"
* Two dueling 1999 teen romantic comedies are built around this trope:
* Two dungeons (the second's just a mirror image of the first though) in
* two dwarfs in a raincoat for some reason have Native American ancestry (Lisa had only thought to ask Marge for her family ancestry).
* two eggs), and the latter two were the children of Zeus. No, we have no idea how this works either.
* Two entire specials were based on the "What Happened to the Mouse" concept –- one in July 1973 and the other in April 1975 –- where Casey played the biggest singles by the
* Two episodes after, "Dungeon" showed up and did an equally good job with the Guardian Angel scene.
* Two episodes before that, we had a guy who received heat draining powers, with a strong craving for body heat. A
* Two episodes deal with a gigantic, shark-like beast that swims through
* Two episodes explicitly focus on a very Men in Black like group, which may or may not be a Vague, Yet Menacing Government Agency. "A Story About You" follows the day-in-the-life of a random Night Vale citizen when they steal something from two agents. Much later, "A Story About Them", was about an average day for the two agents, "The Man Who Is Not Tall" and "The Man Who Is Not Short". They don't seem very bothered by the fact that the man on the radio is narrating everything they do.
* Two episodes feature evil ventriloquist's dummies, the first of which starred Bill Bixby.
* Two episodes from the fourth season have characters referencing "Winter Wrap Up" from the
* Two episodes ("Jurisdiction" and "Bronx Cheer") both dealt with overlapping jurisdictions where the Manhattan DA prosecuted one person and another jurisdiction prosecuted (or convicted) someone else for the same crime. Both times, the people the other jurisdiction prosecuted were actually innocent and had been railroaded for political reasons.
* Two episodes of ISIHAC are recorded in a row. However the chair and teams will act as if the second episode is a week after the first as this is how it sounds to the radio audience. Similarly, panelists on
* Two episodes of the series focus on Elmyra's previously unseen and unmentioned family. The first one introduces us to Mr. Skullhead, as the subject of Elmyra's imaginary TV show. He went on to become a recurring character in
* Two episodes, "The Ol' Bare and Switch" and "Noodles! Roamin' Off!", have Team Rocket arguing and getting mad at each other that they decide to breakup. In the end, they realize that no matter how they argue, they should stay a team.
* two equally-large giant robots in the third mission of the Imperious Task Force, although they are likewise there as window-dressing.
* Two examples are Adamantine and starmetal. Both have extraordinary hit points and hardness. They also ignore hardness under a certain number so they are good for sundering other objects. In addition, starmetal is a version of adamantine that has the bonus property of causing extra harm to Outsiders (as opposed to the
* Two examples featured early in the franchise are the Messians, representing the Law faction, and the Cult of Gaea, representing the Chaos faction. While members from both factions do
* Two examples from the territory days: The original Sheik and Nick Gulas. Both promotions died due to fan backlash. In the Sheik's case, he kept himself on top of his own territory for too long, and the fans got sick of the same act after twenty years. Gulas tried to push his son George into the main events, effectively killing the towns he promoted in. This led to the split with Jerry Jarrett when Jarrett

refused to allow George to work on top in the towns Jerry controlled. Coincidentally, The Sheik was one of the few promoters to back Gulas in the ensuing war between Gulas and Jarrett.
* Two explorers are captured by a cannibal tribe and left to stew, when one of them starts giggling. "What could possibly be funny about this?" "
* Two explorers are captured by cannibals, stripped naked, and thrown in a cauldron of water. The water starts to get hot and the explorers begin to panic. Suddenly, one of them starts snickering. "What's so funny?"
* Two extensions in Rhode Island and southern Massachusetts are owned (and trademarked!) by local plumbing company Gem Plumbing & Heating. Their television and radio commercials prominently feature the number, but they aren't allowed to use the Tommy Tutone song or even a soundalike (their jingle that uses the number sounds like it was intentionally written to sound as little like "Jenny" as possible). Gem even sued a national plumbing outfit for using the same number for their toll free line. That case made
* Two-Face. Although one central part of his character is that he is both Harvey Dent and Two-Face, so anyone savvy enough (Gordon or Batman) is able to exploit that by forcing a confrontation between Two-Face and Dent. At the very least, it'll make Two-Face act fairly, because Dent still believes in justice, no matter how much of a monster he is now.
* Two-Face, choosing to ignore his coin (which he uses to make difficult decisions as a way of bowing to the inherent arbitrariness of the universe) to spare Batman's life.
* Two-Faced Aside: A character lies, then whispers or mouths the truth.
* Two-Faced Aside: Saying something to one person and revealing the statement to be a lie in an aside to another person.
* Two-Faced Aside: When a character says one thing to Person A, but then immediately expresses the opposite sentiment to Person B in an aside.
* Two-Faced: It's clear that a character is evil because their face is completely asymmetrical.
* Two-Faced: One side of the character's face is disfigured, distorted, discolored, or otherwise different from the other side of the face.
* "Two-Faced Tanner" involves over-taking and killing an undercover cop. As soon as you attack his car, you get the cops on your case, coming at you with just about everything they have. You can't disable his vehicle beforehand. What you can do is get ahead of him, jump out of your car, and then destroy his car with an M-16. It takes about half a magazine, and when he dies the cops automatically desist.
* Two-Faced Woman, who were all over each other when they were presumed dead by Larry's colleagues. The newlyweds don't hold back on kissing each other when they're not talking, play-fighting on the floor and talking about how happy they are. It's so sweet that, at first, Mr. Miller thinks that they're trying to distract him and Miss Ellis from making Larry go back to work.
* Two-Face embody the trope perfectly, although Harvey was mainly a friend of Batman and not Bruce. Dent was one of the first people of authority to support Batman, but after an incident which caused his transformation into Two-Face, the two become enemies. Notably, Batman is lighter in his dealings with Dent compared to his other villains.
* Two-Face, in keeping with his obsession with duality, is also known to use two guns.
* Two-Face, is usually depicted wielding two guns at once, fitting his image of duality.
* Two-Face. Nothing is made of it, and there's no indication that Vinyl and Octavia are on bad terms.
* Two-Face's goons dressed up as two-sided clowns when they attacked the circus in
* Two-Face. - She actually survives this, as the fire is quickly extinguished.
* "Two Faces of Doom". The Force Beam control switch in Brak's ship is labeled "Force Beam".
* Two-Face's whole origin started with something like this, and it was a case where the offer is not only refused, but the man making the offer would

* Two-Face towards Renee Montoya, even learning after she is a lesbian it fuels his desire to ruin her life so all that’s left is him.
* Two-Face" was originally the nickname used to identify Harvey Dent once his face was half-scarred by acid and he became a criminal. Later versions of the character used this as a persona Dent adopted as part of his multiple personality disorder.
* Two-Face, who decides the flip of a coin is as good a way to decide life and death as anything.
* Two famous British literary heroes had their backgrounds tweaked to reflect those of their actors in live action adaptations:
* two fandom devoted to these. And plenty of bootleg plush can be found on places like eBay, with many unwary buyers getting ripped off.
* Two fans won a contest to get characters in an episode named after them. Unfortunately, the episode was "ExoGenesis", widely considered one of the show's worst.
* two fathers. His biological father (and his mother and sister) was murdered by a group of mercenaries, and his adoptive father who trained him to be a Mandalorian (and whom he was possibly closer to) was gunned down before his eyes by the same man who killed his original family. Needless to say, Fett devotes a great deal of time to hunting down the murderer and finally enacts vengeance in a brutal fistfight.
* Two Fathers Justice to track down their killers who've fled the country.
* Two Fat Ladies. That she turned out to be...well...Clarissa in middle age was, if surprising to some, hardly unpredictable.
* Two feature the Etymology-Man, whose superpower is to explain the etymology of various words and nothing else.
* Twofer Token Minority, and given that Archer said he wasn't circumcised, probably wasn't really Jewish. Later played straight when he loses both of his hands.
* Twofer Token Minority. Though one episode has the cast visiting the "Mexican Jewish Cultural Festival", so Danville might just have a particularly large population of Mexican Jews...
* two fics later, Bait demands a fight with Shadow for having killed Raker, whom he himself admitted had been nothing but abusive. Shadow states that if such a person were his own brother, he'd bust out the champagne and party hats, creating a really weird idea for Bait to visualize.
* two fights against Hazard. Pretty impressive for a bot created out of a church's youth group program.
* Two films released after ILM visual effects supervisor Stephen L. Price's death,
* Two final special game overs, related to the Copyright Protection quizzes. One just exits out to DOS normally if you get the questions wrong, but in the other one, later on in the game, you are "blown" back to DOS
* Two First Names: The hero's civilian identity has a surname that could also be a given name.
* two-fisted arm wrestling. After getting defeated, he tries to headbutt Data, but discovers to his dismay that Data's skull is thicker than a Klingon's.
* Two-Fisted Tales, so stories of this nature are naturally often a mashup of all of these at once.
* Twoflower as Grand Vizier, on the basis of him knowing nothing about the role.
* Twoflower reveals that the ill-tempered, sentient piece of luggage he's been travelling with came from one of these
* two food fights at the school's principal, and missing, hitting his partner, Skull, who says "food fight". The second food fight is the Power Rangers trying to stop Rita's Pudgy Pig from eating all of the Earth's food.
* Two for the Death of One: As soon as Lord Satanis gets Superman magically bound and brought to his presence, he divulges his plan to absorb the power of the Runestone of Merlin by using Superman's body as a superconductor.
* Two for the Death of One: At the start of the final battle, Lord Satanis hurls a barrage of giant boulders at Superman, who has lost his invulnerability at the time. So, he ricochets the boulders away by creating a whirlwind.
* Two for the Death of One blows up a planet located beyond the orbit of Pluto to

use its remains as a weapon against Satanis.
* Two for the Death of One claims the massive sorcerous power of the Runestone of Merlin, and instead of destroying her enemy Lord Satanis at once, she starts gloating about killing him slowly and painfully while casting low-level spells to play with him. Before she can drop a meteor swarm on his head Satanis has figured out he can survive if he takes over Superman's invulnerable body.
* Two for the Death of One. During a magic duel between Satanis and villainess Syrene, the Man of Steel gets split into two duplicates. Since their enemies only need one Superman to carry out their plans, one "twin" is hurled back to the present day. The remaining Superman remains trapped in the XIVth century until his duplicate self manages to go back to the past and merging back together with him.
* Two for the Death of One: During the final battle, Superman gets smashed against the Sphinx's face, making him accidentally responsible for its missing nose.
* Two for the Death of One, evil sorcerers Satanis and Syrene look to become gods by absorbing the powerful energies contained within the Runestone of Merlin. Syrene certainly feels like she is becoming a goddess as leeching off its power.
* Two for the Death of One. Fortunately he hasn't lost his invulnerability, so he pulls from his chains bit by bit until they finally snap.
* Two for the Death of One: Lord Satanis intends to absorb the Runestone of Merlin's powerful magic in order to become omnipotent and rule everything since the beginning to the end of time. But since he cannot touch the Stone, he abducts Superman so he can filter its power through Superman's invulnerable body and into his own. Such an act would kill Superman, but why should Satanis care?
* Two for the Death of One, Lord Satanis plans to obtain ultimate magic power and become the ruler or everything.
* Two for the Death of One offers a villain versus villain example when Satanis forces his way into Syrene's fortress to stop her from gaining immense magic power.
* Two for the Death of One, Satanis -still occupying Superman's body- fires an energy blast at Syrene and she disappears without a trace. Satanis is convinced that he has killed her and refuses to listen when Superman tells him she is not dead. Later, Superman reveals he tweaked Satanis' spell without him noticing so it sent Syrene away instead of destroying her.
* Two for the Death of One, Superman gets dragged to the fourteenth century. Quickly he runs into a group of villagers who mistake him for a demoniac servant of Lord Satanis and try to bludgeon him to death with their construction tools. Seeing it does not work, another villager thinks his whip will succeed where picks and shovels failed, and he is shocked when it does not.
* Two for the Death of One, Superman gets dragged to XIVth Century England. One of the villagers he meets wears a horned helmet, even though Dark Ages Vikings never wore horned helmets, let alone Middle Ages Englishmen.
* Two for the Death of One, Superman gets split into two duplicates by evil sorcerers Satanis and Syrene. When both Supermen touch each other during the final battle, the mystic energies they had been irradiated with combine, forming a massive, giant energy Superman who attempts to destroy Satanis.
* Two for the Death of One, Superman gets split into two identical "twins". One of them is trapped in the fourteenth century whereas his other "half" is stuck in the present, and the story often cuts between both Supermen.
* Two for the Death of One, Superman starts the final battle by punching Lord Satanis so hard that the sorcerer gets buried into the ground, and a mountain crumbles down onto him.
* Two for the Death of One: Syrene attempts to burn Lord Satanis alive several times, but every time Satanis deflects her attacks while warning he cannot be killed by mere fire spells.
* Two for the Death of One, Syrene is not only driven by her thirst for power. She also wants to become powerful enough to kill Lord Satanis, the man who murdered her father Ambra.
* Two for the Death of One takes Superman's body in order to fight his rival Syrene.
* Two for the Death of One: The nose of the Great Sphinx of Giza gets crushed into

dirt during the final battle between Superman and Lord Satanis (time travel was involved).
* Two for the Money, Al Pacino's character is a a reformed gambling addict, but one who stills runs a business advising sports gambling to people willing to bet millions of dollars on it. At one point he visit a Gambler's Anonymous support group, seemingly as part of staying off his gambling kick... only to make his protegee gasp in horror as he begins tempting the guys there into gambling again and passes out his card.
* Two for the price of one: The Abominable Snowman is clearly a riff on the "Bumble" from the
* Two for the Road sees the main couple in several vehicles, but most prominently an old MG that has trouble starting even right after its purchase. Eventually, they have no choice but to junk it.
* Two for the Seesaw, half a dozen minor characters and many additional settings were added. The result was not a hit.
* "Two For Tina" has Jimmy Jr. and Josh competing in a dance-off for Tina's affections.
* Two FOX affiliates (Birmingham and Greensboro) and one FOX owned-and-operated station (Austin) never broadcast Fox Box/4Kids TV in its Saturday morning time slot until it went defunct at the end of 2008.
* two free albums released by Riot—Smite and Ignite in 2014, and Grasp of the Undying in 2017.
* Two French chemists named Pierre Joseph Macquer and Antoine Baume made a "solar death ray" in the 1750s, using a concave mirror of mercury-coated glass to melt grains of
* Two friends - a handsome, rich young businessman and his scruffy, jobless childhood companion - are in an accident and go to Heaven. When they get there, the place is overrun with ducks. Saint Peter explains, "Though the Lord made us in his image, he is quite fond of ducks. Should you harm one, you will be punished for your negligence but still within the glory of His Kingdom." They meet up later, and the rich man is chained to a loud, rude, and domineering battle-axe. "I stepped on a duck, and I'm on probation. She's my warden," he explained. Much later, they meet again. As they approach each other, the rich man sees the bum chatting happily at length with a tall, beautiful woman. The rich man exclaims, "Wow! What did you do to deserve
* "Two" from opposing armies falling in love in a post-apocalyptic town.
* Two from the arc where Calvin and Hobbes go to Mars to escape Earth's pollution: "Is that your candy wrapper over there?" and "Would you welcome a dog that wasn't house-trained?", both asked by Hobbes after Calvin litters on Mars. Calvin realizes he's part of the problem and he and Hobbes go home
* Two full Wizards who also fit this trope are Harry's former mentor Justin DuMorne and Cowl, a recurring enemy.
* Two fun facts on the ammo score; first, the Russian SMGs that used 7.62x25mm Tokarev easily fit into the German logistics train because it was an enhanced version of the 7.63x25mm Mauser round, which the Germans had lots of. And second, the reasons the British Sten Gun was chambered for 9mm Parabellum, the German issue round, were first of all that no comparable self-loading pistol round was made in England (SMGs don't work too well with rimmed revolver cartridges); and second, when the Italian forces in North Africa surrendered to the British 8th Army in 1941 (before the Afrika Korps arrived), part of the booty was several million rounds of Italian-made 9mm Para ammunition, as their Beretta SMGs also used it (this one actually backfired, sometimes horribly: the Italian rounds came either in an underpowered variant for older
* Two Gamers on a Couch seem to have fared much better in the long-term.
* Two gender-flipped examples play this straight in the Mo'Nique led film
* Two Generals' Problem plays with this. Two generals have their armies surrounding a target. Each can send a message to the other saying they're ready to attack, but the other might not get it. They can't just send a message and go, because the other general might not get it and won't know. They can't just wait for the other

to respond, because then the second message could be lost, and they won't know the other knows. The end result is that, no matter how many messages are sent, they won't be any more sure than if they just sent one message and hoped it arrive. While this situation is impossible to solve in theory, there's a lot of ground gained there by taking the engineering approach and looking for a solution that will work well in practice.
* Two generations before that, King Viserys I lost his first wife and was advised to marry Laena Velaryon. He instead decided to marry Alicent Hightower. This did not turn out great, since Alicent
* Two Gentlemen of Verona, and (more humorously) their respective servants, Launce and Speed.
* Two Gentlemen of Verona. By the end of the scene, his best friend is talking about how much fun it'll be for the four of them to live in a house together.
* Two Gentlemen of Verona, etc.) are not just generally deemed bad ... they're bad in bizarre, far-out-in-left-field ways that have left centuries of readers stumped as to what Shakespeare even thought he was doing. However, these scholars argue, many of these plays fall into focus if we picture Shakespeare writing them as merciless parodies of other popular Elizabethan plays, which are now lost to history.
* Two Gentlemen of Verona nearly ends in tragedy when one of the titular gents decides in a fit of frustration that he'll force his beloved (who is in love with the other gent) to love him by raping her. Gent #2 shows up and talks him down before anything happens.
* Two Gentlemen of Verona out of drag). Julia disguises herself as a page and follows her beloved Proteus to Milan, helping him rescue Silvia from a band of brigands.
* Two Gentlemen of Verona, Proteus ends up returning to his first love Julia, after having spent most of the play pursuing Sylvia.
* Two Gentlemen of Verona pulled this with Thurio and Lucetta, who had no prior interaction in either the musical or the original play.
* Two Gentlemen of Verona, Sylvia's father goes so far as to banish Valentine when he learns that they're in love. Admittedly they're trying to elope at the time...
* Two Gentlemen of Verona, Sylvia's father insists that she marry Tyrio, when in fact she's in love with Valentine.
* Two Gentlemen of Verona that Eglamour swore perpetual chastity after the woman he loved died.
* Two Gentlemen of Verona was one of Shakespeare's earliest works and his plot-writing abilities weren't what they ended up becoming, so Launce and his dog, notorious scene-stealers, are regarded by pretty much everyone as the highlight of the play. However, Shakespeare never included a dog in a major role again, and scholars speculate that he learned this trope the hard way.
* Two Gentlemen of Verona, worried about her love interest who's been away, disguises herself as a boy and follows him. To her dismay, she finds him running after a different girl, and when he doesn't recognize her in her disguise she ends up delivering a love note for him.
* Two German children, 5 and 6, tried to go to Africa so they could marry each other. Although they failed, there must obviously be a promise to try again in the future. The story can be read
* two giants. 4Kids showed him only once, having him spend the whole time delivering pathetic jokes for no particular reason.
* Two giant sons of Poseidon named Otos and Ephialtes planned to rape Artemis; she led them to an island and then arranged for
* Two Girls to a Team: A team otherwise consisting of males has two female members.
* Two Girls to a Team: The two female members of a group otherwise consisting of male characters.
* Two Girls to a Team, which was later demoted from planet status), with Venus being the only one left named after a goddess. The next planet discovered was named Ceres, also female, upping the count to two... but Ceres was later demoted into an asteroid, returning to this Principle.

* Two Golden Age stories centered around this trope, though the players weren't the ones cheating. In one, a boxer was drugged by his manager so that he would lose the fight, and in the other, a college football coach was trying to rig the game in favor of the other team.
* Two Graves plays with this trope by putting Naziland in Brazil instead.
* Two groups grew out of the short-lived super group Azteca: After creative differences, founder and former
* Two-Gun Kid: He was a kid with two guns. Now, he's a young adult...with two guns.
* Two Guys, a Girl and a Pizza Place, and Richard Ruccolo...faded back into obscurity.
* Two Guys, a Girl and a Pizza Place got this slot. However, unlike a lot of these examples, it wasn't moved to the spot because the network wanted to get rid of it. It was moved because it had proven to be quite popular in its Wednesday night slot and ABC thought the show's popularity would move with it and break the curse of the Friday night death slot. It didn't.
* Two Guys, a Girl and a Pizza Place: Johnny's does various attempts to walk in on Sharon in the shower. Unfortunately, he gets Ashley the first and Pete's grandpa the second time.
* Two Guys, a Girl and a Pizza Place, one of Berg's exes has his name tattooed in an intimate place, and when she becomes Pete's new girlfriend, Berg tries to prevent him from finding out.
* Two Guys, a Girl and a Pizza Place originally used the song "Blister in the Sun" by Violent Femmes. It switched to an original song in season 3 at the same time the show's name was changed and the pizza place was dropped.
* Two Guys, a Girl and a Pizza Place plays on this when Pete falls in love with a beautiful woman who only speaks French. When someone is finally able to translate a conversation, he discovers that she is a terrible person and a racist.
* Two Guys, a Girl and a Pizza Place was coming up with ways to spin the various ecological disasters created by the chemical company she worked for.
* Two Guys, a Girl and a Pizza Place, who said she wanted her own time slot.
* Two Guys and a Girl) had this to the extreme in the final few seasons. Pete had gone through 3 girlfriends, fell in love with the eponymous "girl" Sharon, and had sex with Berg's mom and ex-girlfriend. To say nothing of the cavalcade of women Berg went through.
* Two Guys and Guy. Guy and Frank appear in different clothes for once and proclaim that "the thing that lived in the laundry room finally starved to death." Wayne's glad to hear it, but he just changes to an otherwise identical shirt with a square instead of a circle.
* Two Guys and Guy in the cast. Wayne obviously didn't know that he was gay, or else he wouldn't have played that prank where he sent emails to his friends and family where he pretends to be Lars coming out to everyone. Lars actually ends up thanking Wayne because he didn't have the guts to do it himself, much to his frustration.
* Two Guys and Guy — and had since forgotten about saying in the first place.
* Two Guys and Guy with her though it looks obsessed with her because she left him with their child. But it turns out that he's just crazy enough to kidnap a child.
* Two Guys from Texas then helps Dan with a plan to get the sheep back; as Steve is singing to the swooning sheep, Dan puts on a similar 'toon wolf suit and mask (but without the straw boater) and tries badly singing the same song as Steve is, except here he forgot to take off his mask, so the sheep toss their sneakers at the "wolf" and then a large fat Native American lady comes up and chases Danny away (a running gag in the film itself).
* Two Guys Naked in a Hot Tub. It went unnoticed because the same song was playing on the stereo. They specifically refer to the Waco fiasco.
* Two Guys Naked in a Hot Tub", when trying to discuss whether or not watching another guy masturbate would make you gay. This merely drives the other men in wanting to kick this "friend"'s ass, until Randy mentions he lives in Florida.
* Two hallways (outside the station's green room where the lockers are, and

outside the vice-principal's office), two offices, one classroom, and, in one episode each, a library and cafeteria. The school was also Upper Redwood High, which of course allowed the rival school (the one always named as a sporting opponent) Lower Greenwood High.
* Two Halves:. His master was displeased at his recklessness.), Hinata is tending to Naruto's wounds and places her hand on his forehead. He reaches for her hand and intertwines them after a brief heart-to-heart.
* Two Halves Make a Plot: A MacGuffin is in two pieces and need to be put together for the plot to move forward.
* two halves of the fandom arguing over which of them was better. Joel later admitted that for fun, he would occasionally add fuel to the fire by anonymously posting comments that in his opinion Mike was better than Joel to see people bitching about it.
* two-handed battleaxe as their melee reserve weapon, and as a gun rest to steady their aim.
* Two-handed swords, especially the Renaissance "Zweihänder," are usually depicted as heavy and extremely cumbersome in combat. In real life, a longsword weighed between 2.5-4 pounds, with the largest Zweihänder tipping the scales at 6-8 pounds
* Two Hands: The street kids Helen and Pete steal the $10,000 Jimmy was holding for Pando (a local crime boss); although this causes trouble for Jimmy rather than for Helen and Pete. Later a car thief steals Acko's (Pando's right-hand man) beloved Ford Falcon. The mechanic to whom he delivers it to be stripped happens to be a friend of Acko's and recognises it immediately.
* Two have Beast Boy attempting to assemble a crib for his future baby. The results are... less than impressive (despite Robin's assistance in one case).
* Two have been given higher-pitched voices to distinguish them from the boy cravers.
* Two have Merlin asking the question and the other characters giving answers that reflect their personalities.
* Two-headed dogs seem to be very common, possibly as a lesser version of Cerberus. They are already present in
* Two-Headed Lernaen Bombardier Giant Space Hamster: Possesses two heads, a minor
* Two Hearts in Wax Time, the department store employee Joe draws the ire of his colleagues by coming into work drunk for the umpteenth time. They play a trick on him where they convince him, in his drunken state, that the mannequins are real people. Once his shift his over and Joe walks down the street at night, he imagines all the mannequins in the store windows coming to life, playing around and singing for him.
* Two Heels/One Face:, especially if he really goes at it with the other heel, but it's just as likely that both heels will be as rotten as ever.
* two helicopters from stations KTVK and KNXV-TV collided in mid-air over a public park while covering a police pursuit, killing all four: pilot Scott Bowerback and photographer Jim Cox in the KTVK chopper, pilot Craig Smith and photographer Rick Krolak on the KNXV side. Smith's last words were "Oh jeez!" right before the crash.
* two heroes who did not get the girl...but, at Jezal's expense, deliciously subverts it with Glokta, Hero #3... depending, of course, on how you define "hero". He and Ardee marry, in no small part to save her from the consequences of Jezal's bad judgement, and end up in a stable, affectionate relationship.
* two her with it. Later in the episode, Drew hires a Santa impersonator who is revealed to be a lazy schlub, canceling his appearance at the last minute (claiming he has car trouble) so he can stay home and eat junk food in front of the TV.
* Two hipsters walk into a bar. One turns to the other and says "Let's get out of here." The second responds,
* two historical weapons, a bridge made of duct tape, and a functioning seesaw that can take 40,000 pounds of force without being damaged.
* Two Households: This is how the aristocratic Pureblood families have been reproducing for centuries, creating an increasingly shallow gene pool for themselves out of their racism and classism, with many of the bloodlines going

extinct due to their inability to produce healthy offspring. This is also the group that most of the Death Eaters originate from. Even the ones who aren't Death Eaters tend to be huge assholes.
* two HQ units for one HQ slot, meaning one can go to war with a large group of infantry choices and put two rune priests in a HQ slot and still have room for more HQ units like a wolf lord or one of the named HQ choices if you spend your points right.
* two human beings that I should be their judge, jury, and executioner all rolled into one."
* two hundred hits from tank guns and (anti-tank) artillery without sustaining any damage (not even a lost track or periscope, no mean feat considering that the tracks were a sight more vulnerable). The 50 mm could work at close range, and the heavy 88mm Flak gun could take them out at a distance, but there weren't very many of these in 1941; it was more common for Soviet tanks to meet their end by German infantrymen getting on top of them to pour petrol on the engine block and set them alight. Not until the large fielding of 75 mm high-velocity guns did the Soviet tanks meet their match.
* two hundred million gold, it can also grant unique (albeit terrible) weapons and armour, as well as copies of very high-grade (but not top-level) armour.
* two hybrids, and despite the approaching war and the knowledge that their children won't be able to live in peace for what they are, the couple decide to go through with it and carry the two fetuses to term.
* Two Idiots has Brave And Duster's, an obvious reference to Dave And Buster's. Averted, however, with the mention of Soundcloud.
* two. If you follow Yo or Mon-Mon's paths, Mon-Mon will try to garner sympathy (and thus, attention) by feigning a lethal injury. Upon discovering he's just fine, she slaps him. Or, if you follow Bo or Ittosai's path, Ittosai will make several comments about death and the uselessness of life, which angers her. Unlike Mon-Mon, it's surprising that Ittosai's only reaction is to protest that he's been slapped.
* two immediately after being officially married to Simon (as in, right there at the altar, not after the honeymoon). It's no wonder that both of them seem to be avoiding contact with other adults in the epilogue...
* Two immigrants compare how much money begging gets them. The first says he doesn't have any success with the usual "I'm hungry please help" sign, the other tells him he's raking in the cash with a sign that says "I need 500$ to go back to my country".
* Two important members of the Fey clan die at the hands of men: Mia Fey dies at the hands of Redd White after being struck with a Thinker statue/clock, and Misty Fey is killed by Godot with a sword.
* "Two Initials (in a Heart)", an early '60s doo-wop record by Ritchie Adams.
* two in KH2. Without the mandatory Energy Crystal (which cuts crafting requirements in half), it requires 13 pieces of Orichalcum+ to forge (which is more than the amount that exists in the game). With the Energy Crystal, though, the game rounds up to 7.
* two interactions in the musical, especially because Eponine is portrayed as Marius's longtime friend before he even meets Cosette, whereas in the book he meets Cosette first and is much less fond of Eponine than the musical makes him.
* two-ish affair, the other very elegant. Her voice work during it is very much Azula.
* Two islands side by side, one occupied by a man, the other by a chicken, who is loudly commenting on how many sharks there are swimming in the channel between the two.
* two is only a theory. The first strip joke about creationists demanding to put "evolution is only a theory" stickers in biology textbooks. The next strip joke about a guy from the 13th century demanding the same kind of stickers in astronomy textbooks.
* Two issues later, Lois Lane uses a time machine to travel back to ancient Krypton to
* two. It was so bad that Joe Dever gracious extended the time limit to six rounds

in the Mongoose Publishing re-release.
* Two Jameses, and this is the complicated one; they'd simply be known as James the Great (son of Zebedee; also brother of Apostle John, also refered to as "son of Zebedee") and James the Lesser (son of Alphaeus). In scripture, both are frequently referred to simply as "James", with no additions to differentiate them.
* two JC, where the Doghouse is actually a cell where men are sent to fold sheets(?) while lines like "Express your feelings" and "Stop checking out other women in restaurants" are played over a loudspeaker. The usual offense is giving the SO a thoughtless gift, and your main shot at getting out, according to the commercials, is buying them jewelry.
* Two jocks do this during the "Let's Fix It Up" number when Applejack casually picks up a table and walks off with it while they had to work together to lift one.
* two jokes for the price of one of a scene of the MC calling out an "I" number, then dropping it on the floor and losing it. Just when we think the gag is over, he bends over to look for it and slams his eye into the corner of the table.
* Two Judases, though one was typically known as "Thaddeus", or "Judas, son of James". "Thaddeus" was also referred to as "Judas", and would later simply be shortened to "Jude" to differentiate him from Judas Iscariot. At one point in John's gospel, the narrator has to clarify, "Judas (not Iscariot) said..."
* Two just-introduced characters have a conversation that's perfectly mundane within the story, but take a whole double meaning when you know that Veldrina is a cameo granted as reward for contributing to the kickstarter effort for the webcomic, and Wrecan is a posthumous cameo for a high-profile fan who'd passed away a few years earlier.
* Two-Keyed Lock is turned, the system goes to "launch enable" and switches the missile to internal guidance control, with absolutely no way to stop the launch from that point. This was one of the criticisms of missiles over bombers in that while missiles can respond much faster, bombers have the advantage that they can be called back after launch for whatever reason.
* Two kids are shown doing this on a 1997 commercial promoting the home video release of the Nickelodeon movie
* Two kids do this to another kid in one of the establishing shots of Lone Peak High School in
* TwoKinds (and an Eastern one at that) despite them being rare outside of their homelands.
* TwoKinds and can be seen cheering on the sidelines with a couch, a banner, and some popcorn, saying she wants to see bloodshed.
* TwoKinds. Basitins are generally between 5ft and 5ft6in. Adelaide is about 8ft.
* TwoKinds cast upon him that makes him appear as an attractive female to himself and others. Chaos ensues.
* TwoKinds, exiled Basitins are allowed to return to the Basidian Islands on the condition that they complete an "impossible" task. Keith, for example, had to return with Trace, the ruler of the Humans at the time.
* TwoKinds; Flora has stated (twice, and both times as a joke) that she wants to try eating human.
* TwoKinds flow. No Mana, no magic. Less effective on highly trained enemies, because they can absorb Mana from the ground for just such a contingency. Trace can apparently do it instinctively.
* Twokinds, has been known to appear in his comic, usually as a delivery boy of some sort.
* TwoKinds has Natani, who literally has a male soul after her own was magically demolished. The conflict of male mind versus female instinct is an ongoing plotline, especially in regards to Natani's relationship with Keith.
* TwoKinds) is pregnant with Human Trace's child - something thought to be impossible, in-universe. Secondary character Raine has been a Human/Keidrian hybrid all along.
* TwoKinds Mike insists that Keith — a member of a race incapable of magic — once transformed him into a girl.
* TwoKinds Natani (who has feelings for Keith) is flustered, but shrugs it off and

just suggests they pretend it didn't happen.
* TwoKinds (not sexually). Then she feels he has morning wood, and quickly gets up.
* Twokinds, plays increasingly elaborate - and epic - April Fools Day pranks, the latest "revealing" that two characters were being possessed by characters killed off in previous chapters. He has since apologized and, sadly, promised not to do it again.
* TwoKinds: Raine Silverlock, a young woman on the comic's "team B", certainly qualifies this trope, having knee-length silver hair, and an incredible raw magical potential (Although she has no control over it, no thanks to her mother...).
* TwoKinds, Roselyn has some choice words about betrayal, that reflect her past experiences:
* Twokinds: Strangely enough, the animal-like keidran have a low-alcohol tolerance. Maybe it has to do with their short lifespan/soldier genetics.
* TwoKinds: The average lifespan of a keidran seems to be between 20 and 25. Trace (a human) briefly attempts to find a way to extend the life of his keidran lover Flora before giving up and deciding to make the most of the time they have.
* TwoKinds the Basitin operate on this principle after the three generals are killed the succession is largely decided by means of duels, and the king is nearly eight feet tall, in a species that is rarely more than 5'5".
* TwoKinds, the dragon Princess Reni reads Trace Legacy's mind to verify his identity. During this, she gets flustered when she comes across memories of him being intimate with Flora. Later, Nora detects her intrusion on his memories.
* TwoKinds. Their military prowess is rather nullified by their paranoia, xenophobia and extreme prudishness, all of which keep their population small, isolated, and begging to be wiped out.
* Twokinds. Their mind-link wasn't inborn, but rather the result of the elder merging his soul with his younger sister to save her from dying when her soul was torn by dark magics.
* TwoKinds, this is the fate of any Keidran that stays in feral mode for too long; they become less and less sapient until they forget how to turn back.
* TwoKinds, who offers to let her human boyfriend Trace buy Keidran slaves in order to set them free... from someone who knows Trace can't afford them, even if he was selling.
* Two Korean commercials for Durex condoms have an identical setup: a montage of somebody sitting in various places around their house and ripping off pieces of duct tape, then answering the door to their partner who's picking up a bunch of dropped Durex condoms, before the camera pans over to reveal the first person was taping a bunch of condoms around their house. They also have the same two actors playing boyfriend and girfriend. The only differences are that the roles in both commercials are swapped (in one the girlfriend does the taping, in the other it's the boyfriend) and there are some minor changes to the locations of the montage.
* Two Korean versions were made, however little is known of them amongst English-speaking fans. One used the original title of
* Two ladies are hiking in the woods, and cross a stream. Upon reaching the other side, a Jeep Grand Cherokee drives out of the now-revealed-to-be-deep river. "Not designed for underwater driving."
* two Lalos or Pepas thanks to the later-added conditions to the spell.
* Two-Lane Blacktop centers around a cross-country road race from the Southwest to Washington D.C., but the movie ends with one driver entering a competition at a speedway in Tennessee while the other takes to the road again. The film stock appears to burn up and the fates of both races and all the characters are left unresolved.
* Two-Lane Blacktop, the two main protagonists are street racers who tour the country in a monster Chevy 150 painted primer-grey. One of them is responsible for driving it, while the other maintains it. They get challenged to a cross-country race by a man in a cherry 1970 Pontiac GTO.
* two languages whenever they take a rank in Linguistics (the language skill).
* Two later episodes did a similar thing, but with a specific theme: "Naturama" reimagined the characters as various animals in a spoof nature documentary, and

"Saturday Morning Fun Pit" featured three different parodies of Saturday morning cartoons.
* Two leprechauns pull the duplicate marker trick on Dick Dastardly in
* Two Libyan fighter pilots, when ordered to bomb protesting civilians,
* Two, Light joked about wanting to have Shinigami Wings, instead of their eyes.
* two like to slam 4Kids for their horrible "redub" of the series. The "redub" in question was done by a Canadian company and is actually more faithful to the original version than the 4Kids dub is.
* Two Lines, No Waiting has Odysseus attempting to get home, and Odysseus's son Telemachos's attempts to find his father.
* "Two Little Boys" is subject to multiple levels of this. People who only know it casually (British people, at least) think it's a Rolf Harris song. People who listen to the lyrics tend to think it dates from (and is about)
* Two local FOX News affiliates aired reports separately attacking both the Nintendo DS and the Sony PSP on their effects on children.
* Two longtime friends have just moved from Pakistan to the United States. When they arrived, they made a bet: in a year's time, whichever one of them had become more American would win. A year later, they met again. The first man said, "My son is the star of the football team, I had
* Two lumberjacks go to the forest early in the morning. One of them stumbles on some ice, and comments: "Slippery today." The two of them work all day without a word, and when they return in the evening, the other one stumbles on some ice and comments: "Sure is."
* Two Lumps, Snooch ate the Thanksgiving turkey and Eben sculpted a fake out of gooshyfood. It didn't fool "Mom".
* Two major acts on the old British professional circuit were the superstar, super-mega-heavyweights, "Big Daddy" and "
* Two major mods were created by hacking the original game's source code. They are
* Two major philosophies have governed China for most of its history.
* Two Malaysian men escaped hanging for drug trafficking because they were
* Two mandatory extra bosses were added - Schizo and Materia Keeper. Both are arbitrarily inserted in generic corridors, have no story importance or even any dialogue leading up to the encounter, and both are
* two map losses throughout their entire run from the New Challengers Stage (in lieu of their early group stage elimination at the previous Major in Boston) all the way to the bracket stage, where they dominated every single team in their path, becoming the latest team to win multiple Majors. And at the ESL Pro League S8 Finals, they would win against Team Liquid, and as a result, the first ever Intel Grand Slam title.
* Two mass fuerals are held during the story, one early on for the victims of
* two Mayor of Sunnydale, and make a point of telling Spike how their lot has improved since he left town.
* two — one with "Mama Bimbo", another with any of Dr. Nonookie's "helicopter girls".
* two, meaning that players may beat the boss faster than that and never even hear this reveal, making many wonder why they even bothered.
* Two members of the Noratama Trio are a magenta female named Yurano and a male with dark blue fur named Tokumaru.
* Two members - singer Paul Heaton and drummer Dave Hemmingway - of 80s British indie pop group The Housemartins went on to become
* Two men are adrift in a lifeboat when one of them finds a bottle. He rubs it, out pops a genie who grants him one wish. The man wishes that the ocean was whiskey, the genie grants this and disappears. The wisher is ecstatic, only to see that his companion is glaring daggers at him.
* Two men get stuck in a snowstorm in the mountains. As they await their rescue, one man sees a
* Two men have survived a sinking ship. One looks on in horror as a shark barrels up to his mate. The shark takes a sniff, recoils in disgust, and swims quickly away. The other guy asks, incredulously, what just happened. The man refused by the

shark shrugs, and reveals that he has
* Two men on a tandem are going up a hill. Once they reach the top, the first guy wheezes out "Man, that hill was a lot steeper than it looked from down there!". The second responds "Yeah, no kidding. Imagine what would have happened if I hadn't been braking the whole time!"
* Two men once created a zipline with a crossbow and abseiled over the Berlin Wall.
* Two Men, One Dress: Two or more characters share a costume/disguise.
* Two men tried to pick up Satoi without realizing he's a crossdresser. When they do learn they act violently, though Soutarou helps save Satoi.
* Two men walk into a building. You'd think one of them would've seen it.
* Two men were on trial for burglary, and a possible witness was on the stand. The prosecutor, leading up to asking her to identify the people she had seen entering the house, asked, "Are the men who broke into the house in the court room here today?" The defendants raised their hands.
* Two men were walking through the woods when they found tracks. One said they were deer tracks, the other said they were elk tracks. They were still arguing about it when the train hit them.
* two-meter-long womp rats, Luke mentions "bullseyeing womp rats in [his] T-16" when another Rebel pilot claims hitting the similarly-sized exhaust port on the Death Star is impossible.
* two millennia later than their East Asian neighbors, China and Korea, both of whom already have surnames since before the time of Christ. Until the Meiji Restoration, the only people who had surnames were those affiliated with the gentry, and this only took hold near the end of the Heian period circa 1100 CE; before then, no one had surnames.
* Two minor examples are Eddie, a chill workman-cum-drug-dealer, and Esther, a kindly investigate journalist. Both are shown in the future to work as lackeys for the Post-Human Division and are set on detaining the superpowered characters.
* Two-Minute Mysteries, by the same author—things like "Dr. Smith was murdered, where were you at the time?" "I haven't been to a dentist in years."
* Two-Minute Mysteries, especially if the text is in a large font and the message short (like a newspaper headline). Many dyslexics can read upside down almost as fast at reading the normal way, sometimes even faster. Even without any skill at it, everyone who can read can decipher upside-down print letter by letter. It may take a few minutes, but what's time to someone sitting bored in a train? Or, even easier, the top half of the paper may have been folded back while the man read the bottom.
* Two-Minute Mysteries series, except with a sword instead of a medal.
* Two-Minute Mysteries stories starring Dr. Haledjian. In the stories, he always lies about knowing things in order to get a reward.
* Two Minute Mysteries), where each mystery is only about two pages long. If the text describes a minor detail like how the wax has dribbled on a candle, or the direction of a bird's footprints, it will always be key to the solution.
* Two-Minute Mysteries) wrote a short story that ended up featuring one of these as the solution. A detective is in a small cafe drinking coffee when a bank robbery occurs, and three people—a fireman, a limo driver, and a nun—come running in to escape the havoc. They all order different drinks, with the nun asking for a cup of coffee; after the hubbub ends, the three leave the cafe. The detective asks for a second cup of coffee, prompting the waiter to give him "the mug without a lipstick stain." The gumshoe quickly determines that nuns aren't allowed to wear lipstick, and realizes that the "nun" was actually an accomplice to the robbery.
* Two-Minute Mystery noticeable to a lip reader. You can easily demonstrate this by saying the same word as a whisper and in normal voice, and feel how different your mouth moves. Then try freezing your jaw and lips in place and speaking, something you can do mostly understandably with operating your vocal cords normally, but you can't produce meaningful sounds at all if you try it while whispering.
* two minutes, featuring a wolf being tricked into saying, "Cock A Doodle" at the

Moon, who then becomes a prostitute, which is a movie featuring Quagmire as the wolf. When it finally ends, Peter says the cutaway was so long, he forgot what he was talking about.
* two minutes older than Timmy, he starts bossing Timmy around. Timmy decides to get back at Tommy by acting like a baby, wearing only a diaper and Tommy's red kerchief. Tommy is horrified and calls for his grandma.
* Two-Minute Warning involves a sniper at a Super Bowl-like football championship game.
* Two-Minute Warning is one particularly creeping and frightening example. The only time he shows an emotion is when he is wounded and cornered by the police at the end and he screams in rage.
* Two-Minute Warning) it was so unsettling that to have the film released on television the producers had to add additional scenes showing that there was a rational motive for the rampage.
* Two-Minute Warning. The sniper deliberately misses his targets in this version, and the only person we actually see die is the sniper himself.
* two miracle pregnancies... right after her husband went blind and they lost all their money.
* Two misnamings in "O is Not For Over". Ohlm mispronounces Polly Graph as "Pooly Groove" at one point when suggesting to Otto where to find the rampant spider-cat. Later on in the episode, Olive does this to
* "Two missionaries come with conversion kits / You'll be the one sewing cotton through their lips" (Factor 41, Sleeper).
* Two moments question Shampoo's feelings for Mousse in the anime. The second movie she's arguing against her captor that she has no feelings for Mousse then rescues him anyway. And in one OVA she's given the reverse necklace which reverses her feelings; Mousse finally thinks it's his chance since she'll love him now only for her to scream how much she hates him and beat him nearly to death.
* Two months after D-Day, in August 1944, the Allies launched another large-scale amphibious assault in southern France: Operation Dragoon. The mostly American force and their Free French allies (who made up the rest) plowed through the Germans. With Allied forces now advancing from both the north and south, the Germans were caught in a gigantic pincer. They began retreating but not before 140,000 German troops were captured or killed, devastating for the Wehrmacht because Germany was running out of professional soldiers by this point.
* Two months after the Rockers' break-up, the final episode of the Barber Shop involved Sid Justice smashing up the Barber Shop set with a steel chair as his way of sending a message to Hulk Hogan.
* two months pregnant at the time. She had a very rough pregnancy and almost died when she had to have an emergency c-section that September. She has struggled with blood clots in her legs ever since.
* Two Moon Junction (1988): A young Southern débutante sees herself abandoning her posh lifestyle and upcoming marriage to have a lustful and erotic fling with a rugged drifter who works at a local carnival.
* two moons, that not much later (in astronomical terms) collided and merged.
* Two more coups were attempted during the Cold War. There was the "Sanmu Incident", where at least 13 suspects, some of them JSDF officers, were arrested for trying to stockpile weapons for a coup attempt on December 12, 1961. One of the suspects was Taku Mikami, who was detained for being involved in the May 15 incident back in 1932. The suspects justified their plan to save Japan from being dominated by Communists after they plan to assassinate the Prime Minister and the rest of the cabinet. The other was on November 25, 1970, known as the "Mishima Incident", after
* Two more early examples from Disney include the interior of Big Ben in
* Two More Eggs. And they lived happily ever after and no one got arrested.
* Two More Eggs are animated this way, as part of an effort to give each sub-series its own style.
* Two More Eggs music video "Why Did You Take My Paste", the gopher, whose speaking voice was and still is Mike Chapman, is clearly played by Matt when he's singing.

* Two More Eggs short, "Hot Dip": The short starts with a boy struggling with his math homework, only for the mascot of Hot Dip to appear out of nowhere and offer him some. After trying it, he begins rapidly doing his homework...only to cut to a piece of paper with the word "math" written all over it with an F-. The boy is pleased with the outcome, however.
* Two More Eggs stars Dooble, a weird little man who speaks in non-sequiturs, greets people with a quirky catch phrase ("Helloche!"), and shows up to solve people's problems in improbable ways, often without realizing it. Season 2 introduced a rival character, Renfrow, who has the same gimmick but always manages to show up first, even when Dooble tries to set up a problem that he can swoop in and fix.
* Two More Eggs, the latter centers around an Eighties-type camper, and none of the kids in either series use mobile devices or mention the Internet.
* Two more elements are introduced in Season 5: Wind (Morro) and Water (Nya). Unusually for this trope, the Wind user is a villainous ghost, and the
* Two more examples: When the Janitor is accidentally given a leaky pen by J.D. he thinks it was intentional and retaliates by using the spilled ink to give J.D. a mustache. And when Dr. Kelso is reading the last
* Two more notable examples are when it turns out that the nickname Ben gave his forms is actually spot on for the actual species name, translated from
* Two more possibly unrecorded cut songs have their lyrics printed in
* two more times stolen car by a patrol officer making a routine check and captured for the last time.
* two more to piss on? It just never ends. One family is perpetual butlers with undeveloped vocal cords, who are systematically killed the second they mention being self-aware of their condition, and the other is a purpose-bred family of pit fighters knowing no life outside the arena.
* Two more waves of Star Guardians were released due to the skin line’s popularity: first featuring a more experienced team in the form of
* two, most consoles from that point forward focused on overall specs and iteration numbers rather than just the main processor's maximum word size.
* two mothers case is cleared up, one of the girl's mothers dies (she was sick) and the dead mother's parents move to take custody of the girl because they assume her remaining mother is a pedophile. Their evidence is a set of naked photographs they found and statistics their lawyer gave them stating homosexual parents are more likely to abuse their children. The mother refutes the idea that naked pictures of children are inherently sexual, and the team quickly discovers that the grandparents' lawyer has his own homophobic agenda, so the case is quickly dismissed. Still, the mother swears to her in-laws that she'll never let them see their granddaughter again because the damage has already been done.
* Two murderers had been placed in the same cell, and were together for a year. The only difference was that one had murdered adults, while the other had raped and killed a little girl. When the adult-murderer found out
* Two murders committed by Tony - Ralph Cifaretto and Chris Moltisanti - are not exactly "sudden", but are even more shocking than the other hits because Tony decides to kill them spontaneously, rather than by an arranged whacking.
* Two murders involve a guy attacking a girl. In one, a guy kills a girl by bashing her on the head, while in another, a guy tries to stab a girl with a knife before being killed by a third party.
* Two mythological monsters, Medusa and the Basilisk, possessed magical auras that would kill anyone who looked at them (and, in some versions, anyone they looked at). Despite this they were often physically described in great detail in the legends. In the Medusa's case it could be argued that this was because looking at her reflection in a mirror wasn't lethal and someone could have seen only their reflection. But there is really no excuse for the Basilisk, who not only had a lethal reflection, but also breathed poison gas as a backup weapon (JK Rowling tweaked the Basilisk for the
* Two nerdy college kids do pretty well during governmental collapse in
* Two new Old Spice ads cropped up around late 2019 to celebrate the 10th

anniversary of their
* Two New York cops beat information out of Lucky Luciano, telling him they can do whatever they want because they're the law. It turns out that they're shaking Lucky down on behalf of Arnold Rothstein.
* two. No small feat in professional golf, where you're required to walk four miles a day for four days (and he had to stretch it to a fifth because the U.S. Open requires a full 18-hole round as a tie-breaker).
* Two nuns named Sister Mathematical and Sister Logical are out on a walk, when a pervert begins following them. They split up, and Sister Logical arrives late to the convent. Sister Mathematical asks her what happened, and Sister Logical replies that she pulled her habit up, he pulled down his pants... and then she outran him easily, since he couldn't run very fast with his pants down!
* Two occasions confirm this. In "The Wannabe in the Weeds", when a psycho stalker aims a gun at Brennan, Booth takes the bullet for her. Brennan's response is to, in one fluid motion, grab Booth's gun and shoot the stalker dead. And in "The Hero in the Hold",
* Two O'Clock Eastern Wartime. All three of the protagonists are— one is a novelist, one is a man looking to have a radio show, and the other is a singer, and they are barely scraping together money to survive.
* Two of Adachi Mitsuru's manga series feature romances forbidden by feuding parents. In
* Two of a Kind (1983), the fate of the universe hinges on whether a morally dubious couple (played by John Travolta and Olivia Newton-John) can make sacrifices for each other out of their newfound love, which would prove to God that humans are redeemable. She keeps him from going to prison for his attempted bank robbery that started the Earthly plot, but what about him? In the climax, with minutes left to go before God starts over with everything, she is taken hostage by a robber (actually a disguised Satan, whose existence is at risk!) and his attempt to save her leaves him dead. This proves a sufficient sacrifice, and not only does God spare the universe, He also brings the dead lover back to life.
* Two of a Kind and bring all humanity into heaven unless a small band of angels can make two people fall in love with each other. The Devil hassles the angels throughout most of the film, until the nature of God's challenge is explained to him...
* Two of a Kind, the other three the Mowrys, Sagals, and Daniels respectively).
* "Two of a Kind, Workin' on a Full House" had previously been a low-charting single for co-writer Dennis Robbins. Incidentally, the B-side to Robbins' version was "The Church on Cumberland Road", which itself was covered up by
* Two of Big Mom's daughters, Charlotte Smoothie and Charlotte Praline, easily tower over allies and enemies. Smoothie is implied to be at least 3 meters tall (9'8"), plus she possesses
* Two of Britain's deadliest railway accidents occurred in fog. In 1952, a sleeping car train from Perth to Euston ran past danger signals and crashed into the back of a local train at Harrow & Wealdstone, before a London to Liverpool express crashed into the wreckage, killing 112 people. Five years later, in 1957, an express from London to Ramsgate ran past danger signals and crashed into the the back of a local train at Lewisham, causing a bridge to collapse onto the wreckage. As a result of these accidents, new safety equipment was brought in across the network which would warn the driver if the signal was not at clear.
* Two of Charlotte "Big Mom" Linlin's daughters, Chiffon and Praline, are
* two of Easter eggs for the Apple Newton handheld computer, including Finder's ability to predict Elvis sightings.
* Two of Ellison's most well-regarded stories "'Repent, Harlequin!' Said the Ticktockman", and "
* Two official versions were released by Nintendo for the 3DS: the original Pokédex 3D (Unova Dex), and the Pokédex 3D Pro (all 649 at the time).
* Two of Harry's raccoon thieves walk in from the left side of the screen, and when they get to the middle, the Sega logo falls on them, crushing them.
* Two of her other videos — "Luchshye" and "Goodbye" — are also

connected to each other, although the connection between the two is much looser than the one between the aforementioned trilogy. They tell a story about a different fictionalized version of Elvira, and are a bit more action-packed compared to the previous narrative, though just as compelling.
* Two of his men are gambling instead of watching the ship like they're supposed to, he only beats them and forces them to serve as temporary bodyguards to Tyrion without starting fights rather than killing them.
* Two of Lincoln's most successful commanders could also show some of these traits.
* Two of Louis's parents (his genetic father, Carlos Wu, and his mother, Sharrol Janss) and his sister Tanya had similar coloration. Beowulf Schaeffer, his adoptive father (and the father of Louis' stepsister Jeena) was an albino. Jeena Wu had the same skin color as Louis, but was naturally blue-eyed and blonde-haired.
* Two of Murphy's Laws of Combat state "No combat-ready unit has ever passed inspection" and "No inspection-ready unit has ever passed combat."
* Two of Nunnal's labratory assistants are named and yet they have as much importance as the ones who remain unnamed.
* Two of Red Fang's videos feature a 1979 Impala Station Wagon. They buy it for only a few hundred dollars in "Wires" and modify it with a plow to run over all sorts of stuff on an empty runway. In "Hank Is Dead" they outfit it with a loudspeaker and play while sending out flyers for an Air Guitar competition. It's one of the rare occasions where they take a beat up, tired old clunker and actively turn it into a
* Two of Richard Strauss' operas draw on it, Elektra and Ariadne auf Naxos (although in a different way)
* Two of Sonny's No. 1 hits during his run of 16 straight (from 1967-1971) were covers of The Seekers hits, including "I'll Never Find Another You" (four weeks in August 1967) and "A World Of Our Own" (three weeks in March 1968).
* Two of tennis' four 'grand slam' tournaments, Wimbledon (until 1921) and the US Open (until 1911) both originally had a 'challenge' system in which the winner of the previous year's tournament automatically went straight through to the final of the current year's tournament to face a 'challenger' who had won a knockout of all the other players (and who had often worn themselves out in the process).
* Two of the bad endings in Heaven's Feel result from the heroine of the route, Sakura, being killed while Shirou is still alive and well. If
* Two of the biggest, longest running sitcoms ever on Belgian television, which are called
* Two of the bugs stumble across a broken garter strap, which is Getting Crap Past the Radar on one level—some vigorous sex was happening near that record player, apparently—and not very Nazi-friendly on another level, as bonking to jazz music in a meadow was hardly the thing that proper Nazi maidens were supposed to do.
* Two of the commanders of Team Galactic, Saturn and Jupiter, have a Toxicroak and a Skuntank, respectively. In addition, the Galactic Grunts each own at least one Golbat.
* Two of the Dark Eldar troops are one of the few non-marine armies to play this straight; the Kabalite Warriors and Wyches and their elite variants, Trueborn and Bloodbrides. These literally use the same model and in fact are upgrades to their base form's unit entries as of 7th edition. Their only difference, game wise, is a slightly improved profile and the ability to take more weapons.
* Two of the Devil Arms, Agni and Rudra, can even talk, although Dante would only take them with him if they kept silent. They start laughing during one of Dante's flashier combos with them, forcing Dante to yell
* Two of the endings are also esoteric in that the message is that synthetic and organic life are (somehow, in some vaguely-defined way) utterly incompatible and will inevitably try to destroy each other for poorly-defined reasons, and that this can only be resolved by implementing a galaxy-wide Final Solution of some variety that inevitably involves either obliterating
* Two of the first major NPCs you meet are Papyrus and Sans, a pair of comedic

skeleton brothers. In spite of being skeletons, they wear clothes, eat food, and don't seem to be the least bit inconvenienced by the whole 'lack of flesh' thing.
* Two of the Freys have names that are ironic in terms of who they are named for. The severely mentally retarded Aegon (generally known as Jinglebell because his
* Two of the group's biggest hits during their 1970s hot streak were covers of country songs, both written by Jim Weatherly. In the spring of 1973, they had the pop and R&B version of "Neither One Of Us (Wants To Be the First To Say Goodbye)," which concurrently was a top 5 country hit for Bob Luman. In the fall of 1973, legendary country singer Ray Price recorded "You're the Best Thing That Ever Happened To Me," which became a No. 1 hit; a few months later, Gladys and her Pips recorded a cover of the song (dropping "Your the ..." part from the title), taking it it to No. 3 on the pop charts and No. 1 on the R&B chart. Depending on the genre, however, both Pips' version or the country originals remain equally famous.
* Two of the individuals responsible for the 2004 Madrid train bombings which killed 193 people were each sentenced to more than 40,000 years in prison.
* Two of their eight #1 hits on mainstream rock were indeed "Numb" and "What I've Done", but "In the End" stalled at #3.
* Two of the main supporting actors are real-life husband and wife couple Michel Gill and
* Two of the main suspects in the murder of film director William Desmond Taylor in 1922 (which has been nicknamed "Hollywood's First Murder") were his butler Henry Peavey and a former butler who had been fired a few months earlier, Edward Sands. However, the murder has never been solved.
* Two of the major one-shot villains in the series were Americans, and firmly in the Boorish camp. Both of them were greedy, gullible, short-sighted and all too willing to call up things they didn't understand in the name of profit and/or Jeebus.
* Two of the male leads on the show have a deal where they are "porn buddies" with each other. Basically, if one of them dies, the other will immediately go over to the dead man's home and remove all the porn before any parents or family members show up. The porn so recovered would then be added to the survivor's stash, of course.
* Two of them hire Ted (seen in a flashback) to design human forms for them, and provide the technology for it - apparently there are legal/political/religious reasons why they can't do it themselves (because it requires the use of object-oriented programming), rather than an inability to do it themselves. Also, once they've been raygunned into humans, they can (implied) shift back and forth freely.
* Two of the militants do this in their first scene. Being a parody that generally keeps the fourth wall intact (save
* Two of the more fun (and more sadistic) abilities in the game are based on this. The first is an uppercut which launches the unfortunate target about twenty feet straight into the air. The second is a snapkick that sends them flying blocks away.
* Two of the most reliable sources of points are layups and free throws.
* Two of the most straightforwardly heroic characters, Ned Stark and Jon Snow, wield
* Two of the movies had decapitations, in the fourth Piccolo blasts Doradabo's head off and in the seventh Vegeta punches Android 15's head off.
* Two of the party members have wings and can fly... in cutscenes. During gameplay they are just as restricted by the
* Two of the races in the Horde fit. The orcs were once enslaved by humans, and most Forsaken were once human themselves. Many humans in the Alliance would very much like to see both of these groups destroyed because of what others of their race have done.
* Two of the same fruit/power can not exist at the same time, though similar, overlapping powers are possible. This is first brought up in Thriller Bark, where the crew first meets the skeleton man Brook and then proceed to encounter Gecko Moria's zombie army. The idea that the zombies could be reanimated the same way Brook was is dismissed because of this rule and, indeed, the zombies are a product of Moria's

* Two of these are shown onscreen and described by the narrator partway through
* Two of the Shards of Alara feature this trope. The goblins of Jund wield bone weapons and armor, while the people of Grixis uses bone gear due to the abundance of corpses and scarcity of anything else.
* Two of the show's working titles, "Whither Canada?" and "Owl Stretching Time", were reused as episode titles.
* Two of the sons of Jacob, Simeon and Levi ended up slaughtering all the men of an entire city
* Two of the Stands, Bohemian Rhapsody and Under World, actually manage to turn this into a
* two of the Stark children finally reunite when Sansa finally arrives and is reunited with her brother, Jon Snow.
* Two of the stories, "Highway Robbery" and "A Strange Twist", occur over the same several days but follow different sets of characters. There is some occasional overlap (such as Sara in "A Strange Twist" nearly getting struck by the speeding cars in the
* Two of the supporting characters are called Edward- one goes by Ed, whilst the other goes by Eddie (or his surname, Longhorn).
* Two of the teachers at the school fit this look, but are more stern that truly evil. Professor Anne Finneran has the craggy looks (resembling the Wicked Witch of the West without the green skin) and is the strictest teacher at the school, while Professor Lukic is more elderly in appearance with a hag-like appearance and a spine-chilling cackle, who delights in scaring the wits out of her students.
* Two of the three discovered piano concertos have sections where the soloist misses the preceding cadence, and the orchestra or second soloist has to repeat themselves.
* Two of the three most recent Hunters drop the axe thanks to Elisa's influence and the realization of how much their blood feud has cost them (up to and including one of them ending up paraplegic), but the nicest of the three
* Two of the titans from the 2007 line, Gadunka and Maxilos, had custom designed bodies. Maxilos, being a fully robotic character in a world of Bio
* . Two of the tracks are named after the restaurant entries in Stand-Up Comedy below, and the cover has an illustration of the title menu item.
* Two of the Triwizard Tasks demand blood payment in order to pass barriers.
* Two of the unwritten rules for special forces (read: commando) groups are "if you ain't cheating, you ain't trying", and "if you're caught cheating, maybe you're not special forces material." For example, there will usually be some point where a commando will be ordered to report to a distant base, but not given any transportation (or, for that matter, a pass to leave the base they're currently at). It's up to the special forces guy to find a way to get there — following their orders, but against military regulations.
* Two of the very first films to tell a complete story unwittingly created new genres.
* Two of the visible markings on the Moon were named "Palus Putredinis" and "Palus Epidemiarum". Although they're not really swamps, names like "Marsh of Decay" and Marsh of Epidemics" show that astronomers aren't immune to this trope.
* Two of the women who nurse Thor back to health after the fight against Hulk are played by
* two of those bodies' powers are for interrogation and soul removal, but they work differently (one removes your soul to read your mind, the other removes the souls of people who give false or no information).
* Two of Titus's sons are framed for the murder of their sister's fiancé, and Titus cuts off his own hand to secure their release... except he's been lied to, and he only gets their heads back, along with his hand. So, he grabs one head, has his brother take the other, and orders his handless, tongueless daughter to carry his hand by picking it up in her teeth.
* Two of Your Earth Minutes: Aliens mention that they are using human time, not their time.
* Two of Your Earth Minutes: Aliens specify that they're talking about our time,

not their time.
* Two old actors are sitting on a bench. One says: "How long has it been since you had a job?" The other actor says "Thirty-two years — how about you?" The first actor says, "That's nothing. I haven't had a job in forty years!" The other says, "One of these days we've got to get out of this business!"
* Two old Jewish women are eating in a restaurant and the waiter approaches and asks, "Is anything OK?"
* Two old ladies drop their teacups to shatter on the floor when Solomon Grundy shows up for revenge in a Halloween episode.
* Two old men in Britain were convicted of making the lives of everyone nearby a misery with their endless feuding. The judge ordered them to be handcuffed together for 12 hours per day. They became fast friends, since the alternative was unthinkable.
* Two on an Island by Elmer Rice (who studied law in his early years before quitting to pursue a writing career), the theatrical producer Lawrence Ormont gripes:
* Two one-shots show Frank killing the murderers of his family ('The Cell"), and the mafia group who terrorized his childhood neighborhood and allowed the rape of his best friend ("Tyger").
* two on the top of his head. The ends curl round in the style of an Ionic column.
* Two on top of each other from the Season 8 episode, "Goodbye Stranger". Dean pleads with Castiel when Castiel is
* Two opponents for an upcoming match have to sign a contract that they cannot touch each other until the big event, with the provision that violating it will cause them to lose their opportunity or be fired. The heel will try to goad the face into hitting him. The face will usually find some type of
* two orbs making up the whole chest, taking a cut or a stab to there causes the whole arm from shoulder down to fall off. But, to the point — that arm is fully capable of twitching around with its elbow and wrist, and its hand-sword is as lethal to the enemy as it was. You also don't get disqualified for it landing on the floor. Sometimes an enemy running into your severed arm is what decides of the ultimate victory of yours.
* Two Original Generation mecha had started their lives out as figurines. The first is the
* Two other antagonists on the show had dreams of a personal global stake. Quark (a Scottish-speaking alien) claims to own a cosmic charter bequeathing Earth to him by a distant relative, while Mac the Fork (a Scottish-speaking snake) had stolen the blueprint for an Earth-shattering device.
* Two other books in the franchise feature this trope as a plot point, both with the same character. Said character is a
* Two other books similar to the Book of the Dead are also shown. The less powerful show up "In the Skin of a Lyon". The second is a cousin of the Book of the Dead called "The Book of Remembrance and Forgetting".
* Two other bosses from the Subspace Emissary, Galleom and Duon, are entirely original, although Duon's
* Two other examples are Centaur Flash (but not the weapon you gain) in
* Two other examples from the Pilot episode: Commmander Takashima, where this trope was played straight (she was replaced by Ivanova from the first season on and never heard from again) and Lyta Alexander, where the trope was subverted by replacing her with Talia Winters and then later re-replacing Talia with Lyta in the second season.
* Two other examples would be the RAF Roundel where peacetime it was Red, White, and Blue but during WWII they made the white either very narrow or left it out and the BIG Red Rising Sun on the flight decks of Japanese aircraft carriers. In fact, in Midway, one of the bomber pilots aimed directly at the big red spot on the
* Two other famous cases involve the Oracle at Delphi; in the first, a man prophesied to die in the sea spends his life avoiding the
* Two other famous game-winning college Hail Marys: 1980 Holiday Bowl, BYU's Jim McMahon to Clay Brown for a 46–45 win over SMU; 1994, Colorado at Michigan,

Kordell Stewart to Michael Westbrook, Colorado wins 27–26.
* Two other geologists were in a chartered plane almost directly above the summit of Mt. Saint Helens when it blew. Their pilot applied full throttle and put the plane into a steep dive to get away from the blast cloud; even at their top speed of approximately 200 knots, the cloud nearly caught up to them, but they managed to outrun it and land safely in Portland.
* Two other major examples of shows that got spin-offs and look set to continue indefinitely are
* Two other members of the "Big 5", the elephant and the Cape buffalo are both notorious among big game hunters for being nearly unstoppable if not put down immediately.
* Two other notable exceptions are the Hillbilly Bears and Blubber Bear from
* Two others happen with Red during "Be Prepared", the song in Japeth's shack: she does an indirect Aside Glance when she says "
* Two others have the end of a dog leash coming out from under him, implying he crushed a dog, and a squashed shopping bag with a woman lamenting, "Well, there go my tomatoes."
* Two other submerged shards of Gondwana — in the Indian ocean — are Mascarene plateau (north and east of Madagascar) and Kerguelen plateau (halfway between Africa and Australia and further south than either). Only a few percent of each protrude from water. Both sunk tens of millions years ago.
* Two other unofficial adaptations were made in 1991 and 1996, the 1996 version despite changing a lot of names, is commonly considered as the most faithful to the original.
* Two other variants to this rule exists: Firstly, the Kinetic Kill missile is a high-level kinetic weapon that's effectively a guided warhead without a payload. The results of hitting an enemy ship with it are... Noticeable. Secondly, try putting a tractor beam on a defensive satellite. Since the satellite rotates, the ship it ensnares will rotate with it due to the beam... And usually ram right into the planet the satellite defends, insta-killing the poor ship. That's right: You can intentionally make a weapon that makes the enemy do kamikaze rammings of your own planets.
* "Two out of three falls" was actually the standard in the very early years of professional wrestling, with "One fall" becoming the norm when wrestling made the jump from "sport" to "sports entertainment". Before this a single fall contest was called a "Lightning Match".
* Two pages later, Malack comments that Tarquin has always been willing to go the extra mile for a punchline.
* two-part episode and crash-test procedures. The police footage appearance was more of a cameo than plot-relevant.
* Two-Part Episode "Army of Ghosts"/"Doomsday," the Doctor wears a pair of 3-D glasses designed to see the residual stuff from the void between universes.
* Two-Part Episode "Blood and Wine", however in this case it's also linked to his motivation, as he hates the Church because his father committed suicide after being excommunicated. He plans to commit mass murder by serving a poison in the wine at a Catholic mass.
* Two-Part Episode can extrapolate the future and destroy an enemy vessel by hacking into and detonating the missiles it carries. Neither of these extremely useful abilities are ever mentioned again.
* Two part episode "Dreamland I" and "Dreamland II" had Mulder accidentally switching bodies with a Man in Black named Morris Fletcher (played by Michael McKean) due to some space-time anomaly caused by an experimental aircraft. Fletcher is having great fun with it while Mulder is miserable and desperately trying to get his body back.
* two-part episode into a 60-minute episode with new narration in 2005/2006) didn't have any antagonist at all, it was focused on how the history of motor racing affected new car technology and the police were incidental to the story.
* Two particularly interesting tactics of his; first, to allow himself to go into a daze and let instinct keep him from getting hit (didn't work because he couldn't

attack without breaking the trance) and throwing his fists against the wall (they're made of rubber) to let them ricochet unpredictably.
* Two particularly notable examples emerged in the attack on Pearl Harbor:
* two-part Season 3 finale "The Return of Optimus Prime", has everyone affected by the Hate Plague that has spread throughout the galaxy. Optimus used the collected wisdom of the Matrix of Leadership to wipe out the plague.
* Two-Part Trilogy: The first part tells its own story, and audiences liked it. So let's turn the whole thing into a trilogy by making the second and third installments interconnected.
* Two-Part Trilogy, which necessitates writing one story that can be stretched over multiple installments.
* Two people are having sex. They are unmarried and really enjoying it. One or both will die. If it's one, the survivor will be accused of the other's death.
* two people ever take skin damage, one by accident and quickly healed, the other by the local equivalent of having his face pressed against a hot stove for a few seconds.
* two people on a couch could do a Bamzu commercial!" to which she replies, "You think?"
* two people, the man who invented the algorithm and the man who chose the message to encrypt and engraved it on the monolith), MI6 has 85 Vauxhall Cross, GCHQ has that doughnut-shaped building in Cheltenham, the NKVD and KGB has the Lubyanka Building in Moscow. All together, it does project a vague "come at me, bro" attitude to their enemies.
* Two Pepe Le Pew Warner Brothers cartoons, 'Past Perfumance' and 'Who Scent You?', has this trope in the form of "Le What?!".
* Two Percent Power, the current Black Paralysis is the son of the former holder of that title, having inherited the same abilities and been trained by his father.
* Two-Person Love Square know one another's secret identities. This may be more than a mere rule: The episode "Cat Blanc" revealed that when they discover each other's identities, things swiftly turn disastrous.
* Two-Person Love Triangle: A love triangle where two of the parties involved are actually the same person
* Two-Person Love Triangle where the two choices are actually the same person.
* Two-Person Love Triangle with Jem/Jerrica. In the comics he's taken a serious chill pill, doesn't even like Jem at first, and is only romantically interested in Jerrica.
* two phone calls, one to a friend or bail agent, and one to an attorney (unless they happen to be the same person). (NRS 171.153)
* two photos are of Johan Goosen standing next to Jean de Villiers, a member of the Springboks (South Africa's national rugby team) - in the first one, he's just a boy; in the second, he's a Springbok himself.
* Two pieces of cover art for the non-existent issues #194 and #195 of
* Two pins used for hardware expansion in the Famicom's cartridge slot were removed from the cartridge slot of the NES, resulting in an inferior audiovisual game experience for some games
* Two Pints of Lager and a Packet of Crisps - Casey holds the record for the youngest ever person to make the UK charts, having done so when that song made number 72 way back when she was three years old).
* Two Pints of Lager and a Packet of Crisps episode "Momo and Piggsy", Johnny declares that, in the short time after Donna and Gary's argument, he will already be sitting on the couch in his undies, picking his nose and bum at the same time. Donna argues that Gary wouldn't degenerate so quickly. Guess what we jump to right after she says that...
* Two Pints of Lager and a Packet of Crisps - except it's not 'count'.
* Two Pints of Lager and a Packet of Crisps: Gaz is convinced that he and Donna need something to spice up their relationship. Something romantic. So he strips down to a latex posing pouch, covers his crotch and nipples in whipped cream, handcuffs every limb to a bedpost and waits,with a large, flashing novelty dildo in his hand, for Donna to come home. She takes one look and freaks out, running out of

his flat and leaving him there...
* Two Pints of Lager and a Packet of Crisps resolves the question very quickly when two of the main characters wake up in bed together with hangover amnesia:
* Two Pints of Lager and a Packet of Crisps's Gordon Burns as himself.
* Two Pints of Lager and a Packet of Crisps that he named Corinthian (and later named his son after it). It is later destroyed in a fire.
* Two Pints of Lager and a Packet of Crisps, when Louise is pregnant. She takes out a large lump of coal and bites into it as one would an apple.
* Two: Plots which only work within a particular fandom or pairing and are incredibly common there.
* Two Point Hospital: Janitors can remove the ghosts of dead patients with an ordinary vacuum cleaner, provided they have the ghost-catcher skill.
* Two Point Hospital: On a radio advert: "Come to Grockle Bay Zoo! Almost no visitor fatalities for two-and-a-half weeks!"
* Two Point Hospital, where one of the comedic diseases, "Science Friction", has patients stuck permanently in shiny skin-tight jumpsuits, in danger of being eroded away completely by the terrible chafing they cause!
* Two Point Hospital", where patients blithely stroll around the hospital stark naked, believing themselves to be wearing the latest fashions. They even jiggle, stretch and bend over a lot, just to make everyone watching all the more uncomfortable.
* two points here. Aside from the two Death Stars he also has so many fighter kills that his ground crew chief switched to painting on kill marks for whole squadrons instead of single ships because he ran out of room on the X-Wing's flank.
* Two Pokémon introduced in Generation VI revolve around this format:
* Two police sergeants, Spears and Samu, attempt to get Dr. Piper Kaufmann to spill her guts in
* Two (possibly more) of the Star Trek novels had someone walk in a room in time to hear; "I don't know where you've been lad, but I see you won first prize." Which is the last line (more or less, as it varies depending on who's singing it) from The Scotsman Song.
* Two potential court martials against Hawkeye were when he punched Frank ("House Arrest") and when he said General Steele was nuts ("The General Flipped At Dawn"). They were dismissed when a visiting female officer tried to make out with Frank then played the rape card (Margaret believed her and cleared Hawkeye) then when General Steele went off his nut at Hawkeye's preliminary hearing.
* Two precious ivory bookends belonging to a former circus owner are stolen when two of the man's friends are visiting. Encyclopedia and his father find strange handprints in the beach near the circus owner's house, and so suspicion falls on one of the visitors, a crippled acrobat, because the only way he could have walked was on his hands. Encyclopedia, however, insists that the thief is in fact the other visitor, a former bareback rider, because she said her leather gloves were missing, and "no one brings leather gloves to a seaside town in the summer." (Again, an assumption of concrete fact out of a generalization, but even so she could have brought the gloves for a legitimate reason like playing golf, as driving gloves, or even riding a horse. Or maybe she packed them by accident.)
* two pregnancies during her time as Detective Wheeler. The first had Wheeler "temporarily on loan" to another agency for the first half of Season 7, the second was written into the story as Wheeler being pregnant.
* Two priests, walking along a road in a hot day, find a lake and decide to stop and bathe in there. Once they come out, they see a stray dog had stolen their cassocks. To make matters worse, they spot a group of elderly ladies coming down the road. Having nowhere to hide, they quickly put on their underpants, but one of them wears it on his head. After the ladies pass by, obviously flustered, one of the priests asks the other why he didn't cover his unmentionables. "I don't know about you", the other replied, "but I figured those ladies would recognize me if they saw my face."
* two proposals. The first is from a sickly childhood friend; Horace is afraid he won't reach twenty-one (and he doesn't). The second is from a con man after her

inheritance. Elsie honors her father's wishes both times and ends up marrying the man who exposed the second candidate as a drunk and gambler.
* Two prospective MPs in the 2019 United Kingdom general election produced leaflets featuring these statements:
* Two Radio 4 comedy series by Sue Limb are about No Celebrities Were Harmed versions of famous writer's groups: the Lake Poets in
* T-Word Euphemism: Referring to a swear as "the (first letter of swear)-word" so you can mention it without actually saying it.
* T-Word Euphemism: Referring to a word as the (first letter of word)-word to avoid actually saying the word.
* Two real life subversions: Glamour shots for actual ice cream, not sundaes, are a special skill. Entire cartons of ice cream will be used to make the perfect scoop, which must then be photographed quickly and perfectly
* Two reasons behind this. One being Sven is very anti-commitment and is likely to cheat (Which he does). Second, she reveals to Marten that a lot of girls in high school only pretended to be her friend so they could seduce Sven and she still resents it.
* two reasons pulls them in that direction. There's almost no pundit who doesn't.
* Two recent strips feature England as a parody of this trope, trying to escape from Germany and the Italies and hilariously failing.
* Two recorded comedy instances: "Dirty Old Man" by Jim Backus, and "Obscene Phone Bust" by Hudson and Landry.
* Two recurring characters originally introduced as "Foreign guys who've been here long enough to only almost sound American." They're
* Two religions that are discussed only in passing are the pleasure faiths and tiktokism. The pleasure faiths is a religion that believes in just having fun, which puts it at odds with the more conservative Unionism.
* Two Rights Make a Wrong: Two groups each put a plan into action without telling the other, with the result that neither is successful.
* Two Roads: Cao Cao is leading his army through a mountain pass when he comes to a fork in the road, one direction he can see a lot of smoke as you would expect from army camp fires; down the other he sees
* Two Rooms and a Boom has a hot potato card, where the carrier of the card loses at the end of the game. For this social deduction game, players can share showing each other's cards to build trust, but the hot potato forces anyone sharing with them to swap the card, and thus the receiving player needs to find another person to share cards with.
* Two rows of goose archers illuminate the room by shooting a number of flaming arrows, lighting up the cauldrons.
* TWO rules are apparently number one (and two rule number threes), likely due to an oversight on the part of the writers, although later confirmed to have been intentional. This was lampshaded when the female version of Gibbs from CGIS told McGee HER rule number one and suggested he write it down. McGee replies that rule number one has been taken, twice. The other one was inherited from Mike Franks, Gibbs' boss when he first became an NCIS Agent. Mike Franks told Gibbs that he didn't need a list of rules; he only needed "Three Golden Rules". It has not been revealed which of the rules are Gibbs' and which are Franks, nor has the second Rule Number 2.
* two sailors to the death. The adventure ends after this fight regardless of how it goes; even if you win (which is just about inconceivable), the book simply says "Your adventure is over".
* Two Saiyans Play has Krillin laughing maniacally. This was in the official, re-recorded version.
* Two scenes later, Rei is shown fondling Saeko's breasts, who was mindful to squeeze her thighs shut and cup her hands between her legs. It mainly served to
* Two Scenes, One Dialogue: Cut between two or more characters talking about the same thing.
* Two Scenes, One Dialogue. In "If-Then-Else", Martine and a squad of Samaritan agents are getting ready to burst into a room to kill Team Machine, who are about

to escape through another door to the elevator room.
* Two schoolgirls deliberately slip pornographic slides into a magic lantern display a visiting coffee planter is giving to their school as part of a plan to seduce him in one of the erotic Edwardian novels in
* Two sections where you shoot up a car that is chasing you, taking cover every time the passenger with a machine gun lets rip. At least there's an Achievement for shooting out its headlights.
* Two separate charts are shown in magazine scans showing the relationships of the central characters in
* Two separate pinball tables have this name, a 1975 Gottlieb and a 1989 Bally.
* Two Serpents Rise poisoned a city's water supply, killed a god, and awakened giant fire serpents to chase foreign sorcerers, whom she saw as an occupying force, out of the city.
* Two Serpents Rise, the Caleb woke the King in Red to curb-stomp high priest Temoc when the fanatic tried to sacrifice his best friend.
* Two Sessions" is a rap intended to influence people's opinion on the Two Sessions and China's development in terms of technology, poverty reduction, and the environment.
* two set. In fairness, both put more emphasis on depicting the conveyor belt leading to the incinerator, which is a fairly action-y sequence before the solemn final part sets in.
* TwoSet Violin: A pair of Asian-Australian classical violinists who offer humorous sketches and commentary on the work of a classical musician, critiques of musical performances in popular media and musical challenges.
* TwoSetViolin does the same but with viola jokes (it's a classical music thing)...
* TwoSet Violin everywhere, even in the most minute details, thanks to their being trained classical violinists.
* two's fierce rivalry. What really sells it is Jin's rather unhealthy obsession with killing Ragna, and the creators' tendency to play with it in the various Gag Reels.
* Two Shakespearean Actors centers around the events of the 1849 Astor Place Riots. While the historical event is real, the story is highly fictionalized
* Two shapeshifters are shown to use their abilities to open a brothel, but they're apparently a bit out of touch with
* Two shoplifters who pose as a handicapped man in a wheelchair and a nurse pushing it for him try to steal merchandise. However Loss Prevention Agents catch on and only manage to capture the fake handicap while the 'nurse' manages to escape. The 'handicap' keeps insisting to be let go since he's handicapped and claims that the reason he runs away by foot is because he was chased by them.
* Two Shorts format, the show is split in half, with each segment airing as a 10-minute show. In those seasons, there was usually a music video that aired in-between, most notably Barney's Music Box.
* Two Siblings In One, or other metaphysical properties of their deceased sibling.
* Two Siblings In One - When a sibling lives on within you... literally.
* Two side quests, and the story mission "A Train to Catch", if you count
* Two Sides of a Coin, Eleya encounters Jerrod Dalton, her ex from the Academy who ran off in the middle of the night to take an assignment. She angrily points out to him that, as he's a science officer and she a space warfare officer, it's unlikely at best they would've gotten assigned to the same post in the first place, so she probably would've accepted this trope and a long-distance relationship as a solution.
* Two Sides of a Coin Jerrod Dalton tells her he's still in love with her as he dies of massive radiation poisoning.
* Two Sides of a Coin: Kanril Eleya "greets" her ex-fiance Jerrod Dalton with a right cross to his jaw that sends him flying backwards and breaks one of her fingers.
* Two Sides that go from feeling up his ass to jerking him off without missing a beat. Even a client that met "Heily/Haley" in the street without advertising as such yet wasn't surprised at what was under the skirt and was happily serviced

without issue.
* Two similar campaigns for electronic devices ran 15 years apart. The iMac in 2000 ran four commercials, each advertising their ruby, indigo, sage, and snow computers with Dion and the Belmonts' "Ruby",
* Two Simons; this is relatively easy, since one of them was also known as Peter, and became St. Peter. The other was typically knows as "Simon the Cannanite" or "Simon the Zealot".
* Two sketches in the show include a rapper named Professor Murder. A dance-punk band would later take the name as a reference to the show.
* Two sketches in "The World" points out a consequence of a world where
* Two small but significant examples: The Demoman is a heavy drinker and The Spy is frequently seen smoking cigarettes (it's almost part of his trademark), yet both are perfectly medically sound to be fighting a war and never collapse on the battlefield from ailments brought on by years of their bad habits. What kind of fun would that be if they did?
* two Snitches in one). Needless to say, this rarely happens, which makes the outcome of a game with a successful Express run highly predictable.
* Two soldiers are frozen in ice by Cumulus, the Storm King. When Birdman thaws them out seconds later with his "sun rays", they're fine.
* Two Soldiers: "We interrupt this broadcast" as a radio bulletin reports the Japanese attack on Pearl Harbor.
* Two songs give a taster of what this round was all about. Panel members would listen to a song
* Two songs on the second album are only available as demos - "Sex Toys", sung by Karen as part of her dominatrix persona selling sex toys to Rebecca and co., and "It's Not Difficult to Define Miss Douche", apparently the theme song for the Miss Douche competition Rebecca enters.
* two souls) is desecrated. This can result in the interesting scenario of an Exalted fighting the ghost of her prior incarnation when they decide to look for artifacts.
* Two sources - the leader of the Enclave (the remnants of the US government) and the log of a Chinese submarine commander during the Great War - point to the Chinese. Still, they might be mistaken, and part of the lead-up to the Great War is still undetailed - the war between China and the USA has been given a fair bit of attention, but the other Resource Wars - especially the one between Europe and the Middle East, and the ones that happened in Europe after that - are still mostly names, if even that.
* Two Soviet spies mistake General Assistance Department as the head of British Intelligence, and use their new experimental truth serum on Mr. Lamb in order to get information.
* Two space shooter games take this to the next level, with star-destroying weapons. The Shivans in
* Two Space Stations are important plot locations. The Citadel is the seat of the Galactic government and generally has an
* two spinoff games, rely almost exclusively upon plans built upon the Indy Ploy; they'll walk in with nothing but evidence and a commitment to uncovering the truth, and are forced to constantly think on the fly to deal with whatever the witnesses, prosecutors, and suspects throw at them. The decision to request that the new information you've just pressed out of a witness be added to their testimony most often involves both him and the player thinking something to the effect of, "Great — now if only I knew where I was going with this."
* Two Sprint commercials have made fun of this, presenting their commercials for the Instinct phone as movie trailers. They're actually called something like "the finest product placement movie this summer", with "finest" often replaced for a more genre-appropriate word (such as "scariest" or "heartwarming").
* Two Starfury squadrons are depicted as having whole-body paint jobs: The escorts for Earth Force One, with a blue-and-white paint job inspired by the
* Two states completely outlaw gambling in any form: Utah, mainly due to the strong presence of the Mormon church, and Hawaii.

* two storylines based around cleaning out the fridge. The time they required liquid nitrogen to stop The Thing That Spawned In Our Fridge, which they then sold as modern art after freezing.
* Two strangers met on a golf course and the topic came around to occupations. The first man said he was in real estate, pointing out the condominiums he sold and lived in in the distance. The second man said he was a professional assassin. When the first was skeptical, the second took a tube and some other items and assembled a high-powered rifle right there on the spot. The first man asked to see the rifle and was indeed impressed with the high powered scope. "I can see into my apartment from here... there's my wife... and she's in there with another man!" Furious, he asked the assassin how much he charged for his services. "$1000 a bullet", he said. The first guy said "I'll buy two. Use the first to shoot my wife, and the second to shoot the guy's balls off!" The assassin took a look through the scope and said "If you hang on a minute, I can save
* Two strips involve a doctor telling Heather about a specific symptom of a concussion, and Shelly experiencing that symptom off screen.
* Two strips later about it, that would be a really shitty ... thing ... to do ... to ... someone ..."
* two suggested the more outlandish reveals people have done, causing her to put this line in her Twitter profile so that it's the first thing everyone sees on it:
* Two sunken lands from British legends are mentioned in the children's series
* two superstar quarterbacks. He brought the Dallas Cowboys to Super Bowl V, where they lost to the Baltimore Colts. After that, he was gradually replaced by backup quarterback Roger Staubach and finally moved on to other teams. Morton eventually managed to revive his career with the Denver Broncos, leading them to Super Bowl XII, where they lost to...the Dallas Cowboys, led by Staubach. He eventually retired from football with the Broncos, just in time to be replaced by a young rookie named John Elway...
* two swords despite their funny names, and inclined to just kill his opponents at the first chance. Udinaas claims that if the Emperor of Lether knew who Silchas Ruin was, he would send ten thousand warriors after him.
* two swords in tandem, Beast Breathing grants its users the heightened senses and raw strength of a wild animal.
* two swords, Widow's Wail and Oathkeeper, a status symbol only the Targaryens are known to have matched with Blackfyre, sword of the Targaryen kings and heirs and Dark Sister, Visenya's sword, though probably less because he wants two really cool swords and more because he wants to show how completely House Stark has been crushed, and to manufacture legitimacy for Lannister rule of the Seven Kingdoms. Oathkeeper lacks some of the more spectacular elements of its book counterpart (namely its highly distinctive rippling red-and-black blade), but its handle is still ludicrously baroque. Twyin gives Oathkeeper to Jaime, who in turn presents it to Brienne, who is the one to name it this. Once she swears to Sansa, Ice returns to the North... partially. Following the death of Tommen in the aftermath of the Green Trial, Jaime takes up Widow's Wail.
* Two's work. Then Vicky accuses him of being gay. Vicky also accuses the Boss for being gay due to the "No dating customers" philosophy. One should note that Vicky runs a gossip rag that pegged them both as gay.
* two tablet is needed at a time, and the fact that the company sells the antacid in pouches of two tablets doesn't quite help.
* two tattered vagabonds, only to realize they were entertaining Zeus and Hermes. The two gods were pleased with the old married couple, and set them up for life — and then ensured that they would be together even after they died.
* Two-Teacher School: Works set in schools that don't show more than two teachers.
* two teams the favorites, because they're pitiable, lovable losers most of the time, while the Yankees are perpetually successful.
* two teams with the same name at different times, it can lead to this.
* Two techniques in the games, exclusive to Sonic, Shadow, and Metal Sonic, are explicitly referred to both in name and description as light speed - Light Speed Dash and Light Speed Attack.

* two teenaged siblings who are forced to flee for their lives when a dictator stages a violent coup on their home planet, and get separated from their parents in the process. They wind up hiding out on Earth in the United States of America, struggling to adjust to an entirely new culture and way of life, which is made easier by them meeting and befriending one alien who's been living on Earth for a while now and gladly teaches them human customs. Some humans also discriminate against them due to being aliens in, depending on who's in the loop, either the foreigner or the extraterrestrial sense of the word. Through it all, the siblings try to hold onto hope they can return home, reunite with their parents, and the dictatorship over their home collapses. That story, without any of the alien sci-fi elements, can be easily applied to any refugee seeking asylum in better-off countries.
* two that he doesn't know if the French people are any closer to picking a President, but they're halfway through making a decent crêpe.
* two The compilers/editors tend to note this with the dry humor characteristic of today's lawyers and judges.
* Two", the episode takes place in the aftermath of a nuclear war that devastated the world but the time period is left vague. In his opening narration, Rod Serling says that it is "perhaps a hundred years from now. Or sooner. Or perhaps it already happened two million years ago."
* Two the Golem was set free with an order to do what she wants, but she was created with only one desire: to do as she's told. Her growth out of being an Extreme Doormat began when she learned to have other desires, starting with eating sweets.
* two, the Japanese branch of Toryumon rebranded under a rough English translation when Dragon left. Both have at points gotten large enough for people to consider it improper to call them "independent", a level IWRG continually falls ever so short of.
* Two", the man finds money in a cash register in the ruined city but discards it since it is worthless in the aftermath of the war that destroyed his civilization.
* two. The second was killed by Beast Boy himself, much to Raven's annoyance.
* two. The series did end airing in several European countries via HBO. In The UK it airs on StarzPlay.
* Two things throw into doubt whether this is a true apocalypse — the military's still in reasonable shape, having the capacity to launch rescue missions (the final campaigns of both games) and bombing runs (through most of "The Parish" in
* Two things worth remembering; Tolkien was writing at a time when Plate Tectonics was very poorly understood, and thus it was conceivable that the landmasses depicted in his maps could be formed into the modern-day continents within the span of a few thousand years. And secondly, the world of Middle Earth is very explicitly the result of intelligent design, and therefore not necessarily subject to the same rules that govern real-world mountain formation.
* Two-thirds of CSKA Moscow's Mogilny/Fedorov/Bure line defected to the US to play in the NHL, while Bure left after the fall of the Soviet Union.
* Two-Thirds of the way through the war, the Arkbird is highjacked by Belkan radicals called the Grey Men, who intended to use it to drop a tactical nuclear bomb in either Yuktobonian or Osean territory.
* Two", this is the man's opinion on the conflict that devastated the world five years earlier. He no longer has any urge or any reason to fight.
* Two Thousand Maniacs! gets its plot going with a fake diversion sign.
* Two Thousand Maniacs! — Splatter series. 1 film and a 2-film remake series since 1964.
* Two Thousand Maniacs! the inhabitants of the mysterious Southern town turn out to be the ghosts of civilians who were slaughtered by corrupt Union soldiers during the Civil War. The town reappears every one-hundred years so that the residents of it can take their revenge on any Yanks who stumble upon it.
* Two Thousand Maniacs!, where unfortunate travelers encounter a town full of Confederate-aligned ghosts who "celebrate" the day their town was destroyed and

they were killed by Union soldiers by brutally murdering any Yankees who fall into their clutches.
* two-thousand-year-old, who has killed over a hundred Knights of the Cross, is scared of him. As Michael put it, "Shiro knew fencing like Mozart knew music".
* Two Tickets To Paradise by Eddie Money. Homer misses the irony and is actually cheered up by the song.
* Two-Timer Date: A character schedules dates with two different people at the same time.
* "Two Times Trouble," when Mac's pop singer friend Roxy thinks someone's trying to kill her. It's key to the plot, hence spoiler tag:
* Two time-travel-created copies of the same person shake hands with each other, setting off the end of the universe.
* Two to Go", a panicked Andrew runs into Willow, who knows he was an accomplice in the killing of her girlfriend:
* Two to Go, pointing out all of Buffy's self-destructive habits and depression since her resurrection at the beginning of the season. In Willow's words, Buffy hates living in the world just as much as Willow herself does; Willow's just more willing to admit it.
* Two to Go scenario, since he saw the gun in Warren's hand before he even raised it, but was simply frozen with fear and did nothing to stop him from shooting Buffy and Tara.
* Two to Go where the Sunnydale police are unsure of what to do with a vengeful Willow but keep her at gunpoint as she rips open the prison.
* two Top 10 country hits with "I Wanna Fall in Love" in 1998 and "With You" a year later, but neither is even remotely as famous as her debut single "Down Came a Blackbird" which only got to #28.
* two top 10 hits, one of which got all the way to #1. It was not the still frequently-played "That Ain't My Truck", but rather the much lesser known "Don't Get Me Started".
* Two Towers by two orcs who comment that the only way for them to survive is through Sauron's victory, even though they aren't all that fond of the Dark Lord, themselves.
* Two tracks have this technique on the "pirated" version of Bits of Me by brentalfloss, which builds itself on
* Two tracks on Bryan White's debut album were covered by other artists: "Nothing Less Than Love" by The Buffalo Club, and "Going, Going, Gone" by Neal McCoy.
* Two traveling salesmen have to share a hotel room for the night. After the lights go out, there is silence, then the bed starts shaking and squeaking. One man says to the other:
* Two Trees Morgoth killed them, she knew she could never again make anything like them. As the Silmarils were created with their light, they could be used to heal the trees, but doing so would destroy them. See the next entry for why that is a problem.
* Two Trenchcoats in a Kid trope in which two trenchcoats try to get into a movie disguised as a human child. This involves repeated protestations that they are an ordinary human ("My parents do money and make taxes. My hobbies include baseballing and enjoying having thumbs") and not in any way a pair of trenchcoats in disguise.
* Two Trucks) that it causes any grown man who sees it to start weeping and involuntarily flexing their muscles, while fireworks and eagles appear in the sky.
* "Two two six, o eight four one! The Poconos Gardens Lodge!" as the jingle.
* Two Universal parks in both South Korea and Russia were announced years ago yet neither have begun construction since their announcement.
* "Two unlikely people. Two different worlds come together in a story about a most unusual friendship." —
* Two unseen figures are examining files on the advertised car in the middle of the night, when a security guard bursts in and captures them.
* Two U.S Military digital camouflage patterns have received criticism for being this.
* Two, usually when the situation is truly desperate,like risking to being deleted

or blown up. He tries his best from stopping his "twin" One in doing the same.
* Two Vaadwaur ships are damaged during the final fight scene and prepare to go on a suicide run to cover the escape, but Overseer Harn refuses to leave them behind. Eleya gets them to lower their aft shields so she can beam the crews off.
* Two variants of trees have been used. One has a tree suit made for the character so they can observe a traitorous meeting, the other has a new Death Knight using a 2D wooden 'tree' to ambush a messenger (complete with a lampshade hung by said messenger).
* Two variations on one where Rzhevsky attends a noble's ball and asks to dance with Natalya.
* Two versions are revealed to have happened within the same family in
* Two versions of the Charlie Daniels Band's "The Devil Went Down To Georgia" made airplay in 1979. The album edition had the last line of the last verse "I done told you once you son of a bitch, I'm the best there's ever been." The single release for AM pop stations changed it to "'Cause I told you once you son of a gun, I'm the best there's ever been."
* Two versions of the Fruity Pebbles Christmas commercial from 1986 exist, in the original
* two very effeminate and brave boys disguised as girls. Said boys would have later freed the prisoners while Theseus was dealing with the Minotaur.
* Two very similar abilities that make creature return from the graveyard are called "Persist" and "Undying".
* Two vessels got stuck with rather unfortunate reporting names: merchant ships other than the
* two videos taken by a DDI employee which showed Talbot herself demonstrating the game at their E3 2009 booth.
* Two Voices, One Character: A character is played by two or more actors within the same work.
* Two weeks before his death in March 2018 co-authored a paper, "A Smooth Exit from Eternal Inflation", which theorizes how to search for parallel universes. If proof is ever found, it would have likely earned Hawking a Nobel Prize nomination but unfortunately, the prize cannot be awarded posthumously.
* two weeks. He promptly gets a hammer to the fingers and changes his mind.
* Two Weeks Notice features his character playing strip chess with his pretty, red-headed new lawyer.
* Two Weeks Notice, Sandra Bullock and Hugh Grant leave a tennis game (in white uniforms, natch) and find themselves stuck in a traffic jam — just as the chili dogs Sandra has eaten start "barking." Fortunately, they manage to locate an RV in the line of traffic.
* Two Weeks Notice, the hero Adrian sucker punched a blind girl. Twice.
* Two Weeks Notice (the quintessential Hugh Grant romantic comedy, stars Sandra Bullock, another Rom Com staple)
* Two Weeks with the Queen, who strike up a friendship over both having to deal with loved ones being seriously ill.
* "Two Wheels, Full Throttle, No Brakes". Of course X Middle School has its own corn maze. Why wouldn't it?
* two, when his start-up becomes so successful, (after unknowingly bought by Astrid's ex, a tech billionaire, in order to make her and Michael equal after they almost split up due to their contrasting social status) he ends up being a billionaire.
* Two, when people do die, usually there's a whole lot of people killed at once. Given the amount of people we've seen previously, it's pretty reasonable to guess that it would thin the group down to the central characters...but this is not the case. If I were to name it, I'd say...Regenerative Crew.
* two witnesses. When he's impressioning a female witness, the speaking-beeps switch to the higher-pitched female ones too.
* Two women are chatting in a bar when one of them sees her ex and waves to him. The man doesn't even respond. She gets huffy and says "Well! I made him a millionaire, and that's the respect he shows me!" "How'd you make him a

millionaire?" "He was a billionaire when we started dating."
* Two women are talking at the office. "I just don't understand it," says the first woman. "No matter what I do or what I wear, I just can't get a date!" "You should see my doctor," said the other woman. "I had the same problem in the past, and he really helped me out." So the first woman makes an appointment, and goes to see the doctor, who is Japanese. In his office, he tells her to take off her clothes, turn around, and bend over. Finally, he says, "I am sorry. There is nothing I can do for you." The woman is upset and asks, "Doctor, what's wrong with me?!" He responds, "You have Zachary." "What's Zachary," the woman wants to know. The doctor replies, "Face rook Zachary rike ass."
* Two women argue about the typical 'Female Utopia' element of this trope. One women claims that without men, there are no more wars and society is better, while the other argues back that female pleasure has vanished.
* Two women get pregnant accidentally, one with her new boyfriend and one during a one night stand. The latter was
* two women having sex. In particular, the passport official who helps him renew a passport that isn't his (which is illegal, as the man himself tells him), and the gang members who go from being ready to beat him up to help him paint an apartment. At the episode's conclusion, the plan falls through, and although disappointed, the throng of men who were rooting for him still applaud his efforts.
* Two women in New York went shopping during a blizzard. This led to them getting trapped inside their car from the snow. Fortunately, they just went shopping. Unfortunately, it was light shopping, as they spent most of the time buying some boots for the winter season. They were stuck in there for about two days and eventually they ran out of food. So, as a last resort, they had to eat the leather from the boots they bought. Fortunately, they were able to live long enough for the snow to melt and allow them to get out.
* Two Women plays this straight, with Giovanni saying goodbye to Cesira as she leaves Rome, and following along as the train starts to pull away.
* two women who are essentially immortal, piloting a TARDIS in the shape of an American diner around time and space.
* Two Words: Added Emphasis: A character says "Two words" or any other number of words and immediately follows it with the two words they intend to use to make their point clear.
* Two words: Bawls Exxtra. Bawls is a high-caffeine soft-drink that tastes like a cross between Sprite and creme soda, but contains a bit more caffeine per ounce than Red Bull does. Bawls Exxtra is the sugar-free version, sweetened with AceK and sucralose (Splenda). It has
* Two words: Cannons firing. That's not a glib comment; that's actually
* Two Words: Fire Tornado. They have these in Southern California. What more can be said? It's a tornado made out of freaking FIRE!
* Two Words: I Can't Count is flubbed when the person gets the number of words wrong.
* Two Words: Katie's Revenge. A man in Indiana was convicted of molesting and killing a girl named Katie. After his fellow inmates found out about it, they held him down and gave him a nice tattoo: the words "Katie's Revenge". Across his forehead. In huge letters.
* Two words: Online identity. Many people who use an online identity for blogging or forum purposes don't like to reveal their real names and such.
* Two words: Peter Griffin. He is so dangerously stupid he even burned down a children's hospital, by accident!
* Two words: Roger Federer. Sure he's not super thin and wiry but he's not OVERLY tall like some in
* Two words: Sikko Warner. Her ability to speak nearly every language results in lots of
* Two words: "steamed hams". Long story short, Skinner came up with the idea in a snap after the
* Two words: "Suicide Booth". They resemble phone booths and cost one quarter per use. The booths have at least three modes of death: "quick and painless", "slow and

horrible" and "clumsy bludgeoning", and it is implied that "electrocution, with a side order of poison" exists as well. The eyes can be scooped out for an extra charge. After a mode of death is selected and executed, the machine cheerfully announces, "You are now dead. Thank you for using Stop-and-Drop, America's favorite suicide booth since 2008".
* Two words: Symbological Genetics. Tinkering with genes can give you magic powers.
* Two words that strike fear and terror into even the most jaded Pro Wrestling fan's gonads:
* Two words: Tokyo DisneySea. Just looking at photos and videos of it alone can be overwhelming.
* Two Worlds are all stylized bear traps, albeit ones that release anything from poison gas to magic to physical damage.
* Two Worlds came with a tabletop RPG that featured a handy illustration of a four-sided die with five sides. The RPG was basically a D&D clone with a bunch of stuff left out to make it fit into a tiny book.
* Two Worlds features the ancient Elven teleport pads as the main means of long distance travel.
* Two Worlds: Katanas and other Eastern-style swords are among the most powerful 2-handed swords in the game. You don't start finding them until you're near endgame character levels (about 35-40+).
* Two Worlds renames fairly typical goblins as "Groms" and, in II, reanimated skeletons are called "Necris."
* Two Worlds the final battle against Gandohar, and spend the next 5 years as a prisoner in his dungeon while he takes over the world, which is where the game picks up.
* Two Worlds. The game treats this as though you've beaten the final boss normally, even giving you the achievement for it.
* Two Worlds, which turned a buggy but playable game into a trainwreck. The second game is mostly remembered for its HUGE amount of content and a variety of multiplayer modes.
* Two WWII bombers, on separate occasions, the latter being missile armed.
* two years and a ton of the Illusive Man's money putting Shepard back together.
* two years due to the originally intended lead singles "Young Love" and "Dirt Road" faring poorly — and they didn't even make the final cut of the album! Once the album was finally released, its singles barely made Top 20. He got back on track with album number three, whose lead single "More Girls Like You" was a gold-certified Top 5 hit in 2017.
* two years, eventually calls him up to play an extremely inconsequential role in a scheme (Charlie has to hold a door open for Harley), and tries to kill him anyway. The audience is left to assume that the Caliph of Clowns did this because he thought it'd be funny.
* Two years later, Evelyn once again declare her love for Solas after she recovered from the above event out of fear she would relapse again.
* Two years later, Senator Lawrence Keitt of South Carolina (who had helped out Brooks in the famous brawl by turning his gun on anyone who tried to help Sumner) started another brawl after a heated debate on slavery when he tried to strangle Congressman Galusha Grow of Pennsylvania. It ended after a missed punch dislodged a congressman's
* Two years later, the revival would get a second season, only for it to start with the extremely controversial twist that
* Two years later we have the same thing, except replace Joker with Scarecrow and the Holiday Killer with the Hangman. And the energy Bruce devotes in trying to stop both in turn heavily strains his relationship with Selina Kyle when he winds up standing her up on Christmas Eve.
* Two years later, while rescuing Insurgency and Regime members from a burning, reality-collapsing battlefield, the Flash (a Regime member) makes an effort to retrieve the body of Huntress (an Insurgent), who was killed earlier in the fighting.

* two years of her life. Oh, and all of her former "friends" didn't make the jump back. So, she's isolated, stressed, and confused, and she rarely complains about it. She even says so, which pisses off Ash since he's NOT happy with the change. Then they have a big "I want to help you, but I like my own life" thing, where she probably was about to admit she'd love for Ash to be a boy again, because she wants in his pants, but not as a girl.
* Two years prior to the start of the series, protagonist Hideki proposed to a female MMORPG player who then revealed herself to be
* two years. The Core eventually became known as the "shitty" version, as opposed to the "entry-level" Microsoft was promoting it as.
* Two young boys went up a mountain and saw two old men playing chess, with a rabbit behind them jumping up and down. Every time the rabbit jumped, the world changed from sunny, to leaves turning brown, to snowy, to flowery, to sunny again. By the time the boys left, they returned to their village to find that hundreds of years had passed, and were punished angrily by members of the village for claiming to be their ancestors. (Not literally. To the villagers they were ancestors (despite the villagers not being the children's descendants) because the people of the village viewed everyone who had lived there in the past as ancestors of the community.)
* two young boys who were trying to get enough money to pay their mother's rent.
* "Two young girls explore a shattered world filled with sound; a past to be uncovered" —
* Two young Scots are visiting America and speeding along the road when they are stopped by a police officer. The officer says to the driver, "You were going 70 miles per hour. The speed limit is 45 miles per hour. I have to give you a ticket." "But the sign says I can go that fast," says the driver, pointing to a nearby road sign. "That says
* two You would not be faulted for confusing it with a yoga pose or ballet move.
* TX-Sector proudly advertised its so-called "teleporting balls": Two pinballs were kept in reserve at various spots, ready to be released under certain conditions, creating the illusion that a single ball teleported elsewhere.
* TX-Sector sports a blue jumpsuit with broad red and white shoulderpads.
* Týr often writes songs in English, Danish, and Faroese, and their album
* Tyanna of the Tower, the third of Maegor's queens, was the only one who
* Tybalt. After all, the hero had just murdered him for what had ultimately been an accident. As this is Shakespeare, the validity of this is really up to the
* Tybalt's parents are never shown, and he seems to be very close to his cousin's family, even fiercely self-identifying as a Capulet, although Lady Capulet claims he's "her brother's child" so, technically, he wouldn't take the Capulet name, being related to Lord Capulet only by marriage.
* Tyberos the Red Wake, a Captain (and possibly Chapter Master) of the Carcharodons wield a pair of weapons called Hunger and Stake. They're essentially a combination of Lightning Claws, Power Fists and Chainfists all into one, with the chainsaws in the palms of the hand like teeth in a shark.
* Ty Burrell bears a strong enough resemblance to Fred Willard that they can realistically portray a father and son.
* Tycho as part of his songs. Justified as he's an ambient techno musician, and everyday things like those are relaxing when used the right way.
* Tycho Celchu has a weird case of it as well: he gets plenty of promotions, but always ends up one step behind Wedge, as
* Tycho Celchu was at the Imperial academy calling his family on Alderaan for his birthday when the transmission suddenly dissolved into static then went out completely. He later found out it was because the
* Tycho gets these whenever he gets particularly angry or is acting particularly evil, apparently because his body harbors a dark spectre from the world of dreams.
* Tycho Nestoris has a visibly low opinion of Westeros' feudal system of titles and bloodlines and seems to regard their conflicts as petty. He's also quite unforgiving of Davos' past as a smuggler because he comes from a
* Ty-Chou/Ghost of the Dawn's series. After Crystal dies in "Ghost In The

Machine", she's brought back... as a Transformer. She immediately punches out Prowl, the one responsible, yelling "I'm your friend! You're supposed to let me die with a little dignity!" There are currently four such fictions on Fanfiction.net: "Small Problems", "Ghost in the Machine", "The Autobot Files", and the newest, "The Secret Lives of Decepticons".
* Tycho was once seen clothes shopping, looking at a rack of the blue/grey shirts identical to his own.
* Tychus Findlay has a pinup on one of his pauldrons in a retro style (she's the celebrity who goes in and out of rehab in the bottom text of the UNN broadcasts).
* Tychus Findlay was in prison and given the opportunity to leave by simply taking a deal with Arcturus Mengsk: kill Sarah Kerrigan. It's very clear that this wasn't a good idea and that the universe would be doomed, but Tychus didn't exactly think the deal through when he took it, nor did he know all the details since he never bothered to get into it.
* Tyene Sand - daughter of Oberyn Martell - coats her daggers with a poison called The Long Farewell. Although it takes time to work, death is guaranteed with a single drop unless an antidote is taken.
* Tyene, the most cunning and deceptive, favors poisons, which she can deliver in a variety of subtle ways.
* Tyger Pool by Pauline Fisk uses this deliberately to establish the slowness and gloom suffered by a recently-bereaved family, featuring long monologues by the heroine about her deceased mother and the paralysing gloom that's affected her father. Just when you think the story's not going to go anywhere... it does.
* Tygra serves as a levelheaded leader until Lion-O gets his feet on the ground and becomes a headstrong leader, shading into charismatic leader as time progresses.
* Ty Herndon has had three #1 hits, of which only one reached the Top 40 of the Hot 100. It was
* Ty Herndon's "What Mattered Most" is about a guy who was so focused on the details about his ex that he didn't pay enough attention to her as a person.
* Ty Hulse has written several online articles about fairies and why they hide:
* Tying into the above, this might be why a lot of aquariums don't house deep-sea animals, as their usual habitat would be difficult to mimic, let alone, maintain in captivity.
* Tyke Bomb also knows that he's not much more likely to be romantically interested in a girl half his age.
* Tyke Bomb), and Mr. Verres mentions specifically that she was designed infertile in all but her human form, since her creators weren't sure what would happen if she got pregnant in hybrid form.
* Tyke-Bomb and using the moment of timelessness to beat up your entire party.
* Tyke Bomb, grown in a lab out of mutated samples of Superman’s DNA to be a counter to the Kryptonian. He gleefully embraces his hatred of Superman despite knowing that it was implanted, to the point that Cadmus tried to dispose of him because he was too powerful and uncontrollable.
* Tyke Bomb. Heidern really enjoys recruiting young girls for some reason.
* Tyki almost does this to Tokusa by chopping both his arms off while Tokusa was ranting about how he loves "serving the lord" to Allen. Justified in that the job of killing the foes was already done and he was in all right to feel perfectly safe when Tyki literally appeared out of nowhere.
* Tyki's subtext with Allen is very disturbing, because Tyki has tried to kill Allen numerous times and has
* Ty Lee is a slim (though quite buxom) teenage girl... who's also a
* Tylene Buck (aka Major Gunns) also turned to pornography after her career as a manager went nowhere after WCW released all their female talent.
* Tylenol soft chews are cut in half next to a pill of the common, hard kind.
* Tyler. Although he's not as good as sports as he fancies himself, he still qualifies as a
* Tyler Bateman tends to stare off into the distance silently. When something gets his attention or he's asked to speak he'll usually let out a prolonged wheeze

before degenerating into laughter.
* Tyler Black pretty gay, isn't he?" but changed the subject, as his problems with Black had nothing to do with his supposed sexual orientation.
* Tyler Black too, though not enough to wear his formal wear in the ring.
* Tyler Breeze: Debuted in WWE's developmental territory FCW in 2010 as Mike Dalton, then spent a record five years in it and its sucessor, NXT, and debuted the Breeze gimmick in 2013, before finally debuting on the main roster in 2015.
* Tyler Bunch is known for his puppetry, most notably playing Treelo and Pop from
* Tyler complains about being the least talked about contestant amongst fans, saying that even more-minor-than-minor
* Tyler Cross lover. In prison he's been in several other relationships and serves as the accountant (Angola being run as a for-profit prison).
* Tyler Cross, where a woman finds herself bound and gagged in the foundations of a construction site. She notes the lack of any sharp objects and has to make do with a concrete wall corner to free her hands and feet after lots and lots of rubbing to wear down the ropes.
* Tyler Durden addressing fans at the end, handing out "homework assignments" to the audience on behalf of Project Mayhem, and praising anyone who sent in photographs of the completed homework from the previous issue.
* Tyler Durden placed subliminal porn images into family films, strictly for his own amusement.
* Tyler Durden's versions of the airline safety instructions card in
* Tyler Farr: "A Guy Walks into a Bar" and "Redneck Crazy," which involves this and stalking your cheating ex.
* Tyler had no role in season one except being part of the show's first couple with
* Tyler Johnson played a kid in season 1 episode Bugs, and then later played recurring angel Samandriel.
* Tyler Lucas from version 5 is also heavily implied (and confirmed by
* Tyler Marlocke also falls under this trope, as a normal kid whose being forced to go through a curriculum designed for people with superpowers by his parents, he often has to rely on his innately sensible nature in order to simply survive. After he becomes the de-facto main character, he is able to solve many problems simply through a heaping helping of good, old-fashioned common sense and some rather advanced deductive abilities. It helps that later on he gets occasional supplementary lessons from local
* Tyler Mullen has only two known credits: Mowgli in the VHS scenes of
* Tyler Nelson was an extra and trained dancer who was intended to appear in
* Tyler Perry and is the main reason why they can't get him to leave even though everyone else hates him since Token keeps giving him money (with Token in slack-jawed amazement that he can't seem to stop doing it, even as he hands over his cash).
* Tyler Perry and its sequel, the buff and handsome policeman Troy gets married to the overweight Sheila, who just divorced her first husband Mike because he cheated on her. Subverted as Sheila isn't ugly, but she's overweight.
* Tyler Perry directs and/or produces will have himself in a lead role, and also will have Tasha Smith, David Mann and Tamela Mann (the latter two are husband and wife).
* Tyler Perry film, Madea turns a young hooligan girl into a proper young lady... by repeatedly beating her with a belt.
* Tyler Perry for this. He does the acting, the music, the writing...you name it.
* Tyler Perry has a tendency towards this which changes depending on which character is in the spotlight at the moment.
* Tyler Perry has Monica Pearson, an actual anchor (now retired) from Atlanta's ABC station, WSB-TV 2 (that most people in Georgia have heard of), talk about the main character being accused of rape.
* Tyler Perry in his movies, relating to his childhood when he was molested several times.
* Tyler Perry Mable "Madea" Simmons enabled him to move from the car... to a multi-

million dollar mansion in Atlanta.
* Tyler Perry, Malik's friend Kevin actually did contract syphilis but was ashamed/didn't know how to get help, so Malik offers to talk to his own dad, CJ and uses the trope to talk to him about it. Of course, CJ mistakenly believes that Malik is the "friend" and promptly flies off the handle until Kevin confesses that he is the one who actually needs help.
* Tyler Perry Medea is under house arrest and is trying in vain to get the electronic ankle bracelet off when her brother tells her about coyotes and says, "Want some hot sauce?"
* Tyler Perry opened at the top of the box-office. Lionsgate and Perry came out huge winners.
* Tyler Perry she starts over in a new town. Thankfully there is a handsome, sensitive Christian sheriff around, who also has a nice butt judging by the scene where he climbs up on a ladder and Sheila finds herself staring. We get a POV shot.
* Tyler Perry's movies are not very popular outside the Black community, though there is controversy on whether it's because white people don't want to see movies with all-Black casts or because the movies are of poor quality.
* Tyler Perry's movies avert this (they all take place mostly in Atlanta), probably because he himself is from Atlanta and owns a studio there. In fact, Madea's house in the films is an actual house that he owns in Atlanta.
* Tyler Perry's movies, because of the fact that he experienced this as a child.
* Tyler Perry's movies, though not considered awful, are usually not liked by critics. His movies do extremely well with African Americans, though.
* Tyler Perry was a mockery of him. "Pause" finally reran again on [adult swim] for the first time since 2010, following the BET 2-parter's premiere on the same night, and is now on HBO Max (sadly, "The Ballad of Jimmy Rebel" isn't on there, though this is more because the streaming service premiered around the time of major protests over George Floyd's death from police brutality).
* Tyler Perry was directed by Darren Grant, but many people believed that Perry directed it himself.
* Tyler Perry. Wesley Deeds has to choose between his fiancee Natalie (rich) or a down-on-her-luck single mother who is a janitor in his office building.
* Tyler Posey (had a Mexican mother and identifies to both of his parents' nationalities)
* Tyler reveals, in an emergency and to Pike's surprise, that Section 31 uses communicators built into their Starfleet badges. The rest of Starfleet won't get that tech
* Tyler specifically receives a ton of injuries whenever he competes. His first action on the show is to fall off some waterskis, hit the dock, fly through the air and crash into a pile of luggage. From there, he has hit a buoy jumping off a cliff, had a kayak thrown on him, fallen into piranha-infested waters, and stepped on a working landmine. And yet he still makes it out ready for more.
* Tyler Stone, former lover of Conchata O'Hara, and father of Kron Stone and Miguel O'Hara, is THE supervillain of the setting. A
* Tyler, the Creator and Earl Sweatshirt became cult figures at ages 18 and 16 respectively.
* Tyler the Creator does this in his song "Fish," which details the thoughts of a man who is either a cannibalistic, necrophiliac serial killer and rapist or who has an incredibly unhealthy obsession with fish.
* Tyler The Creator persona, it gets even deeper. This is exactly as creepy as it sounds.
* Tyler, the Creator's Bastard is all told to his school psychiatrist and deals with his personal issues like being a literal bastard.
* Tyler, the Creator, two of the most critically acclaimed albums of 2019...6/10.
* Tyler the Cute Biker). Still, he uses his wits to uncover many many mysteries, much to the chagrin of the resident police constables.
* Tyler. While his sports skills aren't as good as he'd like them to be, he's still defined primarily by his sports playing — and he's also a devoted, patient boyfriend who's willing to befriend geeks and nerds and is adamantly

against infidelity.
* Ty Longley, guitarist for the band Great White was on stage in West Warwick, Rhode Island when pyrotechnics used by the band's crew created a spray of sparks that ignited the foam soundproofing material in the ceiling around the stage. 100 people died in
* Tyl Regor can use Ack and Brunt, an axe and shield combo that you can also use.
* Tympanum (or tympanal organ) - an external hearing membrane in insects.
* Ty Olsson plays Benny, a vampire who's been an ally to Dean. He previously played a completely different vampire in an episode way back in season 2.
* Tyop on the Cover: The title is misspelled on the title card or the episode list.
* Tyop on the Cover: Yeah, I know the cover of the work has a typo. What's your point?
* T. Yoshisaur Munchikoopas the 52nd is this in spades, as he's identical to the OG Yoshi (and all other green Yoshis) except for his shoes being blue instead of red.
* Type 0: Dr. Bailey, Shelton, Shakila all nameless background characters.
* Type 0: Sasha James, Martin Blackwood, Georgie Barker, Jurgen Leitner, Mary Keay.
* Type 0: The members of a handful of armies. Characters native to Earth.
* Type 1: Anything of a lower level than this is toast. Anything or anyone that survives for a significant amount of time anywhere near a battlefield. Standard Minecraftians, and some of the weakest summons.
* Type 1: Basira Hussain, Tim Stoker, Melanie King, Adelard Dekker, Mikaele Salesa.
* Type -1: Bella (discounting her control of the facility's systems), Jay
* Type 1 Caravan Guards, who exist to get killed by bandits. Though they
* Type 1: Dr. Zanasiu, Zachary, Sharon, Neville, Cobalt Squad bar Spc. Crota and Sgt. Masters, Dr. Landon, Aisha, Trinity (pre-
* Type 1: Only the limb/tentacle is shown and interacted with, but the rest of the body remains a total mystery.
* Type -1: Rare, but a handful of summons ended up here, as well as a few self-summons after the godmodder reversed their modifiers, Dave.
* Type 1 space pirates had the misfortune of encountering them: in the series
* Type 1: The two are, in fact, in the middle of doing something sexual with each other or just getting started. The parent(s) in question may also be bringing contraceptives (
* Type 1: Villainous. Something wants to murder all super-people, and it's so powerful, it can easily do so. Here, human beings as they are serve as a domesticated animals, unwitting agents for their secret masters. As humanity spreads and increases in power, so do their secret masters. Here, "magic" means "whatever threatens the power of the secret tyrants that rule over muggles".
* Type 2: Aimee], Alfred, Gustave, Spc. Crota, Sgt. Masters, Trinity (post-
* Type 2 and Type 3 also come into play, as while there was some degree of meddling in season 2
* Type 2: The level of many summons. Specific examples include individual Vord members, Itchy, and the ghost space pirates.
* Type 2: The two are actually doing something innocent, like studying or playing board games, and the parent(s) walked in expecting to find that they
* Type 2: While the whole creature is shown later (thus killing the suspense part), its appendages are shown before and moving independently on their own, as if they were a different monster altogether.
* Type 3: Advanced level humans on the Auric spectrum, most fully evolved mons.
* Type 3 scenes with him. Even fans who don't ship Greece/Japan and want Japan to be with someone livelier almost never consider Turkey to be a viable option. (He fares somewhat better in J-fen, though. Somewhat.)
* Type 3: The most common level. Dr. Christoff, Pootis, and the goldisaurus are all examples. Descendants who haven't yet learned their full potential.
* Type 4: Cjopaze (only this low because of being confined to the Metal Glen)
* Type 4: "Lower tier" legendaries (Mew and expies, Latii, etc), Psuedo

legendaries.
* Type 4: Many self-summons, the UOSS, the Preston Cole, Mechs, and the creepy dummy among others. Most Descendants.
* Type 4: The Game Overthinker (when wielding elemental stones), the Anti-Thinker's true form,
* Type 5: Non-creation trio box legends (Weather trio, tao trio, etc.), Mewtwo, Deoxys, The Ghost Lord, Annoski.
* Type 5: The Operator, many other bosses, Twinbuilder, Doc Scratch, several of the stronger players.
* Type 6: The creation trio, the vitality trio, Unown hordes, Arceus.
* Type 6: The Secret of the Void, The First Block, Lord English, Terminae, a Game Master during an update, universe eaters, the Employer, the Narrative and Conflict.
* Type 93 Long Lance detonating a torpedo rack with a single shell form her single 5" anti-aircraft gun.
* Type 96 use even during World War II, the weight of the machine guns (9 kilos for the Type 96 and 10.4 kilos for the Type 99. Both empty) made their use as bladed melee weapons next to impossible.
* Type 97 automatic cannon, it should be noted) it weighed 68 kilograms (150 lbs). Firing 20mm rounds semi-automatically from a seven-round box magazine, it was capable of an impressive amount of firepower. Of course, all this awesomeness was rendered moot thanks to developments in tank armor. By 1942, it was obsolete. It was also the basis for the Ho-1 and Ho-3 aircraft cannons.
* Type A: an obvious trait. Someone who talks very low would be called Mumbles, and Sasquatch would be used for a large, hairy guy. If the initiate looks like a famous person or (even an obscure) character, then they will likely be named after their likeness.
* type also has a for...of operation that works the same as for...in in other languages, making it slightly more convenient, if still leaning into this trope.
* Type B: an embarrassing or amusing story from their pledge period. Examples: "Splash" for someone who trips and falls into one of their college's fountains, and "Knoxville" for anyone who may try (and fail spectacularly) to copy one of the
* Type B for some, not all, types of Abrahamic religion in general, where
* Typecasting: When an actor keeps playing the same kind of role in most of their works.
* Type C: Completely random or done for comedic irony, such as nicknaming a very mild-mannered pledge "Stone Cold" or nicknaming a pledge known for being very masculine and macho "Cupcakes".
* Typee coming down the road, he expressed regret that he would be forever known as "the man who lived among the cannibals."
* Typee, which was originally going to be a true account of his adventures, before he decided that making it a narrative tragedy would be more interesting.
* typefaces — Times New Roman and Nimbus Roman, for example — can be distinguished under a powerful enough magnifying glass. Back in the early days of home computing, when there were multiple competing word-processor packages for several competing system architectures, this could go a long way to narrowing down the list of people who could have printed a particular document.
* Type II: "Close Stars" — The suns may occupy different parts of the sky, indicating that one sun orbits the other farther out than the planet, but not far enough for the stars to have their own separate habitable zones.
* Type II example: Magnet Man is defeated this way due to his powers disorienting his sense of direction during his fight with the Blue Bomber, who severs his right arm with a Shadow Blade.
* Type III: "1 1/2 Suns" — The planet has one "Sun", with night and day according to it, but another star in the same system is identifiable as a small sun that contributes some heat and sometimes leaves night more like twilight. This indicates that the planet orbits a single star in a double-star system, and the stars orbit each other at a large enough distance for one or both to have its/their own separate habitable zone(s). This is by far the most likely arrangement in reality as far as habitable planets go, and many such planets (including

* Type I: "Twin Suns" — The suns rise and fall with each other, indicating that the suns orbit each other closely and the planet orbits their shared center of mass. This is called a circumbinary or "P-type" orbit.
* Type IV: "Between Two Suns" — The planet is positioned at the first Lagrange point in the suns' orbit around eachother (the point in between them where their gravitational pulls cancel eachother out), providing for
* Type-Moon. It's through her that we get to witness her adventures and the grandeur and mechanics of the mysterious planet Imaginary Earth and why UNPIEP, the organization the Exploration Club is under, in-charge of exploring said planet, came to be in the first place.
* Type-Moon or something; the Mage's Association would like to access it and not have that happen to them. There are a number (five) mages in history who came extremely close and accessed a tiny portion of Akasha, which gave them a spell of True Magic, instantly making them among the most powerful mages on the planet.
* Type-Moon - T-MOON COMPLEX Congratulations! 10th Anniversary crossover manga, during a trip to the hot springs, Caster Gilles de Rais uses his crystal ball to spy on Jeanne d'Arc bathing. Upon learning of this, many of the boys dogpile him and try to take the crystal ball for themselves so they can spy on the girls bathing.
* Type-Moon verse are so powerful: they are beyond modern science and so haven't been hit by this effect at all.
* Type: Null is a synthetic Pokémon designed to synthesize the strengths of several Pokémon as a weapon against
* type of events they depict are, in fact, plausible, though they may or may not depict actual events.
* Type O Negative band, Carnivore, had a song about World War III (and IV), even called "World Wars III and IV".
* Type O Negative band, Carnivore, had a song about World War III (and IV), even called World Wars III and IV.
* Type O Negative even changes the intro to the sounds of a tape being eaten instead.
* Type O Negative fame had one, as he looked rather like the Gothic Metal version of Gaston.
* Type O Negative has a fair amount of these, the best known of them being "Unsuccessfully Coping with the Natural Beauty of Infidelity".
* Type O Negative)" indicates that the singer is drowning his sorrows with red wine.
* Type O Negative It got to the point where he wrote a Type O Negative song titled "I Like Goils" as a response to all of his male admirers.
* Type O Negative of this is the fact that their keyboard player, Josh Silver is Jewish.
* Type O Negative songs on one end, to "White Slavery" and "Everything Dies" on the other. And those are just some of the more extreme examples.
* Type O Negative's Peter Steele employed this in many songs, due to his naturally deep voice. In songs such as Nettie, it really contributes to the atmosphere.
* Type O Negative's "Suspended in Dusk" is about a vampire who has been dealing with being unable to be out in daylight or feel "the comfort of a grave" as well as seeing his "loves grow old and wither" over the past 400 years.
* Type O Negative's "Suspended In Dusk". Sure, he's an immortal vampire with who knows what kind of powers, but he can't keep love interests as they all end up succumbing to old age while he lives past their expiration dates.
* Type O Negative this trope. The fact that he was 6'8 and built like a tank definitely made it even more intimidating.
* Type one space pirates include Eldar Corsairs who raid the lesser races' shipping and settlements to survive, Dark Eldar who raid for captives and playthings (or more specifically,
* Typeset in the Future: Sans-serif fonts like Eurostile are used for a futuristic feel.
* types of laxative. Most laxatives don't actually make you have to go; they loosen

the stool and/or the bowel muscles, usually by adding water or other matter to the stool or by causing a chemical reaction of some sort, all with intent to make the stool easier to pass. Stimulant laxatives, the kind that would actually induce the sort of reaction Hollywood depicts, are of course dangerous to use as described above.
* Type the word "awesome" while the player is in focus and it will start to flash.
* Type V: "Figure 8" or similar — The planet orbits one sun, then the other, in a regular way. If the suns of Type I are too far from each other, it may also become this.
* Type VI: "Chaotic Orbit" — A planet in chaotic orbit might exist, but wouldn't be able to support life. Also, the chaotic orbit would eventually throw the planet into one of the suns, or out of the system.
* Typewriter Eating: With typewriters having become near-unheard of, few sane people would try using them for gag fodder.
* Typhoid Mary phases. Avoiding an involuntary version of such a scenario with Covid-19 is the reason many countries put social distancing measures in place.
* Typhoid Mary: Someone spreads a disease but doesn't have it themselves.
* Typhoid Mary was a cook who carried Typhoid, but showed no symptoms of it. She's said to have spread typhoid to several households, and is known to have killed at least 3 people.
* Typhon himself is a giant so tall that his head could touch the stars. He also had one or more snake tails for legs, and hundred dragon and animal heads. He belches fire and/or lava and has wings that cause storms.
* Typhon Pact. In the final chapter, Sisko has a vision in which he shifts from talking to Kira and Kasidy to being Benny talking to Kay and Cassie from moment to moment.
* Typhonus also has a Starscream moment in the first season finale, when he responds to Able Squad taking Phaeton hostage by reminding them that everyone is expendable. It doesn't work out well for him either.
* Typhoomerangs are able to eat eels, which are poisonous to all other dragons.
* Typical Cartoon Animal Colors: An animal comes in a certain color expected by the audience, otherwise it would look weird.
* Typical Cartoon Animal Colors: Cartoon animals usually have designated colors and patterns.
* Typical Cartoon Animal Colors: In cartoons, certain creatures are always coloured a certain way.
* Typical Cartoon Animal Colors: Specific species of cartoon animals are always specific colors.
* Typical Cartoon Animal Colors: Stereotypical, but unrealistic, cartoon animal colours.
* "typical Coca Cola taste, now with zero sugar". In keeping with the gender trope, almost all of these average Joes are males.
* Typical European examples of this are often a mixture of styles from several ages. Strategy changes less than tactics (Caesar, Charlemagne, Napoleon, and Guderian had to think about the same rivers and mountains) so fortifications will be in the same place because of the same considerations. For instance many European cities are a jumble of Medieval style (high stone walls) and eighteenth century (lower and thicker with bastions sticking out to hold gun emplacements where they can catch assault troops from the flank making the famous "star" shape). American coastal forts including Fort McHenry of national anthem fame, are "pure" star forts because they were built from scratch rather than being built in the place of a castle or fortified city whose budget did not include tearing down the old walls before replacing them. Because of that American coastal forts are prized by military archeologists.
* Typical firebenders have no special defensive abilities whatsoever. The only known modern defensive firebending technique was invented by Iroh by studying waterbending for inspiration and is very situational (only useful against other firebenders), with the ancient defensive moves of the Dragon Dance having been long lost (to most). However, they are capable of laying waste on a scale the other

bending disciplines are incapable of. Iroh, Zuko, and Jeong Jeong all display some defensive ability later on though, implying that this weakness is at least partially a result of the destruction-oriented Fire Nation Culture at the time.
* Typical for animation works targeted at pre-schoolers or younger. This is because the age range is when children start to experience vivid dreams, and shows with antagonists more often than not cause nightmares to the target audience, which greatly annoys the parents (no one likes waking up to their kid crying at 3 in the morning and having to drag themselves out of bed to console the kid).
* Typically '80s World War 3 books had a Soviet invasion, society reverting to banditry and primitive tribes and threats from rape-crazy mutants and road warriors. John Sievert's
* Typically averted in other poison-related episodes. "Untraceable" agents tend to be paralytics, used to enable other causes of death (such as one unsub who used it to frame his victims as suicides), and once the team knows to look for them, they're easy to find.
* Typically averted when top brass shows up; the doctors (aside from Frank Burns) don't care what generals think of them (and usually end up impressing them to no end).
* Typically averted with actual dragons: if the players meet an evil dragon it is usually the
* Typically characters will stick to one blaster at a time, though some will carry more than one around. Wedge is like this, but in
* Typically domestic gas poisoning causes drowsiness. When dealing with it, try as hard as you can to not fall asleep, as you will inevitably die. Same thing with freezing, carbon monoxide poisoning, high-altitude hypoxia, and really a lot of life-or-death situations dealing with hazardous environment. Though it's not the sleep that kills you, it's the environment finishes you off once you stop resisting it and searching for a way to safety.
* Typically, Dream only uses the various kinds of traps and trickery once. On the one hand, it's definitely more fun to see newer ways to outsmart the hunters, but on the other hand it's quite clear that some tricks just don't work twice.
* Typically, each member or sub-group will come from cultures or societies which have, up until now, had little or nothing to do with one another. Bonus points if they are ignorant of, or indifferent to, the rise of the
* Typically Feminine Interests, nurturing professions such as child-care, teaching, and nursing, or things which are considered "emotional" pursuits, such as poetry and certain types of music. Keep in mind that "acceptable interests" for genders have changed over time, and can be variable depending on the time period.
* Typically, ghosts are so terrifying that they cause people who look at them to suffer
* Typically he shifts into normal Earth organisms, but he's turned into normal animals of unusual size (like a man-sized spider or a room-sized octopus), alien creatures (both in the
* Typically, if Batman falls into any pool of water, he'll just grapple gun right back to a safe platform. In
* Typically Imp was shown when he went spying on the Rebels, retaining his blue coloring so the audience could keep track of him. In two notable episodes, "A Loss For Words" and "The Mines of Mondor", he's only revealed AFTER the Rebels have had an important conversation with no previous warning to the audience. Helped by the fact he had shed his natural coloring to assume his disguise.
* Typically in Source engine games, the "kill" console input causes the player to die and
* typically keeps count of the bodies it wracks up before anything else. However, either can be a hero, villain, or somewhere in between.
* Typically met with the other fans' counter-chant of "(TEAM) SUCKS!"
* Typically, one can friendly fire your fellow marines and still complete the level even if they turn on you and try to kill you.
* Typically on Google Play Music, you get the same selection of audio ads, almost always

* Typically, only a particular witch or warlock could undo any charm they had personally cast.
* Typically played straight with Sarah and Casey, who are often left confused by the antics and comments of their more genre-savvy partners. Sarah in particular suffers from this. Casey, at least, recognizes that you should never say things like "
* Typically pops up when one of the more dark and brooding characters (or
* Typically Space Marines have very little hair of any kind, due to either their trans-human physiology stopping it from growing or from their spartan military lifestyles requiring it out of practicality. Then there are the Space Wolves Chapter - bombastic, feral and highly renowned as being amongst the best Space Marines in the Imperium - who prefer viking-like manes and moustaches that grow long enough to reach their chests, and are braided and decorated in great detail.
* Typically speaking for Hollywood movies and TV production in general, anytime you see a time bomb count down to zero, the explosion will follow
* Typically the enemy mooks burst into the heroes base and attack the
* typically use first names), his classmates, teachers and Ichigo's other friends call him "Chad", when in the original, they had called him "Sado" — only his grandfather calls him Yasutora.
* Typically, when Android 18 uses her Accel Dance super, Android 17 joins her. If she is on the same team as Krillin, however, her husband will join her instead.
* Typical Strange has a few: Penelope to Oscar, Oscar to Harley, and Wade to Penelope, Abigail, and Greta. Then there were the hillbillies who wanted to marry TK and Abigail.
* Typing in "askew" will give you a results page that is just slightly tilted.
* Typing in My Hovercraft is Full of Eels, and translating it 35 times, is "Helicopters in Anguilla."
* Typing of the Dead actually integrates the content warning into the game, by making it one of the paragraphs the player has to type during the boss fight with Strength.
* Typing out a file path for a computer? Hope you can remember to use forward slash ('/') on Unix-like systems and back slash ('\') on Windows or DOS. Luckily some more modern Windows shells will accept forward slashes too; however, Unix-like systems can't do the reverse for the back slash as the back slash has a previously defined function in Unix shells.
* Typographical Acknowledgment in any written work of theirs. Naturally, it is written by a teenager who overuses Purple Prose in any written work of his.
* Tyra Banks is so bad that even most positive reviews agree that it needed additional editing before being released. However, the parts that aren't horrible and confused are just... dull. The book is a mix of so-bad-they're-good parts and mediocre, forgettable parts.
* Tyrael's first Heroic can create a sanctified ground that makes all allies invulnerable while they remain inside.
* Tyra Miraborg became this posthumously for the Clans as a whole. During the initial invasion of the Inner Sphere, she was a pilot for the Free Rasalhague Republic who fought to defend her home. While trying to evacuate the Elected Prince of the Republic, she and her squad accidentally stumbled across the Clans' flagship, the
* Tyra Miraborg survives the attack reasonably well, though with damage to the bridge — what stops the Clans is the death of their war-leader and the need to convene on their distant common homeworld to elect another.
* Tyr Anasazi. Tyr is a Nietzschean, a member of a genetically modified
* Tyranid arsenal causes this. Flesh-eating acids, necrotic viruses, tunelling worms fired like bullets, sprays of worms that slowly devour your nervous system, shards of poisoned crystal, seeds that explode into hardened vines the moment they touch blood, you name it. Possibly the most merciful death you can expect when fighting them is being stomped flat by a Carnifex.
* Tyranid creatures have Lash Whips that, like most other Tyranid weapons, are in fact separate organisms that can wrap themselves around enemies in combat.

* Tyranid don't actually have a functioning digestive system, as they're bio-engineered killing machines and such a thing would take space and energy away from muscles, reinforced endo- and exoskeletons, weapon-biomorphs, etc. If they aren't killed by the enemy first, they will eventually starve to death. Many of them still have instinctive behaviour to feed, though, as it makes them attack the enemy even when not under control of the synapse creatures. The Ripper swarms are the most obvious example, as their whole purpose is to eat any biomass they come across in order to transport it to the reclamation pools to be digested and fed to the Tyranid hive ships.
* Tyranid Genestealers implant genetic material in victims that causes them to form a cult-like devotion to the Genestealer and a drive to mate. Each generation spawned by the cult members will look less and less like a Genestealer until the fifth or sixth generation, which exactly resembles the host species. The next generation will then be "purestrain" Genestealers, and the cycle will start over.
* Tyranid Harridans are a biological version, carrying large numbers of smaller gargoyles over long distances.
* Tyranid Harridans, each of which is an army on its own and can carry another two, even without the Mechanicum's fairly powerful vehicle buffs.
* Tyranid Hive Fleet Jormungandr employ a unique method of planetary invasion, seeding asteroids with tunnelling and vanguard bioforms and then launching them at a prey world. Those asteroids that make it through the world's orbital defence network spread Tyranid creatures across the planet that, which then go into hiding until the majority of the Hive Fleet makes its assault, striking the prey from an unexpected quarter.
* Tyranid hive ships can also be quite stealthy, due to not using engines, instead psychically manipulating the gravity well of their last meal's sun to catapult them towards the next one, though they can use gas jets and/or bioplasma-based maneuvering thrusters for course corrections. Tyranids can also survive being frozen solid, which has led particularly canny hive fleets to freeze vanguard craft using cryogenic gasses before catapulting them, making them invisible to thermal scans until they get close enough to a sun to thaw out, by which point it's already too late.
* Tyranid Mawlocs can enter play on top of units already on the tabletop, symbolizing them burrowing underground and eating whatever poor sod happens to be standing where it exits.
* Tyranid Race Hive Guard are so accurate that they can attack models they can't hit or even
* Tyranids, accustomed to strategic planning across a flat-ish galaxy, is perplexed when Tyranid swarms start popping up deep "behind" their defensive lines, rather than approaching from the edge of the galaxy like the others. Then it dawns on them that this new Hive Fleet is making a flanking action of sorts and attacking "upward" from "beneath" the galaxy. To be fair, the humans haven't had to deal with extra-galactic threats until this point.
* Tyranids also cause a "shadow" in the warp which essentially cuts off psykers from the warp. You know there's a big tyranid fleet coming, but you can't tell which system it's actually heading for. And you can't call for help.
* Tyranids are really just one big body. If even one vessel manages to survive and reaches an ill-defended planet or three, they can use the biomass to rebuild the entire fleet.
* Tyranids As the Tyranids measure it, their invasion so far has been a reconnaissance mission before the bulk of their forces arrive.
* Tyranids, because they measure their combat force in Biomass not bodies. A dead unit is just one that needs to be digested and reassembled. Hell, their frontline fighters aren't born with digestive systems because they don't need to live that long. This trope is also averted by them on the strategic level. In response to an Imperium tactic of burning planets the Tyranids are on the Tyranids have started breeding specifically to endure this. Additionally one of the Hive Fleets is attacking the galaxy from below, something that humans unused to thinking in three dimensions didn't even suspect for a long time.

* Tyranids exist to eat, breed and absorb the best characteristics of every species that they can get their claws on — only characteristics that facilitate those three imperatives, of course.
* Tyranids fleeing something even worse. And if the Hive Fleets are going out of their way to avoid a particular system, you probably don't want to visit it either.
* Tyranids have no eyes, especially in older editions. Currently the only 'Nids that retain this feature are the Hive Guard, and they still fight and even shoot reasonably well. This is justified by Hive Guards being mindless bodyguard creatures that are remote-controlled by the synapse creature they're protecting, so all sensory input is relayed to them directly from their boss.
* Tyranids in combating the menace that nearly devoured their homeworld.
* Tyranids, it will continue to exist for as long as the Tyranid race does.
* Tyranids, of all species, have a dedicated daemon-slaying force, identified as Hive Fleet Kronos. Rather than using dedicated anti-psyker weaponry to fight daemons, Hive Fleet Kronos focuses on abnormally-boosting their Shadow in the Warp effect to weaken daemons and other Warp monsters across the entire star system, and then drops Tyranid bioforms specializing in extreme long-ranged attacks. They bomb the crap out of the daemonic hordes from long range rather that fight them in melee where the daemons have the advantage, and once the warp-spawned monsters are destroyed, they consume the rest of the planet.
* Tyranids Pyrrhic Victory. The Tyranids lose both the potential bio-mass of the planet they were trying to eat as well as that of the forces spent attacking it, but at the same time the Imperium has just sacrificed one of their finite and ever-shrinking number of planets, while the Tyranids seem endless.
* Tyranids seem to fall into this pattern, with a beleagured world trying to survive until a fleet of reinforcements arrives. Problem is, the Tyranids project a "Shadow in the Warp" that disrupts interstellar communication.
* Tyranids. Their absence in the latest Tyranid codex suggests that the Hive Mind wrote them off as a failure.
* Tyranids, Tyran, in 741 M41. Subsequent studies have revealed that the Genestealers the Imperium had been dealing with for millennia were in fact a Tyranid vanguard organism, and some odder life-forms in the Imperium like the Catachan Devil and Kraken of Fenris are suspected of being descended from Hive Fleets that entered the galaxy in the distant past, but the "Tyranid" name has stuck.
* Tyranids use a subspace mean of FTL by a living creature that harnesses a neighboring planetary systems' gravity well.
* Tyranid swords at once and creating an impenetrable wall of whirling blades to anything that tries to engage it in melee.
* Tyranid weapons are all organic parts of the wielder's body, but luckily
* Tyrannohamsterus Rex: An absolutely gargantuan giant space hamster, 25ft tall and 75 tons... but no more aggressive than any normal hamster, so the most danger it traditionally causes is accidentally stepping on somebody or running them over. Unfortunately, it's a tremendous coward and flies into a blind panic when startled by, say, magic, fire, bright lights and loud noises.
* Tyrannomon, fitting with the source material, can also spit fireballs and breathe fire.
* Tyrannomon's exposed underbelly while Monster Bill and Monster Martha restrain it, but Tyrannomon manages to grab him.
* Tyrannopede, which is way stronger than Vaxasaurians like Humungousaur, too heavy for Humungousaur to lift for very long, and spins webs that Humungousaur can't break.
* Tyrannosaur Canyon a character hides from a stalker in a dark vault, reasoning that a) it'll afford an opportunity to see the stalker through the window without being seen, b) the vault's security will prevent the stalker from following, and c) even if the stalker enters, the prey will be able to use superior knowledge of the surroundings to his advantage. He's only right on the first count.
* Tyrannosaur Canyon believes himself to be one, but his machinations are relatively simple and not particularly ambitious.

* Tyrannosaur Canyon made upon his multi-million dollar inheritance was to buy a classically restored 1957 Chevy pickup. It's considered his signature around town.
* Tyrannosaur Canyon to deliver a dead man's treasure map to his estranged daughter. Instead, the deliveryman spends the whole story tracking down the treasure himself and trying to keep the map out of the wrong hands. The estranged daughter is addressed in the final few pages, outside the plot entirely.
* Tyrannosaurus. As it gets knocked out, it clamps down on its tongue unconsciously, causing severe bleeding from biting itself with its huge teeth.
* Tyrannosaurus chasing them as soon as they were out of sight and gone back to its food.
* Tyrannosaurus has horns that are shaped like those of a bull instead of stubby horns like other carnosaurs.
* Tyrannosaurus rex and other large dinosaurs were perfectly capable of getting upright again should they have fallen down, most likely by shifting their centre of gravity to get back on their feet similarly to how resting birds stand upright.
* Tyrannosaurus rex and the cast of kids he is hanging with change every season...
* Tyrannosaurus rex, and then a sequence of all the dinosaurs dying out in an arid desert. Not quite horror movie imagery, but still a lot more intense than most kids are used to, and at the time, it was considered to have some of the most spectacular and lifelike dinosaurs ever put on screen.
* Tyrannosaurus rex(!), as the Twelfth Doctor was able to understand one almost immediately after his regeneration.
* Tyrannosaurus rex don't appear on screen until about two-thirds of the way through the same films.
* Tyrannosaurus rexes, frequently use their laser swords during major battles.
* Tyrannosaurus rex) gets shot multiple times with tranqs but it takes her over an hour to feel it. In fact, she nearly eats the kids while everyone's wondering if she was even hit.
* Tyrannosaurus rex. It's exactly as epic as it sounds, and the triumphant music that plays during the scene makes it even more awesome.
* Tyrannosaurus rex of what's going to happen when he gets too big to subsist on bugs anymore... Though this will probably never be explored because they never age the characters.
* Tyrannosaurus rex should be used. Krootoxen are used similarly, but despite the name look more like flatbeaked gorillas that can punch through tanks.
* Tyrannosaurus rex, who Mike names "Moriarty", is first seen with eyes that seem to glow red, though Mike thinks it's a trick of the sunset or a reflection of the blood at the dinosaur's feet.
* Tyrannosaurus rex with his limbs just being broken instead of gone, not that them being gone would be any more troublesome.
* Tyrannosaurus rex with Marshall on top, though they disassemble quickly when Ryder called them.
* Tyrannosaurus to make them look scarier. It was later definitively established that their teeth were fully covered by lips. After all, they were terrestrial animals; they couldn't hydrate like a crocodile.
* Tyranny allows for an all-female team with Verse, Sirin, Eb and/or Kills-in-Shadow.
* Tyranny, and are fighting in the hopes of inspiring others in the Tiers to rise up.
* Tyranny are the elite mooks of the Scarlet Chorus and are individually some of the hardest enemies in the game if you get on the Chorus' bad side.
* Tyranny. By the end of the first act, it escalates all the way to open warfare, as the Edict did not prove enough to force them together.
* Tyranny devastated to make an example for others thinking of defiance. In more local terms, The Disfavoured are big fans of this trope for those who defy them and Disfavoured territory commonly feature crucified rebels, bandits and oathbreakers by the road.
* Tyranny, follow the Fatebinder loyally as long as they continue to demonstrate bloody merit.

* Tyranny had been announced. The fact that the release date was announced when the elections' outcome could not be predicted with any certainty may have been a statement in itself.
* Tyranny has multiple characters who have willingly embraced Kyros and collaborated with them:
* Tyranny he administers "justice" for, he probably qualifies as malevolent.
* Tyranny is competent enough for you and decide to strike it out solo.
* Tyranny. It is heavy and inferior to bronze (steel has not yet been invented), but cheap and so easily mass-produced that Kyros' legions can simply overrun any resistance.
* Tyranny, Kyros the overlord runs an empire with Type A restrictions on magic. Like many other aspects of life under Kyros' rule, magic is regulated. Every mage must be a member of one of the officially recognized mage guilds. Rogue mages are not tolerated. That said, Kyros' Law includes the "Magician's Folly" clause which essentially grants sanctioned mages legal protection if their spellcasting causes damage to life or property as long as they worked their magic for the glory of Kyros. It's up to Fatebinders such as the player character to determine if said sanctioned mages did indeed work for the glory of Kyros. Kyros also bans forbidden knowledge (and they alone determine what is forbidden), magical or otherwise. The Sages of the Vellum Citadel tried to hoard forbidden knowledge, and Kyros responded by reducing the Citadel and the surrounding region into a blasted hellscape with the Edict of Fire.
* Tyranny of Dragons to weaken her before she arrives, and may the gods help them if they don't: at her full power, Tiamat is one of the nastiest creatures in 5E.
* Tyranny of Dragons with superhuman levels of strength and durability, so his squishiness is relative.
* Tyranny on the way in and quickly graduate into the Chorus' higher echelons.
* Tyranny recruit their ranks from the survivors of their onslaught by pitting them against each other, usually by pairing up friends and family. If they can kill the other guy first, they're in. If not, then they're dead and that's that.
* Tyranny, restricting membership to only Northerners, while the generally cruel, bloodthirsty horde of the Scarlet Chorus allows anyone in), but not Kyros themselves.
* Tyranny, specifically by demonizing both the genocidal Disfavored and the raider-horde Scarlet Chorus. You can then exploit them to become a small dictator, lead a true rebellion against Kyros, or bend the knee and permanently solidify the continent's unification under Kyros.
* Tyranny: The Disfavoured are renown in-universe for their use of phalanx warfare, presenting an unbreakable shield wall that tires out the enemy through sheer grinding attrition. In-game they fight much the same way as all other factions by attacking head-on individually.
* Tyranny, the Fatebinder can explain to Lantry after sampling his Cerulean ink that being an agent of Tunon means that, unless the Archon himself contradicts them, their word is law. The Fatebinder gets several moments when they can enforce —or not— Kyros' laws in a way that benefits them.
* Tyranny, the player character can try Lantry's inks, which can be consumed for various drug-like effects. This leads to a lot of interesting lore, insight, and potentially prophetic visions... and quite a bit of amusement.
* Tyranny, The Voices of Nerat, have their own personal gang known as the Crimson Spears, whose members consist of the Scarlet Chorus' finest fighters.
* Tyranny, though, this really is the case if the player goes Rebellion:
* Tyranny until they reach the age of sixteen. Of course, since the Chorus either conscripted or killed their hometown, parents and support network, orphans created by the Chorus tend to become involuntary camp followers for the Chorus anyway, and by the time they're sixteen they've usually seen enough crap living with the Chorus that they're either a perfect fit for Chorus volunteers or ready to join the frontlines to end it all.
* Tyranny, who will at least give everyone a violent fighting chance to surrender and join the gangs.

* Tyranny, you have one of these on your hands between the Disfavored (Empire-aligned, honorful warriors, elite army), the Scarlet Chorus (also Empire-aligned, army of thieves and whores, the horde) and the Rebellion, which is split into even more sub-faction that might or might not get along. Made even more complicated by a number of neutral groups that just want to be left alone, such as the beast people tribes, those that are mostly in it for the money (the Bronze Brotherhood), and the Court of Fatebinders, which is the judicial part of the Empire and the faction the player belongs to initially. The player then can ally with either of the main factions, support them while trying to stay neutral in their role of fatebinder, or betray everyone and start their own anarchist faction.
* Tyrant. Any of them could have achieved the same effect with far fewer sacrifices necessary.
* Tyrant. Barry hands the gun back to Jamal and quickly walks away before his panic starts to show.
* "Tyrant Celestia" fanon considers pony statues in Celestia's royal garden to possibly be this.
* Tyrant: Emma and Jenna get their wallets stolen while at a café in "Gone Fishing" and the owner calls the cops on them, thinking they were trying to dine and dash. Emma tries to stop being arrested by telling them she is the president's niece.
* "Tyrantforming" is the first stage of devouring a planet by the Tyranids - the spores dropped onto the surface merge with local plantlife, turning it into
* Tyrant from birth through death, but only managed to go from birth to slightly later.
* Tyrant: In the second season there's an islamic insurgency in Abbudin after a gas attack on the rebels leads them to team up with more radical elements. This becomes an all-out civil war between the Al-Fayeed dictatorship, the Army of the Caliphate, and local militia the Red Hand.
* Tyrant is murdered by the Caliphate, forgetting any previous idealistic desire for democracy in Abuddin or concern toward its people.
* Tyrant Kings, and Protheans (called Martians), they're generally creeped out by the similarities.
* Tyrant Kings: Humans and dinosaurs are noted as being the only sapient species that can safely consume both dextro and levo amino-based foods, whereas every other race will at best gain no nutrition from one and at worst have a fatal allergic reaction.
* Tyrantly Ever After for Artina, who was previously a human nun 'rewarded' for her piety by becoming an angel, and is naturally horrified to learn she can no longer earn her 'eternal rest'.
* Tyrant, Molly, having been led to believe that her husband Bassam Al-Fayeed has been executed, pursues a short-lived affair with Sammy's lawyer.
* "Tyrant" originally meant an unelected ruler, typically over a city-state, and was a neutral term. Granted, most tyrants
* Tyrant Overlord Baal, as he usually does within the series, took this trope
* Tyrant Overlord Baal in D2 goes above and beyond the call of duty as a boss. It's not just the boss fight itself that's a marathon. It's preparing for the fight that is an Iron Triathalon itself. Getting the levels and stats of your characters, weapons, and gear high enough to fight him and have a chance at winning can take dozens upon dozens upon dozens of hours of gameplay. Strap yourself in, tighten up that sphincter, and notify your loved ones that you might be unavailable for a while, as you can end up dedicating days or even weeks on end to just preparing for this boss fight.
* Tyrants of the Nine Hells protective of their offspring, raising them in hidden and well-guarded enclaves in parts of Hell that are the most hostile to beings other than devils.
* Tyrant Takes the Helm Lorth Kordigän because the latter's men killed his parents.
* Tyrant Takes the Helm. Professor Umbridge forces him to write lines with a magical quill that carves what he wrote into the back of his hand. This left the

lines permanently scarred into his hand, and they tingle every time he thinks of Umbridge. Whether this is psychological, or if it's just another perk of the quill is unknown.
* Tyrant Takes the Helm situation, as in "The Birdbot of Ice-Catraz" when Fry lashes out against his behavior as "captain."
* Tyr, but his people are generally douche bags and overfixated on biological procreation, so this is no surprise.
* Tyree's dramatics are still arguably no match for the original Super Bowl hero-off-the-bench - Green Bay's Max McGee, who was so sure he wouldn't be playing in Super Bowl I that he spent the previous night out on the town and didn't even bring his helmet to the game, came on as an injury replacement, made a highlight-reel 37-yard catch for the first touchdown of the game and finished with seven catches for 138 yards.
* Tyreese, whom many speculated would actually become the main character before
* Tyrell crashes a borrowed soarwing in the Tanglewood out of his own overconfidence and stupidity. He happens upon a Psynergy Vortex, gets drained, and remains unconscious until the party shows up to save him.
* Tyrell from what little characterisation he gets in his one scene in the original is a paranoid grunt who threatens to kill Carlos in the hospital. In the remake he’s more likeable being
* Tyrese's song "How You Gonna Act Like That," he alludes to this being a regular ending to him and his woman's conversations.
* "Tyre". Sure, it's the legitimate British and Commonwealth (apart from Canada) spelling of the word (for "the rubber thing you put on a wheel" — as distinct from "to weary", which remains
* Tyrian becomes a sobbing wreck after Salem expresses her disappointment in him for failing his mission, which attracts a nearby Beowolf. Tyrian then turns his attention on it, carving it up while still sobbing like crazy, which then devolves into mad laughter
* Tyrian Callows is one of Salem's inner cohort of villains, initially tasked with hunting for the Spring Maiden but transferred to tracking down and kidnapping Ruby. He possesses the speed and strength required to be able to fight Qrow to a stalemate. His name refers to a shade of purple and when he and Qrow shatter each other's Aura, his Aura is purple-toned. The poison contained within his scorpion tail is also purple. When Ruby blows it off it bleeds a purple substance that burns through stone. When his poison infects Qrow, it slowly turns Qrow's blood purple.
* Tyrian correctly states that Mercury is just an abuse victim who is staying with Salem's team because he's terrified of leaving the cycle of pain and violence he grew up with. He then points out to both of them that leaving Salem is no longer their choice, so they better find a place for themselves or he'll be the one ordered to kill them... and he'll enjoy that.
* Tyrian features recharging energy shields which draw power from the ships generator to recharge; choosing a weak generator can result in a slow recharge and your weapons cutting out.
* Tyrian has the 'Revenge of Zinglon' bonus game that you can access if you beat the main game with a certain route. The multi-stage boss there isn't all that much tougher than many of the other bosses in the game, but what makes it ridiculously hard is that all your ship's weapons and powerups are removed and you are stuck with a basic railgun that takes a long time to upgrade, and to top it all off, you can't use cheats.
* Tyrian, includes Episode 5 which wraps up the story of the game. However, the episode is very short, its new graphics are in a much different style than the rest of the game, its difficulty is bizarrely unbalanced (the first few levels feel like you're back on Episode I, and all the bosses have extremely little health), and the final level involves a rather easy battle against... an entire fleet of fruit-based spaceships that shoot food at you, which is way too silly even for a game that doesn't take itself all that seriously.
* Tyrian is an insane serial killer with an insatiable lust for chaos and bloodshed. However, he's also extremely perceptive. When Emerald and Mercury argue

about whether it's right for them to be working with Salem without Cinder, Mercury declares that this is the place where he feels like he belongs.
* Tyrian is in full effect here you sometimes need to blast your way though rather than just go around them, which can be tricky when you have weak weapons and have a chunk of rock ten times your size heading your way.
* Tyrian lampshades this trope. In the words of Transon Lohk, "He's going to (chuckle) save the universe again. And you know what he's going to do after that? He's going to save the universe again, and again, and again! He'll do anything I want him to to help the universe, and I won't have to lift a finger to do anything except send him little messages like... oops."
* Tyrian; one of the bosses has an effect that reverses the screen vertically (and the controls!), and at several other times the screen is temporarily coloured strangely, which generally makes it harder to spot bonuses/enemies by reducing the contrast.
* Tyrian, originally published in 1995, was re-released as freeware in 2004 as a gift to everyone else. It can also be found on GOG as a freeware product.
* Tyriant uses explicitly Zam-type spells and hates light with undying passion.
* Tyrian uses the same justification: The ship's computer simulates sounds from outside to help the pilot keep paying attention and as a navigation aid.
* Tyrian Vykromod appears as a giant nose. If you beat him, the game again states that everything is over, but if you found a certain secret earlier in the game, you now have to fight a minigame-like boss on the planet Soh Jin, which, if you win, is revealed to be a creation of Zinglon himself, who you then fight in an offscreen battle. In Episode V, it's revealed that Zinglon was behind Microsol and Vykromod in the first place.
* Tyria Sarkin of Wraith Squadron lampshaded this trope after being flirted with by a squadronmate, asking if this was going to be one of "those" squadrons where there was one woman pilot that all the men were chasing.
* Tyrin is temporarily Councilor after the asari Councilor gave him the title, and later was elected as Councilor after the salarian Councilor's death. Before this, he consistently manipulates the Councilors in order to further his own gains. He'd been conspiring to push himself into the upper political echelon in order to "improve" the galaxy as he saw fit for approximately 30 years. Telia and Roraan (the Councilors he served) were just collateral damage when he finally could start making ripples in the galaxy.
* Tyrion, a hideously deformed dwarf, is Ugly and Uncanny, and becomes Ambiguously Monstrous once he gets his nose cut off. Sandor Clegane, who is also Ugly and Uncanny, has burns covering the entire half of his face (and the other half isn't that much of a looker, either).
* Tyrion also faces trial for Joffrey's murder after being caught in the wrong place at the wrong time during a wedding in "The Lion and the Rose".
* Tyrion and Bronn burst in to confront Pycelle at his most vulnerable in "What Is Dead May Never Die."
* Tyrion and Shae conceal their romance after his father Lord Tywin Lannister commands Tyrion not to take her to court and vows to hang the next whore he finds in Tyrion's bed.
* Tyrion and Shae. Deconstructed when Shae points out the complications of a lord and a prostitute having a long-term relationship. When Tyrion is forced to marry a woman closer to his social status, Shae becomes increasingly jealous. After Tyrion finally decides to send her away, she betrays him at his trial.
* Tyrion believes that having too much pride is foolish and it's better to wear your flaws openly. Despite this, it does stick him that his father doesn't acknowledge any of his skills and contributions, even denying him the seat of the ancestral house
* Tyrion, both in the political game and in a battle, as he showed off during the Battle of Blackwater. Indeed, so brilliant was his defense, that despite limited resources, a small number of troops and facing backstabbing from his own side, he successfully held the City's defenses and kept Stannis from breaching the gate long enough for his father and the Tyrells to relieve them.

* Tyrion calls Joffrey a bastard in front of everyone in "The Laws of Gods and Men", though his entire speech is so venomous it's doubtful anyone read too much into it.
* Tyrion can't resist making aside, snarky comments and after-action reviews about inept assassinations and transparent frame-ups:
* Tyrion comes to the conclusion that it's Littlefinger's limitless ambition that makes him one of the most dangerous men in the Royal Court, whilst everyone else thinks of him as pretty harmless. Varys makes a similar statement in the TV series.
* Tyrion doesn't hate his adversaries and isn't above recognizing and praising their virtues, which allows him to analytically assess them, unlike the more dismissive Lord Tywin. Despite his tense interactions with the Starks, Tyrion acknowledges Robb's good qualities. Despite suffering a
* Tyrion doesn't hesitate to speak his mind when he thinks the situation calls for it. This often gains him respect for his earnestness but also lands him in problems from time to time when his abrupt input is not appreciated. Daenerys, however, appreciates his honesty, which results in her initially taking him on as her advisor, and then ultimately, her Hand (a position in which brutal honesty is required).
* Tyrion fills a similar niche in the cast to Han Solo or Captain Jack Sparrow, as the resident charismatic anti-heroic
* Tyrion for being a dwarf. His brother Jaime loves Tyrion and Tyrion loves him but their father resents Tyrion for being a dwarf and both their father and sister resent Tyrion because Tyrion's mother died giving birth to him.
* Tyrion gets one two books later, when the readers have all pretty much forgotten about the never-quite-solved mystery of
* Tyrion had his own personal force of mountain clansmen, who had proven to be the Lannisters' most effective front-line offense and defense.
* Tyrion has a penchant for whistling when he's happy, and gets happier if this sign of his incoming presence is annoying somebody else. His reliance on alcohol also increases over time, to the degree that his reaching for a decanter of wine in virtually every scene becomes a tic.
* Tyrion has clearly snapped by the end of his trial, but his murders of Tywin and Shae cement how far he's gone from the noble anti-hero he once was. Oddly he sort of climbs back up the slope in later seasons, trying to protect his brother and sister from Daenerys's wrath (unlike his book counterpart who is openly in favor of killing everyone in King's Landing and even demands to Daenerys that he be allowed to rape his sister Cersei).
* Tyrion has to prick his fingers regularly to check for it - but at least that's better than Jon Connington, who debates whether or not he should cut off his fingers because he does
* Tyrion himself gets a moment of this when he arrives in King's Landing in
* Tyrion is accused of an attempt on Bran's life because of Littlefinger's claim that the dagger found on the assassin belonged to him. Tyrion beats the charges thanks to Bronn winning the
* Tyrion is alone aboard the Wolf's ship when he finds a helmet that belonged to Euron, who's supposed to be south of Westeros at that moment. He puts it back very carefully, the implications running through his mind that the Wolf is working for or killed Euron but told no one despite working for Daenerys, and suddenly two Norscans block the way out of the ship. Fortunately he manages to make himself known as a friend of the Wolf, and the Wolf himself returns to discipline his crew (they'd been playing dice instead of watching the ship, letting Tyrion onboard).
* Tyrion is dismayed when he discovers that the people blame him for Joffrey and Cersei's actions, which he actually tried to stop, mostly because he is a dwarf. Not only that, he is also framed for Joffrey's death, and submitted to a
* Tyrion is extremely ugly in the book and played by an actor older than the character on TV. Combine the lack of scars mentioned above with a
* Tyrion is given governance of the city of Mereen, while Dany is missing and Jorah and Daario look for her, with Varys and Grey Worm at his side.
* Tyrion is not really trained for combat but nonetheless participated in a number

of battles.
* Tyrion isn't happy over how everyone keeps making dwarf jokes, though that doesn't stop him making eunuch jokes to Varys, who just responds with an
* Tyrion is treated as evil incarnate by the populace of Westeros mostly because they believe
* Tyrion Lannister (about 40) and Sansa Stark (14) are forced to get married. Tyrion is unsettled that she is so young, and she is unhappy that she has to marry a dwarf from a family that killed her father and holds her hostage. He promises her not to force her to consummate the marriage unless she decides it's what she wants. They later start to bond, but the relationship suffers another blow when his father orchestrates the murder of her eldest brother and mother.
* Tyrion Lannister, a deformed dwarf, gets most of his nose cut off by a sword stroke. He was already unfairly hated for his deformities, however, so he thinks of the scar as a bit of a pointless overkill. Everyone assumes that his deformity and scars are proof of his evil nature, and serve to help
* Tyrion Lannister, a "little person", favors an axe in battle, a subtle gag as he otherwise has very little in common with
* Tyrion Lannister and his first wife, Tysha, whose relationship was cruelly ended by a lie. It's stated that Tyrion was baited into falling in love and marrying with a whore who was hired by his brother, Jaime, then forced to see her being gang raped. Except, as he finds out belatedly from Jaime, Tysha wasn't a whore and did genuinely love him, but was sent away because their father, Tywin, wanted to teach Tyrion a lesson. Her current whereabouts are unknown, but Tyrion is determined to find her.
* Tyrion Lannister becomes this trope in Season 7, when his strategy for Daenerys' conquest of Westeros backfires catastrophically almost immediately leading to most of her allies and forces being captured or killed — which severely strains Daenerys' trust in him (but luckily not enough to sack him). To be fair it's not entirely his fault. He had been away from Westeros for nearly two years and the intel he based his strategy off of was outdated — and none of Daenerys' Westerosi allies felt like correcting him, even as he explained his strategy right in front of them. His scheme to broke a truce with
* Tyrion Lannister caused the death of both of his parents, although of course he didn't actively try to kill his mother; his mother died while giving birth to him, and as an adult, he murdered his father Tywin. He is undoubtedly viewed as this by Cersei and apparently Jaime following his murder of Tywin. Tyrion admits as much.
* Tyrion Lannister has been scorned his entire life for being a dwarf, and does not like to be called the Imp. An early
* Tyrion Lannister invokes this deliberately by sending his 9-year-old niece Myrcella Baratheon to live with her fiancé,
* Tyrion Lannister is also adept at using this for his own purposes. Especially noticeable in his treatment of Jon Snow, who incidentally is one of the few people Tyrion calls 'friend'. One of the things he likes about
* Tyrion Lannister is first and foremost, though his antiheroic traits cause him to straddle the line of
* Tyrion Lannister is Flawed Average in this adaptation, or Imperfect Beauty according to Margaery Tyrell. Nobody on the show points out any flaw in his looks other than his dwarfism (which, however,
* Tyrion Lannister kills his father, Tywin, while the latter is on the privy. He even
* Tyrion Lannister. "My dear brother, you wound me. You know how much I love my family." Of course, while he's being entirely sarcastic when he says it, he does tend to go along with what's expected of him in the end — if not exactly in a manner the rest of his family approves of. This becomes a source of conflict for him after Sansa's
* Tyrion Lannister sadistic but it can't be said that he wasn't without a libido.
* Tyrion Lannister's One That Got Away is his first "wife". He saves her from brigands, falls in love with her, and marries her. Then his father Tywin reveals to him that she is actually a whore hired by him to teach him a lesson, has his entire

guard rape her, pays her, then sends her away. This leads Tyrion to never love another woman again, going with whores instead.
* Tyrion Lannister's reputation across Westeros for his drinking and whoring is such that the brothel in Winterfell awaits his arrival with great enthusiasm. However, he almost always treats women with great respect (his sister excluded, though that is quite another matter), and loathes to see them harmed or abused in any way. Given his disgust for people who treat weaker people badly and his personal history, this makes perfect sense.
* Tyrion Lannister (though this is mostly pre-series and early Season 1; he settles down quite a bit once he marries Sansa however, much to Shae's chagrin and once Shae dies, all notions of romance disappear - though he and Dany do exhibit chemistry later that neither act upon), an infamous whoremonger. Just look at his opening scene.
* Tyrion Lannister wants to take a crossbow with him when he dies so that he can
* Tyrion mentions his life getting saved by his squire near the end of "The Siege of King's Landing". The squire in question isn't heard of before nor after the fact.
* Tyrion notes that making honest feelings do dishonest work is one of Cersei's many gifts.
* Tyrion often needs one (or perhaps a dozen) to deal with stressful situations like his wedding.
* Tyrion of the High Elves is considered the best single warrior of his species since the time of Caledor the Conqueror, a
* Tyrion prefers to fight with an axe, probably because his stature would make using a sword extremely awkward. He uses a double-bladed axe to chop the leg off a soldier of Stannis' army during the Battle of Blackwater.
* Tyrion's efforts to convince Shae he's not interested in Sansa fall comically short in "Dark Wings, Dark Words".
* Tyrion sends an envoy with an armed escort to negotiate peace terms including the release of his brother Jaime. Hidden among the escort are several men with the skills to break Jaime out of his cell. When the escape fails, Lord Edmure has all those who participated hung from the walls of his castle, and the rest thrown into the dungeons.
* Tyrion serves as this to Jon briefly in his period of adjustment with the Night's Watch, he's also one to Podrick Payne. Tyrion also tries to educate his nephew, but Joffrey is a lost cause.
* Tyrion shares with Daenerys the real reason why Jaime killed her father, Aerys, at the same time revealing that Jaime told him the truth, which did not happen in the books. On the other hand, he declines her request to tell her why he killed his own father, which he says is a secret he might tell someday, if given enough wine.
* Tyrion snaps and kills his former lover Shay after finding she'd betrayed him with his father. She seems to be the only woman he ever loved, and almost got him executed for a murder he didn't commit. Then he kills his father, who had showered his life with emotional and verbal abusive, blaming Tyrion for killing his own mother
* Tyrion's older brother Jaime is an unusual example. While he is a definite scumbag for the first two books, when we finally see his
* Tyrion's supposed murder of Joffrey. Although Tyrion is innocent, his champion Oberyn loses, so he's sentenced to death. Instead, he escapes.
* Tyrion steps on the musician Marillion's hand, breaking his fingers, in the heat of battle.
* Tyrion subverts this twice by claiming he wishes to confess, only to launch into a
* Tyrion suggests that the dragons are more intelligent than simple beasts, and goes down to talk to them. It's not clear if they understand what Tyrion says but they don't hurt him, and Rhaegal calmly offers his neck to Tyrion after he removes Viserion's collar. They also don't hurt Missandei, as she's a friend of their mother. Drogon also proves Tyrion right. After witnessing his brother Viserion being shot down by the Night's King via a well-aimed ice spear, when Drogon takes

off and the Night's King throws a spear at him, Drogon quickly jerks to the left to avoid being hit and the lance sails harmlessly past his shoulder. Note, he did this
* Tyrion suspected the Wolf had something to do with Euron betraying Cersei, having found Euron's helmet onboard the Wolf's ship, but was convinced otherwise. After the Wolf
* Tyrion treats his meek squire Pod quite well. He attempts to be this while overseeing Meereen, with mixed results.
* Tyrol and Boomer are an enlisted/officer couple and keep their relationship secret, but Tigh catches them and informs them that the two of them are an
* Tyrol and Boomer, probably the first example in the series. He's a chief and she's an officer. Fraternization is frowned upon, so they have to keep their relationship a secret.
* Tyrol even went through an "Am I a Cylon?" existential crisis and was told by an existing Cylon that he wasn't! But after the revelation, things still fit with them being Cylons, especially as certain things assumed to be the case about them, but never outright stated, turned out to be incorrect. The series kept its word that "anyone can be a Cylon."
* Tyrol implies that the Final Five designed Cylon Model Six after the angel they saw, not vice-versa.
* Tyrone Davis, a Mississippi-born and Chicago-raised blues/soul singer, had several hits on the R&B charts, but only two major pop crossover hits: 1968's "Can I Change My Mind" and 1970's "Turn Back The Hands of Time".
* Tyrone Savage; voice acting example, but has done some live-action work and did work at the Stratford Festival)
* Tyrone's speaking voice is done by Reginald Davis Jr. (Season 1), Jordan Coleman (Seasons 2-3) and Chris Grant Jr. (Season 4), and his singing voice is done by Corwin Tuggles (Season 1), Leon Thomas III (Seasons 2-3)
* Tyrosh is utterly wiped out by the Abolitionist Alliance, with Braavos building a military outpost on the remains.
* Tyr sacrificed his dominant right hand and remained the deadliest swordsman in Norse mythology.
* Tyson Hesse came on-board for the Sonic’s redesign after the backlash to the initial trailer, one rule he gave the animators was that they were not allowed to show Sonic's bare feet.
* Tyson Kidd, but they still managed to do their talking in the ring well enough.
* Tyson Kidd: WWE lower midcard staple. Forced to retire in 2015 after being injured by Samoa Joe.
* Tysons Corner Center, a mall in Northern Virginia. This version listed names of the stores in the mall.
* Tyson": The level must be completed with every monster killed as quickly as possible with no weapons other than the fist, the chainsaw, and the pistol.
* Tytania always misremembers Fan Hyulick's name as "Fan Hyulen". He is corrected on a regular basis, but this only serves to irritate him.
* Tytania, episode 2. Up to 11:30, Idris is standing beside Salisch. The scene shifts for a moment, then comes back at 11:45 to show him sitting down while Salisch remains standing. 3 seconds later at 11:48, he's standing again.
* Tytania plays this straight for the most part. Some of the tactical formations shown on the command screens were 3 dimensional. Alas, most of the actual fleet battle scenes consisted of opposing walls of ships shooting in straight lines at each other, shared horizon et al.
* Tytania ruled space at the beginning of the series. But apparently the ruling Tytania clan wasn't as powerful as they thought.
* Tytania: The Empire of Valdana's and Tytania clan's Imperial Capital/Palace ship.
* Ty the Tasmanian Tiger) and grab an Opal Magnet, the last Opal will fly directly to you from wherever it is (unless it's in a crate).
* Ty the Tasmanian Tiger. Beating the snot out of him is very satisfying.
* Ty the Tasmanian Tiger, both of them starring obscure Australian mammals.
* Ty the Tasmanian Tiger forced to fight Ty by the cyborg implants contoling it.
* Ty the Tasmanian Tiger games, complete with several tracks, characters, and

power-ups! They're available from the title screen, too, making it even easier to bypass the main game completely and go straight into racing tiny cars forever.
* Ty the Tasmanian Tiger has an NPC spout one of these in the second game.
* Ty the Tasmanian Tiger have this build. (So does Bull the boar, but the effect is lessened by his quadrupedal stance.)
* Ty the Tasmanian Tiger, leeches are enemies that latch onto TY and slowly drain his health, which you have to jiggle the control stick to shake them off. Biting them or blowing them up with a special rang defeats them.
* Ty the Tasmanian Tiger of the series can't unlock the power of the Dreamtime and wipe out all the mammals. Incidentally, the place the talismans are returned to serves as the conveniently-located hub of the game.
* Ty the Tasmanian Tiger sequels are larger than most, but small enough that the cockpit amounts to a seat where the head should be.
* Ty the Tasmanian Tiger uses this to kidnap random people in order to build his grand army.
* Ty the Tasmanian Tiger walks around in a dinosaur suit, which according to him might have fleas.
* Ty The Tasmanian Tiger was voiced by Australian voice actor Stig Wemyss in the first game. However in the second and third game, he was voiced by Greg Ellis, a British voice actor. Shazza the Dingo was voiced by American voice actress Debi Mae West in the third game.
* Tytos Lannister is remembered as a good man who nearly ruined House Lannister.
* Tytos Lannister was this by reputation, which thus directly contributed to the rebellion of his vassals House Reyne of Castamere.
* Tytti Noorbuck likes sweets. Unfortunately, she lets her feelings override her preference (or sense) of taste, thereby turning her into a
* Tytus, Romek i A'tomek, in the issue #18 called "Tytus Artystą" ("Tytus As An Artist"), we have this unique case:
* Tytus, Romek i A'tomek, while the other is short, fat and nerdy. In every other reality Romek would be the bully who picks on A'tomek. Here not only they are very good friends but Romek has plenty of respect for A'Tomek's superior intellect and considers him the authority figure.
* Ty (who is Hod, god of cold and dark) marries Eva (Hel, goddess of the underworld). It doesn't end well either.
* Tywin and Joanna's daughter Cersei is also sleeping with her cousin Lancel (her cousin on Twyin's side, if you're curious). It becomes a plot point, thanks to how sensitive that information is—though not because he's her cousin, but because she's the king's widow, and how jealous her
* Tywin commands Cersei to marry Ser Loras. She's not amused, but this one falls through as Tywin is not there to enforce it, what with his terminal bowel problems.
* Tywin has a black leather one in Season 3 and there is a reason he's considered as the
* Tywin has fought in at least two country-wide wars and the annihilation of rebel bannermen before that:
* Tywin has one himself: his long-dead wife, almost certainly the only person on Earth he ever truly loved. She died giving birth to Tyrion, which explains an awful lot of Tywin's profound loathing for his son.
* Tywin himself, even more so than his book counterpart, if for no other reason than being portrayed by the incredibly charismatic Charles Dance. A
* Tywin is 6'3" and is usually both the tallest and most intimidating person in any room he's in, unless it's The Mountain he's talking to.
* Tywin is absolutely correct about Joffrey neither being a wise or a good king.
* Tywin is known to be one the most humorless and stoic men in Westeros and seems to be proud of his demeanor. Nevertheless, Arya gets a smile and a chuckle out of him while being a smartass prisoner.
* Tywin is never one to spare someone's feelings in his analysis of their deficiencies. Perhaps his most noteworthy example is when he tells Tommen what a terrible king his older brother Joffrey was... in front of his mother... right next to Joffrey's corpse.

* Tywin Lannister also sports a trimmed beard, thin on the sides and a bit thicker on the goatee.
* Tywin Lannister, and his time as Hand of the King is widely regarded as peaceful and prosperous. But when Aerys named Tywin's eldest son and heir to the Kingsguard, making him ineligible to inherit Casterly Rock, Tywin resigned, and eventually turned on Aerys. His forces sacked King's Landing, while Cersei ended up married to Robert Baratheon. Tywin's driving ambition, as stated in both the books and TV series, is "legacy"— he speaks of establishing a dynasty that lasts a thousand years and does some very ruthless things to accomplish his goals.
* Tywin Lannister and Walder Frey don't seem to have any sincere affection for their offspring, dealing out backhanded compliments and outright belittlement at every opportunity, but both of them will respond with utter ruthlessness to any outsider that dares slight a member of their families.
* Tywin Lannister cottons on to the fact that Arya Stark is a highborn Northern girl posing as a lowborn Southern girl (although presumably not to her exact identity, which would have been of great interest to him) and corrects her pronunciation of "my lord" (commoners pronounce it "m'lord"), telling her that if she's going to lie to him, she ought to do it
* Tywin Lannister doesn't care if you're a man or a woman; he cares whether or not you are
* Tywin Lannister favours black leather even though his family colours are red and gold. His daughter, Cersei, adopts his style of dress when
* Tywin Lannister fills one of his flanks with irregular troops, planning on
* Tywin Lannister has spent pretty much all of Tyrion's life trying to convey how much of a useless disappointment he (and society at large) finds his son to be. And, Tyrion has internalized a lot of the less-than-subtle digs (from assigning him to dangerous, demeaning or both positions to
* Tywin Lannister "helped" win Robert's Rebellion when his army sacked the capital instead of defending it for House Targaryen.
* Tywin Lannister is a grim, cold man responsible for widespread death and destruction throughout the series. In spite of that though, he's still loved by both
* Tywin Lannister is also a very hard-working and able administrator which is revealed as a character trait in his very first scene when he has a conversation with Jaime while skinning a deer, work he could easily have left to servants.
* Tywin Lannister is a very cautious man who builds his power by means of a
* Tywin Lannister is generally not that vulgar in public, but there are exceptions:
* Tywin Lannister is hardened by his wife Joanna's death to the extent that he never smiles again and treats Tyrion (whose birth caused Joanna's death) like absolute shit.
* Tywin Lannister is introduced in "You Win Or You Die" butchering a stag (the sigil of House Baratheon) while his army assembles for what will become the War of the Five Kings. A
* Tywin Lannister is the most powerful and rich lord in Westeros but in reality, he's a man who still resents his father's past failings and remains broken by the death of his wife (and resents the son who whose birth caused her death).
* Tywin Lannister is the Mountain's "employer" and unleashes him on the peasantry of those whom he feels have acted against Lannister interests.
* Tywin Lannister. It doesn't show up very often but it comes up in his negotiations with Lady Olenna, "The uncertainty makes you uncomfortable".
* Tywin Lannister loathes his son Tyrion because Tywin's wife Joanna (who was pretty much Tywin's
* Tywin Lannister married his cousin Joanna for love. Hypocritically, he wants his own children to marry for political advantage. Tywin also
* Tywin Lannister occasionally says something that might indicate that he's not as bad as people think but he usually tells them in no uncertain terms his entirely pragmatic reasons for saying it if he's questioned about it.
* Tywin Lannister, probably the most powerful (and certainly the richest) person

in Westeros, backs the Baratheons of King's Landing to the hilt, allowing them to pretty much do whatever they want, no matter the obstacles. Unfortunately, this has also extended to the borrowing of money, leading to the Baratheons of King's Landing acquiring astronomical amounts of debt which they are largely unable to service.
* Tywin Lannister's blatant playing favorites with his children Jaime, Cersei and Tyrion is one of many things that make him a bad parent. Most glaringly, he favors his oldest son Jaime, who's tall, handsome, a ferocious knight and generally regarded as the golden son. His second son Tyrion is a malformed dwarf whose mother (Tywin's beloved wife) died while giving birth to him. Since Jaime and Cersei are prevented from inheriting (Jaime is a member of the Kingsguard, who can't hold lands or father children, while Cersei
* Tywin Lannister that his children and grandson's actions have put the family in by the end of the first book, he starts downing wine in large capacities. Tyrion is seriously freaked out by seeing this.
* Tywin Lannister. While ruthless in his war against the Starks and being an all-around jerk, he is known to be a wise ruler who led Westeros into many years of prosperity as the Hand of the King. It helps that this reputation appears to be entirely accurate. He's a terrible father and a vicious enemy, but he
* Tywin left near dead. It marks the beginning of the end for Lannister cause, right until their utter defeat at the Second Battle for King's Landing.
* Tywin's most defining trait. While this trope is precisely what drove Tywin to make House Lannister the most powerful one in Westeros, it also drove him to make it the most hated as well.
* Tywin's son Tyrion is a subversion: he is perceived as this by the common people of King's Landing, and is blamed for the crimes and mistakes of King Joffrey and Queen Cersei, when in fact he is doing everything in his power to rule justly and well. This has been all too common in
* Tywin, very much so, both as a military commander and a diplomat. What makes this combination deadly is that when Robb Stark outmatches him as a battlefield commander, Tywin can fall back on his secondary skills while Robb is still a raw youth in the case of politics and diplomacy.
* Tywin views Robb as a 'Rebellion in the North' as opposed to 'The King in the North'.
* Tywin would like to be seen this way, as part of his general desire to be viewed as above all base desires. He was married and has children; but was a widower for almost thirty years and never showed the slightest inclination of ever wanting to remarry or even have a lover. This turned out to be far from true, but he was so discreet about it that his reputation as a Celibate "Hero" withstood a dead prostitute being found in his bed.
* Tyzonn leaves Earth and the Operation Overdrive team to defend his own planet from Ooze’s attack.
* Tzar: The Burden Of The Crown has European Footman, a basic military unit available as soon as you get Barracks up. For merely 50 food it offers 65 hp (15 more than Arab Footman and 20 more than Ronin, Asians' counterpart). 6 attack (same as AF and one less as Ronin) and 3 defense (compared to 1 and none respectively). It has no weaknesses and deals bonus damage to Archers, Pikemen/Spearmen and Jihad Warriors. It should go without saying that they remain a backbone of any sensible European army through the game.
* TZAR: The Burden of the Crown or other left-click interface games will have trouble - especially when the only mention of the right-click interface is to state you don't understand how RTS games work. In other news, it listed every single unit, but didn't mention strengths and weaknesses of a unit until a small passage at the end (which was still an incomplete picture.)
* TZDF by Faderhead is about the Industrial music scene: "This is a song about the German clubs", "This is a song for all the Rivetheads"
* Tzeentch actually invokes the trope on himself and his forces. If his forces were ever to definitively win, then he would have no one to plot against, which would range from being boring for him to him literally wiping himself from

existence. So, if his forces ever started to win, he would be just as likely to be the source of their downfall as his enemies.
* Tzeentch firmly occupies the Lovecraftian level. While Nurgle and Khorne look respectively conventionally disgusting and badass, Tzeentch's form is said to be incomprehensible. The most
* Tzeentch, god of magic and knowledge, has an avian motif going. Another well-known deity associated with birds is Toth, Egyptian god of... knowledge and magic. Tying into this, the legion that serves Tzeentch, the Thousand Sons, have an Egyptian motif.
* Tzeentch has plans, but he inherently has no agenda. Tzeentch, along with the other Chaos gods, is a psychic manifestation. He is the manifestation of plotting and change. He becomes more powerful simply by the existence of plots and change, not by them achieving any sort of actual objective. If Tzeentch ever definitively "won," he would cease to exist because there would be no one to plot against.
* Tzeentch. He can't be killed (and killing all his worshippers is less than practical), so technically, hope goes on forever.
* Tzeentch himself likes to join in the fun on occasion; once, he overheard a Space Marine Chapter Master who, worried that his Chapter's dealing with the Inquisition was killing more innocents than heretics, prayed for a means to tell who was lying and who wasn't. Tzeentch "blessed" the Chapter by letting them hear
* Tzeentch is the Chaos god of ambition, also: hope, change, mutation, betrayal, psychic powers, lies, plotting,
* Tzeentch is the gambit personified, since he would cease to exist if his gambits stopped. As long as one of his gambits exist, he has already succeeded. This leads into his ultimate Achilles Heel: he doesn't have one giant plan, but multiple, mutually-exclusive ones, so every victory for him is also a loss, and vice-versa
* Tzeentch; more philosophically inclined Dragon Ogres consider this to be Tzeentch's idea of a joke.
* Tzeentch. The ancient race of Dragon Ogres asked the Lord of Change for a boon, to make them immortal. He did, but also rendered them sterile. Most of the still-living Dragon Ogres consider this to be Tzeench's idea of a joke.
* Tzeentch. The Emperor/Princess Celestia is pissed off at first, but get used to it after a few years.
* Tzeentch, the Master of Change. His entire existence is based on evolution, so his followers enjoy having random "gifts" happening at any moment (read: every moment). Which leads into...
* Tzenkethi names have four components: individual name, job, echelon within that job, proficiency grade. Example: Alizome Tor Fel-A, with "tor" indicating a position as special agent to the Autarch, "fel" being her membership in the "problem-solver" echelon, and "A" indicating the highest proficiency in that role.
* Tzenkethi names have four components: the individual name, their job, their echelon within that job, and their proficiency grade. Example: Alizome Tor Fel-A, with "tor" indicating a position as special agent to the Tzenkethi Autarch, "fel" being her membership in the "problem-solver" echelon, and "A" indicating the second-highest proficiency in that role (AA rating is incredibly rare, though).
* Tzi Ma) as the Viet Cong character, as well as the Croatian Rade Šerbedžija as a French police inspector.
* Tzimisce named character Sascha Vykos is exclusively referred to with the pronoun "it" and is so extensively fleshcrafted that any trace of its original gender, or indeed body, is unidentifiable. A lot of Tzimisce, especially those on the
* U-1206 perished in a decidedly ignoble manner when an accident with a new toilet installed on the submarine caused the sub to take on water (and sewage) start sinking, followed by the water-tainted batteries leaking chlorine gas into the sub. They had to emergency surface and were spotted by British units, who bombed them. This attack destroyed U-1206, killed one sailor, and caused another three drownings before the surviving 46 crewmen were rescued. All because someone flushed the pressure toilet valves in the wrong order.
* U2. Because of this trope, their fanbase is divided into two groups; pre-"Joshua

Tree" and post "Joshua Tree".
* U2 had six top 10 hits in the U.S. Five of them are classics: "With or Without You", "I Still Haven't Found What I'm Looking For" (their two #1's), "One" (#10), "Mysterious Ways" (#9), and "Desire" (#3). Then there's "Discotheque", which peaked at #10 and is all but forgotten today and far less remembered than non-top 10s like "New Years Day" (#53), "Sunday Bloody Sunday" (wasn't released as a single in the US), "Pride" (#33), "Where the Streets Have No Name" (#13), "Beautiful Day" (#21), and "Vertigo" (#31), to name a few.
* U2 has a character named Mr. MacPhisto, who is essentially a sad old Satan that tries to set himself up as a rockstar despite clearly being past his prime.
* U-2 Incident, Soviet Air Force General Yevgeniy Savitskiy ordered the air-unit commanders "to attack the violator by all alert flights located in the area of foreign plane's course, and to ram if necessary" to try to bring down Frances Gary Powers's U-2 spy plane. In the end it was brought down by SAMs, though.
* U2. In their defense, the band had to hastily record many of the songs because a briefcase containing Bono's lyrics for the song was lost, forcing Bono to improvise lyrics for the album.
* U-2 pilot Gary Powers had a suicide needle, concealed inside a fake silver dollar; upon his capture, the KGB tested it on a dog; it died instantly. At his trial in Moscow, the prosecution alleged it was an assassination weapon. When it was revealed to the American public that Powers didn't commit suicide and allowed himself to be captured, there was a great deal of moaning in the media at how Americans are a bunch of wimps compared to the supposedly fanatically committed Soviets.
* U2 popular than when it was at the top of that chart (its Hot 100 peak happened in this time frame) — and while "Mysterious Ways" remains iconic, it still isn't close to the legendary status of "Teen Spirit". This was owing to the fact that the Modern Rock chart was survey-driven prior to early '94, when the Soundscan method was finally adopted. Incidentally enough, the latter development catapulted "All Apologies", which had been stalling near the bottom of the top 10 for the past few weeks, straight to the top spot.
* U2's 9/11 themed halftime show performance. From the game itself, Tom Brady's last minute drive to set up Adam Vinatieri's game winning field goal.
* U2's Bono and his wife Ali, who is a fashion designer and political activist.
* U2. Since their formation as school friends, they've never had a single lineup change.
* U2's music is known for its wide range of interpretations, be it religious or secular, universal or personal, literary or pop-cultural.
* U2's "One Tree Hill" ("I'll see you again when the stars fall from the sky / and the moon has turned red over One Tree Hill") and "The Fly" ("It's no secret that the stars are falling from the sky"); the latter song has been described as "a phone call from Hell".
* U2 song "I Still Haven't Found What I'm Looking For" has the verse: "You broke the bonds/And you loosed the chains".
* U2 songs: "Seconds," "Van Diemen's Land," and "Numb." Bassist Adam Clayton makes a vocal appearance on b-side "Endless Deep", and recites a spoken word verse on "Your Blue Room" for the Passengers side project.
* U2 songs were often improvised by Bono on the spot (a famous example: "New Year's Day.")
* U2 song "Who's Going To Ride Your Wild Horses", Bono sings about someone who "left my heart as empty as a vacant lot".
* U2's song "Vertigo", Bono opens by counting in: "Unos! Dos! Tres! Catorce!" (Translation: Some, two, three, fourteen)
* U2 states, however, that everyone - even his wife and the other band members - calls him "Bono". Also ironic is that he hated the nickname at first (it's short for "Bono Vox", Latin for "Good Voice"). The Edge, from the same band, was originally named David Howell Evens, but says that now even his close family call him Edge.
* U2's "Tryin' to Throw Your Arms Around the World" contains the line, "A woman

needs a man / Like a fish needs a bicycle".
* U2's Zoo TV tour was intended to be an overt parody of mass media, but ironic content was so subtle that may fans believed their appreciation to be genuine. Their subsequent Pop Mart Tour upheld the theme of parody. This time, the target was consumer culture; and fans were just as baffled as they had been by Zoo TV.
* U2-themed. The joke is explained in the last panel for those that really can't figure it out.
* U2 was actually shot at 6:01 P.M. Bono has acknowledged the error and regularly changes the lyric to "Early evening" in live performances.
* U2 was banned in Burma because the song "Walk On" was dedicated to Aung San Suu Kyi. Anyone caught trying to import the album could face prison time.
* U2 was photographed in 2005 for Time Person of the Year alongside Bill and Melinda Gates, he was made to stand on a box so the heights of all three better aligned.
* U/3DS or a weak character depending on what part of the sword he hits with, and has balanced stats otherwise. Lucina has balanced power and knockback all along her blade, making her this trope both in comparison to Marth and to other characters.
* U/3DS swordfighter whose abilities and moveset lie in-between the other Mii classes in terms of speed, power, and versatility.
* U-56 which was hosting a conference and had both Churchill and Pound aboard. Both torpedoes hit but failed to explode.
* U-571, and takes the time to recite the prayer used for burial at sea before doing so.
* U-571 denounced this at the time for stealing a British accomplishment. The truth was acknowledged briefly before the credits.
* U-571 does this, with the Americans in the captured German U-Boat destroying another submerged German U-Boat with torpedoes.
* U571 events that really happened. The USN did indeed capture a Kriegsmarine Enigma code machine and books from a U-Boat in 1944. They did deliver it and the resulting intelligence did aid the Allied cause materially. However, the movie was based on real life incidents where the British Royal Navy had captured Kriegsmarine Enigma code machines and books in 1941 and 1942, enabling the more efficient decoding of enemy transmissions to begin, and the code had already been cracked by Bletchley Park building off of Polish prewar work.
* U-571 He wants to keep his skill a secret though for fear of alienating his friends.
* U-571, the main character is an American submarine officer whose captain is killed in action. Being second-in-command, he then has to take charge of the crew to complete the mission, evading depth charge attacks, engaging in an underwater battle, and being forced to make horrible decisions that cost members of his crew their lives....all while manning a German-built sub whose controls they are utterly unfamiliar with. At one point, a crewman says that the Chief Petty Officer should assume command rather than Lt. Tyler. The Chief shuts him down very quickly.
* U571, while the initial plan is to simply board the sub and scuttle it after capturing its Enigma machine, the loss of their own submarine forces the heroes to take control of U-571 and use it in battle against the Germans.
* U7, it is mentioned that they speak in "Gargish syntax" to preserve their cultural ties.
* U9 Tenshinhan versus U4 Super Buu. Buu decides to be sporting and not attack for a full minute. Tenshinhan breaks out the Mafuba, which he executes perfectly, sealing Buu in a manner that bypasses his insane regeneration. Buu then returns, explaining that he's hidden pieces of himself around the arena that can regenerate into him, and having absorbed Piccolo means he knows how to reverse the Mafuba, but he still compliments the guy for trying. Tenshinhan then decides to just point-blank
* U9 Videl versus U8 King Cold. Though it's very evident that this Videl is
* Último Dragón doesn't breathe fire or have wings, but he flies just fine without them.
* Último Dragón, especially after dropping people on their heads.

* Último Dragón, teaming with El Dinámico, among others also at 51.
* Último Dragón the cheers Dragon got on the C-shows like Jakked and Velocity. Then to get rid of Dragon, he tricked him into quitting by promising to rehire him, unmasked, under his real name Yoshihiro Asai, only to renege after Asai unmasked in Japan.
* UA:LA, since Stacks was stopped from successfully stealing a wallet by Hero, Heiki orders he be killed.
* Uarda, Paaker's, moral descent begins when he decides to use black magic to get back the girl he lost.
* Uatu, a member of the ancient Watcher race, is convinced that humanity is innately noble, to the point he broke his non-interference vow to help save them from Galactus, the Planet Eater. After being put in trial for this, he has
* Uatu, the Watcher gotten in trouble for this from the other members of his species, and is apparently currently on some form of probation.)
* Uatu the Watcher shows Hank McCoy a vision of possible futures, and in one,
* UAVs that can be launched, recovered, and rearmed in flight, thus bringing things full circle from the Macon and Akron.
* UB40 and started pushing them. While the results were mixed, this rush produced another #1 hit ("When I'm With You" by Sheriff, from 1983), and a couple of other fairly big hits of recharted songs ("Where Are You Now?" by Jimmy Harnen and Synch from 1986, and "Into the Night" by Benny Mardones from 1980, which KZZP once again played a big role in reviving).
* UB-BURST, formally known as Blacephalon, has a signature move called Mind Blown. It blows up its own head to deal a crapton of damage, then grows another and 50% of its total HP is drained, essentially acting as a slightly weaker and safer version of Explosion and Self-Destruct. Whether the regrowing of the head or the kaboom causes the damage is up for debate.
* Ubel Blatt at the ends. Occasionally he uses the knives when he can't find a sword or can't use his blood blades.
* Ubel Blatt, in a decaying kingdom under the threat of war with its black magician neighbors, an inhuman young man is murdering the seven greatest heroes of the land. Only the truth turns out to be much worse.
* Ubel Blatt, Koizell and Ato use an ancient subterranean passage to cross under the mountains so as to avoid Glenn's armies, but Glenn suspected that the notorious "Hero Killer" might possibly know of the secret tunnel although it seemed very unlikely.
* Ubel Blatt look like they're in perpetual Dull Surprise, although there are a few times where they do show some emotions but that tends to be most of the older cast or when the younger cast are very angry.
* Ubel series. To underline the reference, he's promised the role of "Governator" in his boss' empire.
* Uber Alles samples to invoke this. (They also aren't German, in case that's not enough to convince you.)
* Ubercharge. Waltz into the last point, and start laying stickybombs. You have eight seconds of Uber, and eight bombs. Detonate them just as the Uber ends, and watch as the entire enemy sentry-nest goes up in smoke. Then enjoy the worship from your team, because you just won the round in a single motion.
* Uber Eats has a couple of spots with gymnast Simone Biles and amateur gymnast Jonathan Van Ness, the latter of which is not only flaming as all get out but is wearing one of Biles' leotards.
* Ubermensch gives him the chance to kill himself so he won't be a potential rallying point for future fascist groups.
* Uber Quest accidentally teleported from a sci-fi world to an MMO-esque fantasy world.
* Uber Quest seems to have it in for Sesame, in her first appearance she steals a kill and loot drop from Sesame.
* Ubersoft that this was the 5th law of Robotics (5th as in total number, not order) and listed ways each law can be used to cause the robot to kill humans.

* Uberwald is identified as not so much a nation as a geographic argument. It's said in the past Uberwald was mostly united in the 'Unholy Empire' (one of whose emperors had a man's hat nailed to his head as a joke) and described by Vimes as apparently the whole show being run by vampires and werewolves with everyone else being lunch. It broke up when the non-undead dwarfs became too powerful.
* Ubiquitous in agricultural animal husbandry, in which female animals' ability to produce milk, eggs, and offspring routinely gets male livestock converted into meat at a younger age than their female counterparts. The exceptions are the valuable "stud" males, whose high-quality genes ensure them a long and pampered lifespan, long after most of the lower-grade males of their generation have been sent to the slaughterhouse. With modern technology, the animal's genes can be used well after the actual animal's death.
* Ubisoft (2009-present) is also up there although it has largely faded from that position over time, and is nowadays mostly known for its winning streak at Nickelodeon's Kid's Choice Awards.
* Ubisoft, but it is still a different world with no story-connections to any of the old worlds.
* Ubisoft game, and the release date ended up getting delayed so that they could port the game to other systems.
* Ubisoft have started doing this with multiplayer passports. While a code for the passport for a particular game comes free with the game, it can only be used once, forcing anybody who bought it second hand to buy a passport if they want to use multiplayer.
* Ubisoft's purple spiral circle thing with their name next to it. Nowadays it's black on a white background.
* Ub Iwerks left Disney in 1930 to create a new studio with Disney's former distributor Pat Powers. Although he pioneered many new animation techniques in his shorts, Iwerks' studio was never profitable and he was dropped by Powers in 1936. After his studio went bankrupt a year later Iwerks retired from animation altogether, opting instead to rejoin Disney in 1940 as the head of their newly-formed research and special effects department.
* Ub Iwerks produced a Headless Horseman short as part of the ComiColor Cartoons series.
* Ubu Król, changed the names of Poland and Lithuania to Foland and Fithuania.
* Ubuntu 10.04 "Lucid Lynx" had the brilliant idea of moving the minimize, maximize, and close buttons from the right side of the window, where they are on Windows, to the left side of the window, where they are on Mac OS X. (They were moved back in 18.04.) This was pretty much only done to show off the new gconf option that enables the user to move those buttons around at will, although you wouldn't know that reading the official statement on the matter, which cites it as a bold and innovative and [a bunch of meaningless buzzwords] idea that will help encourage creativity and [a bunch of other meaningless buzzwords] in users. Needless to say, nearly every user who doesn't also use a Mac has since moved them back to the right.
* Ubuntu has made Linux more user-friendly and easier for newbies. Many GNU/Linux
* Ubuntu is looked down upon by most "serious" Linux users due to its design being more geared for general use . Ubuntu's new Unity interface got this from longtime users. There is also the fact that it was designed with touchscreens in mind, which still have not replaced keyboard and mouse controls on traditional desktops and laptops
* Ubu Productions is named after producer Gary David Goldberg's dog Ubu Roi, a black labrador retriever. The
* Ubu Roi attends a banquet his wife cooked up for their various co-conspirators including such delicacies as "tarty-farts", "turkey bum", and "balogna soup". Upon realizing that his wife is going to give away all that lovely food, Ubu chases the others out with a toilet brush so he can finish it himself.
* Ubu Roi Pile, Cotice and Père Ubu are attacked by a bear in the forest. Pile and Cotice barely manage to kill it, while Ubu hides and prays, coming out

after the bear is killed and claiming they'd never survive the encounter without his prayer.
* Ubu Roi, the newly named king Ubu arranges an all-out purge amongst the higher nobility of Poland.
* Ubusuna (in Japanese) that the project has been halted by work- and health-related problems, so it will probably never see the light of the day.
* UCAS - the United Canadian and American States and what was left decided to merge.
* UCB (Upright Citizens Brigade) Theatre - New York and LA, with roots in Chicago
* UC Gundam in general tends to arrange Mobile Suits in squads of three. See also the White Dingo team in
* U championships in thirty years despite regularly making the top 8 or the Final Four.
* Uchenna & Joyce won Season 7, but don't get major airtime until leg 8, and they are pushed back into the background for most of
* Uchibi Sasuke, Orochimaru decides to go after Naruto instead of Sasuke when he finds out that Naruto is a skilled accountant. Sure, having the the Sharingan would be nice and all, but Orochimaru's experience with running a village has showed him that he needs someone who can expertly handle money, paperwork, etc.
* uchideshi, or live-in students. Besides training two or more times a day, possibly while holding down another job or completing university classes, they are also responsible, under the direction of the senior students, for the care and upkeep of the dojo, for cooking their own meals as well as catering for guests, and keeping their rooms in tip-top order. The care and discipline they put into these tasks is considered to be just as much a part of the training as the martial art practice.
* Uchiha Itachi as well. Even in death, he is loyal to Konoha as well. Things didn't exactly turn out that way.
* Uchiha Itachi has a power that serves as one of these. Tsukiyomi may appear to be a second-long
* Uchiha Itachi, leaving aside the whole parricide thing, negotiates some of these rather smoothly in his first real-time appearance. Specifically, he beats the crap out of and tortures several people who he
* Uchiha Itachi's two children. The older son (also named Itachi) takes more after Sasuke — but the younger daughter (Rina) is the one who takes after her father.
* Uchiha Madara himself users to dispel, or Mei Terumi the Mizukage (arguably the strongest currently living Water Release user) to counter.
* Uchiha Madara is remembered as a villain and does not have a statue in Konoha.
* Uchiha Shisui's only role seems to be to explain whom Itachi killed to get his Mangekyou Sharingan.
* Uchu Sentai Kyuranger, an alliance of the 88 constellations founded by human space explorer Tsurugi Ohtori, who became its first President. Then comes the Space Shogunate Jark Matter, led by Don Armage, which conquers pretty much the entire universe (including Earth). Ultimately, after some 300 years, Jark Matter falls once its leader is defeated by the Kyurangers. The Space Federation is restored, led once again by Tsurugi Ohtori, who had been in suspended animation.
* Uchu Sentai Kyuranger, as long as a single piece of Madako survives her destruction, the villainess is capable of completely regenerating again and again.
* Uchu Sentai Kyuranger creatures burrowing underground. They are not sentient or smart at all, but very resilient and always mean trouble.
* Uchu Sentai Kyuranger (Green). The ratio gets even worse when THREE additions join the already larger-than-usual team, and none of them are female.
* Uchu Sentai Kyuranger has a particularly funny one. At one point there's a stinger at the end of an episode starring Stinger, the orange ranger. He even lampshades it. "Ha ha, how funny, a stinger for Stinger."
* Uchu Sentai Kyuranger has Tsuyoindavers, which actually have little resemblance to the normal Mooks called Indavers. A few Tsuyoindavers can grow giant like monsters of the week can and several of the monsters of the week actually were

unique Tsuyoindaver variants. Indavers themselves may have one of four different colors of stripes on their uniforms which may indicate different ranks (with the less common purple ones being commanders) but there seems to be very little or no difference in strength between them. One episode had a unique Indaver with a red uniform instead of a black one who lead a Sentai-like team of Indavers including one of each normal stripe color, but he and his team turned out to be no stronger than normal and were easily beaten.
* Uchu Sentai Kyuranger has two examples, both dramatic and hilarious:
* Uchu Sentai Kyuranger, however, has one of the rangers himself be a former robot wrestler.
* Uchu Sentai Kyuranger in conquering the entire universe by the time the series starts. Beneath him are the Karos, who effectively serve as the sub-Overlords of each of the star systems under the Don's rule.
* Uchu Sentai Kyuranger's no less!), as well as some engineering talent.
* Uchu Sentai Kyuranger, so he celebrates any good fortune that comes his way as something to be treasured and emphasized until the day they can fix the universe's rotten luck.
* Uchu Sentai Kyuranger so it's not really true to say they joined "late" compared to everyone else; plus Skyblue doesn't even have the special equipment/mecha/etc. that usually sets a Sixth apart from the rest.
* Uchu Sentai Kyuranger the guys have caught on and brace against the sides of the slide, keeping them from falling. And then a washtub comes out of nowhere and bonks Spada on the head, making him fall onto Lucky and sending them both back to the start.
* Uchu Sentai Kyuranger The scene wouldn't be any sadder if robots could cry.
* Uchu Sentai Kyuranger through the story. Yosuke Kishi has a singing career outside of being an actor.
* Uchu Sentai Kyuranger when he fully powers up from "Violet" to "Commander". The star symbol on his chest is also symmetrical, unlike the other suits.
* Uchu Sentai Kyuranger, which also functions as their headquarters, to defeat their enemies.
* Uchuu Senkan Yamato away with the explanation that the ship was almost completely defenseless for several minutes after firing the Wave Motion Gun — it used so much power they had to wait until the engines came back online.
* Uchuu Senkan Yamato, Captain Okita (Captain Avatar in the English dub) shocks the bridge crew by commanding the helmsman to maneuver safely through a cluster of space mines by tilting the ship five degrees, a concept which shouldn't surprise anyone trained to fly in three-dimensional space.
* Uchuu Senkan Yamato is a strange tale. It originally started life as a 26 episode series that tanked. In an effort to make back some cash, producer Nishizaki edited the season into a 2.5 hour long movie using animation from the series, some test footage and some new stuff — and it took off like a rocket.
* Uchuu Senkan Yamato. Long lines of space coffins are set to drift in space, presumably forever.
* Uchuu Senkan Yamato (Star Blazers), esp. the second season: the Argo/Yamato's main armament beams enter (or sometimes go completely through) the enemy ship at one or more points, then there is a brief interval before the entire ship is ripped apart by explosions.
* Uchuu Senkan Yamato, the invading Gamillans call the Earthlings "Terron".
* Uchuu Senkan Yamato was infamous for, as an American adaption of anime, having enemy soldiers who were killed described as "robots".
* Uchuu Sentai Kyoranger is shaping up to be this, with the core nine rangers all being selected to fight against the Jak Matter Shogunate.
* Uchuu Sentai Kyuranger may be more appealing with a motif of space travel instead of blocky animals.
* Uchuu Sentai Kyuranger on power and things just went downhill from there.
* Uchuu Sentai Kyuranger. The show's premise is about nine saviors that wil emerge to save the universe (with the team ventually gaining twelve members). In all fairness, Lucky isn't as bad as some examples given that some of the other Rangers

still get their own sub-plots and focus episodes, but it's hard to argue he doesn't gets much more focus than most, being present in almost every fight whereas the rest of the Rangers rotate and eventually being revealed he was a prince and a descendant of a legendary warrior.
* Uchuu Sentai Kyuranger (with Sun and Moon powerups), each also has an elemental special attack and/or motif: Fire (Red and Houou Soldier), Beast (Blue), Earth (Black), Plants (Green), Water (Yellow), Poison (Orange), Electricity (Gold), Psychic (Silver), Sky (Pink), Dragon (Ryu Commander), and Ice (Skyblue).
* UCLA Bruins football coach Red Sanders and, more famously, Green Bay Packers coach Vince Lombardi, are both known for saying that
* u cn typ in txtspk texting became less of a chore as phones with a full, albeit miniaturized keyboard became available (though the design remained niche), and eventually phones with touchscreens became the norm.
* UC of a ritual involving a candle and a mysterious figure yelling &#65533;What have you done!&#65533; There is no in comic explanation about these dreams yet, but it is strongly hinted that they are showing a ritual that occurred before the story began.
* UC Santa Barbara left in 1974, three years after dropping football, and came back in 1976.
* U Cs with the unit and use the mortar one of them was carrying to shell the enemy.
* UC to the author that both she and Kelsi have the same color highlights.
* Udo Jine is the first villain in the series that Kenshin has trouble defeating, and is the first opponent that forces Kenshin to revert back to Hitokiri Battosai.
* UDON comics patch up this plot hole by explaining that Julia was the daughter of a German doctor who lived with and helped care for the Thunderfoot tribe, while Noembelu actually was a pure Thunderfoot girl originally called Little Eagle.
* Udonna/White Mystic Ranger) died of a brain tumor on July 20, 2010 at the age of 50. Despite a decade passing since her death, Udonna has never been confirmed to be deceased.
* UED, meaning they treat the two alien species of the setting with disdain and intend to enslave or exterminate both of them.
* UEFA Champions League Final between Manchester United and Bayern Munich. With Bayern leading 1-0 going into stoppage time, United equalised with an absolutely wild goal and then scored the winning goal two minutes later with virtually the final kick of the game. The ending was so unexpected that they had to take the Bayern Munich ribbons off the trophy before presenting it. Not only did United win in the most dramatic fashion, but the victory made them the only English team to do "The Treble" — winning the UEFA Champions League, FA Cup and the Premier League in the same year.
* UEFA Champions League. On their way back in the tunnel into the locker room after the first half, the players exchanged punches and kicks. Estudiantes goalkeeper Alberto Poletti kicked Italian striker Pierino Prati into the ground — the latter would also be headbutted by Suárez later in the match, which resulted in him getting a mild concussion and being unconscious for 20 minutes; many other Estudiantes players would also push, punch and kick their opponents. At least 3 players from Estudiantes got arrested and charged for assault after the game.
* UEFA Champions League or Aviva Premiership Rugby, it airs a barker loop showing advertisements that encourage viewers to subscribe to the company's pay tv and internet service to get full access to BT Sport.
* UEFA Champions League Starball. They even use a different coloured version of it for the final each season.
* UEFA Champions LeagueThe reason for this is because, at the time, former Barcelona manager Pep Guardiola was leading Bayern[[note]] Real Madrid won, thus defying the trope.
* UEFA Champions League with this extreme defense (at times, 9 or 10 players would be next to the goal...).
* UEFA Euro respectively playing for Albania and Switzerland. As in the case of the Boatengs, the Xhaka brothers ended up playing against each other in the group

stage. Unlike the Boatengs, however, the two are reported to be very close, and often banter with each other on their public Facebook pages.
* UEF, the Cybran nation easily comes off as the nicest faction in the setting. They just want to be left alone and only fight to defend against Aeon genocide or to rescue the Symbionts who are still controlled by the UEF. In fact their main problem is their relative lack of unity; Brackman had to clone himself to get a neutral Commander the clans would rally around.
* Ueno also looks at Shoya like this since childhood, but unlike with Shouko her feelings are unrequited
* Ueno Ribbon ~ Gekoku Daughter Produce Akane Fujita. It'd take another before Fujita won a title belt of her own, and she wouldn't be the one to dethrone Sera, but it wasn't for lack of trying!
* Uetora Shou herself doesn't realize any of this; all she knows is that the vegetables have been especially tasty lately.
* UFC 133, welterweight fighter Dennis Hallman surprised spectators by eschewing the usual trunks (that extend to a few inches above the knee) in favor of speedo-like shorts. When Hallman's opponent Brian Ebersole won by TKO in the first round, UFC president Dana White expressed his appreciation by awarding Ebersole $50,000 for "getting those horrifying shorts off TV as soon as possible". Hallman later explained that he had worn the shorts after losing a bet.
* UFC 193 on November 14, 2015 saw what most fans and experts considered the impossible: The defeat of "Rowdy"
* UFC 194 just under a month later possibly topped Rousey's loss with the long-awaited Featherweight title unification bout between Jose Aldo and
* UFC after her fight with Bethe Correa and the mainstream media circus that followed, with most of those fans shifting their support to hardcore icon Conor McGregor. It got even worse after her loss to Holly Holm, with fans rejecting her and calling her an overrated fad that was bound to end. However, it barely made a dent in her mainstream popularity — being "the toughest woman on the planet" still makes her a strong symbol of feminism and keeps her popular with general audiences; in other terms, Ronda Rousey has essentially become the John Cena of MMA.
* UFC and UFC basically followed that model, with hindsight on their side built a better model.
* UFC events were promoted under this tagline, even though they actually did have some rules (eye-gouging was banned, for example).
* UFC Heavyweight Champion Fabricio Werdum often makes a goofy face at the camera that has become memetic. It involves a large, bizarre, Joker-like smile that makes him look insane. He's even worn shirts with himself making the smile.
* UFC Unleashed, are always edited to an hour, so if there's only a minute or two left in the timeslot, expect the current fight to end in a finish.
* UFC. When he main-events a card, it's officially billed as "_____ vs. Korean Zombie".
* UFO Abduction, which is, of course, also alleged to be part of the cover-up.
* UFO aboard the Skydiver submarine in situations such as altering the ship's course, preparing to launch the Skydiver jet and surfacing.
* UFO, a flashback to the founding of SHADO has Straker in secret meetings with his new staff. His wife grows suspicious about his late-night meetings and discovers him meeting with a female crewmember and makes the wrong assumption. Because of the secret nature of SHADO, he can't tell his wife what's going on so she leaves him.
* UFO Afterblank ending results in humanity driving the aliens completely from Earth, rendering the sequel's story impossible.
* UFO Afterblank have gotten a lot more cartoony with each game in the series, partially as a way of compensating for the engine becoming more dated.
* UFO After Blank have this. In UFOAI, the scientist says that he doesn't even try to understand how aliens got their plasma tech working, since according to them it should be impossible.
* UFO After Blank series deserves special mention for literally having the encyclopedia written as reports given to a commanding officer. In the first game in

particular, the entry for the alien weapons specifically include "you hold it here, and pull the trigger here, and the energy beam is emitted here" in a text-only report.
* UFO After Blank series revolves entirely around these. Their mating rituals, the chaos they've caused for humanity and other aliens whose planets they've infested and the attempts of various factions to control them for their own nefarious purposes.
* UFO Afterlight has this as much of the point. Humans, forced off of Earth, travel to Mars to create another habitable planet. Terraforming technology very slowly changes the red planet to a blue and green planet in real-time, and tactical combat maps change from red and deadly to green and (relatively) safe. In fact, if you fail to start the terraformation process shortly after the beginning of the game, the environmental hostility will quickly go out of control, and your space suits will not protect you. The terraformation is also shown in "stages", with the dead, red planet as stage 1, small "plant" organisms and cacti as stage 2, and the appearance of water and more complex organisms as stage 3.
* UFO Afterlight series, the best weapon depends on the enemy: projectile weapons are either decent or great against most enemies, which is why they are universally favored, but lasers are exceptional against robots and enemies susceptible to fire, and plasma weapons are devastating to most enemies with shields (which are not designed to defend against plasma). More specialized weapons have more specific applications. In all three games, for example, warp weapons are murderous against armored foes and almost completely useless against unarmored foes (since there's not enough mass to warp).
* UFO Aftermath, and the server you recover from Area 51 has information on "Project Dreamland", one of the many code names for Area 51.
* UFO Aftermath, but you find a way to counteract its growth not too long after it's first spotted.
* UFO Aftermath is an attempt to build a giant psionic brain by covering the Earth's surface in nerve tissue, and can be driven back with special base-sized psionic devices.
* UFO Aftermath kicks off the After Blank series with an alien race, the Reticulans, killing off nearly all life on Earth, with only a handful of humans and mutants left on the planet. In one of the possible endings of the first game the survivors present enough of a threat that the Reticulans offer to evacuate them to a space station and a colony on Mars. The two subsequent games are focused on those colonies.
* UFO Aftermath: The alien ships are revealed at some point of the game to be living things.
* UFO Aftermath, the world map thoughtfully shows the alien terraforming ick spreading from centres of infection to, if you can't stop it, wipe humanity off the face of the earth and complete the aliens' plan.
* UFO Aftermath, two plot missions involve going to such warehouses. Unfortunately, it is only possible to get info on government relationships with aliens there.
* UFO Aftershock, a flying city built by the Reticulans which has been converted into a mobile headquarters by the Commonwealth of Earth.
* UFO Aftershock. These children are instantly rejected, giving rise to the Psionic and Cyborg tribes.
* UFO Aftershock. They are highly spiritual beings who had been sent to Earth on a religious crusade, seeking to conquer the planet in the name of their gods. They had even signed an alliance with a human doomsday cult.
* UFO, an atomic submarine with a detachable fighter jet attached to its nose. The plane is launched while the whole assembly is still underwater and makes its way to the surface by its own power. Naturally, the plane has no way to land on water but has to find an airfield on land. It is never shown how it is re-attached to the sub after a mission.
* UFO Baby and with a cute little baby of their own (only a normal human one, though).
* UFO Baby has Pepo, Luu's adorable, stuffed animal-like alien space pet that's a

Peponian... from the Planet Pepo. Guess what it says? That's right. Pepo!
* UFO, Captain Blue, but soon switched to a wig because the dye damaged his hair.
* UFO. Colonel Straker doesn't tell his wife about his real job for this reason, leading to the breakup of their marriage when she assumes his secrecy is covering an affair.
* UFO. Commander Straker suggests they view humanity not with malice but with callousness ("much as we view our food animals"). Straker later encounters a man with telepathic powers who is being controlled by the aliens. In the middle of their conversation he suddenly blurts out: "We mean no harm to the peoples of Earth. Why do you attack us? We're fighting for existence... you must understand!"
* UFO Daisensou Tatakae Red Tiger - Broadcast from 1978 to 79, only five episodes of this 39 episode series are known to have survived.
* UFO Defense had a linear progression in which Ballistic Weapons are outclassed by absolutely everything else in the game.
* UFO Defense is so large that you can park a fighter in one spot, or even squat on a landed UFO until it blasts off again, and wait to engage them.
* UFO driven by Commander Straker in this British sci-fi series. A plastic mold of the vehicle was made (to be called "Quest"), but the company never got off the ground.
* UFO. Each episode has a different alien plot to destroy SHADO headquarters, kill Ed Straker, release nerve gas or whatever. Each time a plot fails the aliens never try it again even if it has a good chance of working. On the human side, Straker builds a billion dollar electron telescope in an effort to obtain information on the aliens' home planet. The mission fails because of an oversight that made it impossible to accurately interpret the images that it sent back, and SHADO never builds a second telescope.
* UFO Enemy Unknown climbable, but is odd that your troopers are tough enough to hardly notice stepping off the roof of a two storey building but need a flying suit to get over a dry stone wall. Also, you remember those dragon's teeth concrete blocks they used to slow down tanks in World War 2? In the near future, you will be able to get a similar effect using a picket fence or a box of tomatoes.
* UFO: Enemy Unknown. No need to specialise, just make everyone unstoppable psychic flying deathmongers.
* UFO episode "Identified". After a UFO is shot down one of the aliens aboard it is captured. After he's exposed to the Earth's atmosphere he starts aging rapidly and quickly dies.
* UFO episode "Kill Straker!" A SHADO Moon ship commanded by Colonel Foster is forced to re-enter the Earth's atmosphere at a steeper than normal angle in an attempt to avoid a pursuing UFO. As they do so a SHADO technician says "I have re-entry cessation on radio contact". 16 hours later the Moon ship is found floating in space. When Straker sees Colonel Foster he says "You gave us all quite a scare." Foster explains that the transmission antenna was destroyed during the re-entry attempt.
* UFO episode "The Dalotek Affair". Early in the episode, as part of an alien plot a meteor falls on the Moon. Late in the episode Commander Straker remembers a single word from a 10 year old TV broadcast ("fireball") and realizes that his subconscious mind is trying to tell him about the meteor's significance.
* UFO) Extra-Sensory Perception is a mental condition being treated by mainstream psychiatrists. While most sufferers adjust to its effects, the subject of the episode "E.S.P" cannot cope with knowing everything that's going to happen before it occurs.
* UFO for taking on the anonymous alien invaders, yet are small enough to be deployed via aircraft.
* UFO had Commander Straker's gas-turbine car (in reality an impossible-to-drive prop whose gull-wing doors had to be opened by an off-screen stagehand), the SHADO Mobiles (tracked armored personnel carriers with radar sets on top) and the missile-bearing Lunar Interceptor. All of them just crying out to be made into Dinky toys.
* UFO had several first-name Danzas: Ed Bishop played Ed Straker, Gabrielle Drake

(nicknamed "Gay" by her agent) played Gay Ellis, Keith Alexander played Keith Ford and Peter Gordeno played Peter Carlin. Also, "The Psychobombs" featured a last-name Danza, Lt. Blythe played by Peter Blythe. There's also a borderline case with Ayshea Broughs, whose character is never referred to by name, and is credited only as "SHADO operative", but according to the script is called Ayshea Johnson.
* UFO heat up and explode if they spend too much time in Earth's atmosphere.
* UFO, humanity is in a low-key state of war with the aliens operating the UFOs, who are constantly trying to infiltrate the earth and kidnap humans. Since revealing this to the public would case wide-spread panic, a top-secret organisation, SHADO, is responsible both for the actual fighting and for covering up all evidence of alien activity.
* UFO Hunters investigated real-life rumors that the SR-71 and B-2 Spirit bomber were a result of this.
* UFO: In one episode an alien sniper fires a bullet at Moonbase; it hits a window but instead of shattering it merely cracks it. Eventually, the internal air pressure inside the room causes the window to disintegrate, killing the astronauts inside via explosive decompression.
* UFO. In one episode, he shoots an opponent who can travel through time and downs a UFO with a rocket launcher.
* UFO is from 1970 and takes place in 1980, but has very little in common with the real 80s.
* UFO is manifestly celibate after an acrimonious divorce, after the loss of his son to his successor, and the death of his son, even though a variety of attractive and eligible women have a go at him (e.g. Lt. Barry). His reaction to the rampant libido shown by the rest of his staff ranges from cold disregard to amusement.
* UFO Kamen Yakisoban ad is about former 90's hero Yakisoban falling from grace, unable to hold a job, and his once-adoring public finding him washed-up, weird, and annoying. He turns evil as a result.
* UFO Kamen Yakisoban ad, where Sauce and Claudia fight off the Demon King, escape safely, and get vaporized by a fireball in the last second of the commercial.
* UFO Kamen Yakisoban, a series of commercials based around a ramen-themed superhero, got a tie-in beat-em-up game on SNES. It was originally a lottery prize, but Nissin received so many entries it got a full retail release.
* UFO Kamen Yakisoban commercials ostensibly star new hero Sauce, but all he does is get beat up and captured. His partner, the Legend, can turn into a motorcycle, a tank, and take on the Demon King via the power of judo throws.
* UFO Kamen Yakisoban's attacks involve food in some way, from weaponry like sauce guns to his Agedama Bomber and Noodle Attack finishing moves, where he throws fried batter at the enemy or wraps them in noodles.
* UFO Kamen Yakisoban, starring Yakisoban, a noodle-themed superhero who fought the evil kettle thief Kettler. The ads themselves also got a parody in "Kakesoban," a superhero who suffered amusing injuries and failed to beat Kettler, who was a heavy smoker.
* UFO Kamen Yakisoban was a series of Japanese UFO Ramen commercials by Nissin Foods that gained popularity in the 90s. The ads became so popular they got tons of merchandise, including a video game and movie, and sequel ads made in 2017.
* UFO Kamen Yakisoban was so popular among kids in Japan that tons of merchandise and tie-in products were made, including toys, tents, keychains, costumes, sleeping bags, stickers, a video game, a direct-to-VHS movie, a single on CD, a tie-in manga, and a themed attraction at Japan's Yomiuriland.
* UFO Kamen Yakisoban with Yakisoboy's lengthy transformation, which makes the Legend wonder what's taking so long as he and the Demon King grapple.
* UFO, Lt. Ellis and her compatriots in SHADO's moon base wore a purple wig as part of her uniform.
* UFO make Commander Straker hallucinate that he's an actor in a sci-fi television series. As he remembers being Straker, but can clearly see the cameras and backstage crew around him, he naturally starts to go insane.
* UFO One of the most direct Battle of Britain homages on this page, not surprising given that Gerry Anderson spent his National Service in the RAF.

* UFO Princess Valkyrie causing minor (or major) crises because of their own personal fecklessness, while the general alien populace just sort of accepted Earth into the fold without batting an eye.
* UFO Princess Valkyrie-throwing space-princess leaves several large chasms blasted through the entire cityscape. Neither the potentially-astronomical casualties, nor the damage to the city, are mentioned again. But the catgirl apologized, so it's cool...
* UFO Robo Grendizer: All Vegan soldiers wear a green-and-yellow uniform a with full-head helmet (topped with a tentacle-like shape) that sport yellow, round eyes and weird, gill-like marks where their mouths would be.
* UFO Robo Grendizer also blasted their targets with barrage of missiles.
* UFO Robo Grendizer, and having run away. Actually the main reason of he wages war against the Vegans despite of he hates fight is he does not want the same thing happened to his homeworld happens to Earth, and he would not bear to run cowardly again. Nevertheless, unlike other instances of this trope he is wrong on blaming himself since he could have not done anything back then (other than dying, that is).
* UFO Robo Grendizer and Maria are the secondary couple, starting from the last season where Maria was introduced.
* UFO Robo Grendizer...), and most of its weaponry were different kinds of laser beams. The Vegan troops also used gun rays more often than not.
* UFO Robo Grendizer. And that's still discounting all the weapons hid in its flying device.
* UFO Robo Grendizer are shiny-looking, bright and very polished, although they may get dirtied in battle.
* UFO Robo Grendizer: At the beginning it looks like the trope is being played straight, but it is finally averted. Several of the Vegans are decent people and many of them are given redeeming qualities.
* UFO Robo Grendizer come to mind—who are at best neglectful, Danbei is overprotective to the point that his daughter finds it annoying. He threatens or outright attempts to kill whoever hangs around with Hikaru. And if someone offers to drive her to some place, he loads his shotgun in front of that person while he states: "You better bring her back without even one scratch."
* UFO Robo Grendizer: Duke and Hikaru clearly cared for each other and loved spending time together, but it was never explicitly stated they were together.
* UFO Robo Grendizer). Earth, Fleed and Vega had a similar atmosphere and environment, so Earth was the kind of planet they were searching for.
* UFO Robo Grendizer Gandal (commander of the armies tasked with the invasion) are introduced.
* UFO Robo Grendizer: Grendizer's horns can unleash electrical discharges, its backhands shoot laser rays, blades are stored into its shoulders that can be merged to form a double-headed scythe...
* UFO Robo Grendizer has these mecha (from different shows) allies to battle a giant prehistoric monster (even bigger than them) surviving unknowingly in the depths of the oceans.
* UFO Robo Grendizer, her wardrobe changes from flowing dresses to miniskirts and boots. Inverted with Maria Grace Fleed. When she first appears, she wears skin-tight bodysuits; when she properly joins the cast, she keeps them as fighting clothes and begins wearing dresses and flowing skirts as civilian outfits.
* UFO Robo Grendizer), he was the most mature and the less prone to put his foot in his mouth.
* UFO Robo Grendizer: In some cases, a translator will simply give up and transliterate raw. This trope affected the main character, Duke Fleed, whose name was written like "Dyūku Furīdo". Several of his enemies also suffered from it: "Blackie" was written "Burakki" (as raw as it gets), and Gandal was turned into Gandar.
* UFO Robo Grendizer. In the first episode Kouji suspected he hid something. When he saw Duke leaping several meters upwards in one single bound he realized that guy was not human.

* UFO Robo Grendizer of a planet to rebuild it if he managed surviving the war, whereas Hikaru did not want to leave Earth. Not matter what their feelings are, a separation is inevitable.
* UFO Robo Grendizer (one of the sequels), Duke Fleed steals Grendizer and flees with it before the Vegans can seize it.
* UFO Robo Grendizer: Planet Vega had become unstable due to the overexploitation of ores of vegatron, a highly radioactive material. King Vega needed to find another world to settle his people on, and so he began conquering other worlds. That expansionist campaign finally led them to Earth.
* UFO Robo Grendizer sequels, Duke Fleed's planet gets destroyed two years before the beginning of the series, forcing him to flee to Earth.
* UFO Robo Grendizer. They are animalistic mechanical monsters resemble flying saucers pre-transformation.
* UFO Robo Grendizer They loved each other. However, he did not think they could be together again after what the Vegans had done to his homeworld.
* UFO Robo Grendizer, those blades bent forward. So, the enemy was shredded being being punched.
* UFO Robo Grendizer trilogy. The Vega homeworld had become unstable due to the radioactive materials within it and the King decided to expand his militaristic empire to find a suitable planet to settle on. The main character lived in Fleed, one of the first planets the Vegan army attacked and was forced to run away. He landed on Earth and settled peacefully in there. Then two years later the Vegan army struck his new homeworld.
* UFO Robo Grendizer was the last series in the original saga, because you have to wonder how the creators could have gone on.
* UFO Robo Grendizer were named, like Blaki's Motherburn, Minister Zuril's Warrior Mothership...
* UFO's "A Self Made Man" is told through the point of view of one of those.
* UFO SHADO puts its name and logo on all of its vehicles, even though SHADO's existence itself is secret.
* UFO (SID-1) was a surprisingly accurate depiction of how a real AI might operate, most notably in its ability to talk but inability to understand natural speech (it was designed for a single task and so did not need to be given outside orders).
* UFO. SID (Space Intruder Detector), SHADO Control and Moonbase all call them whenever a UFO is detected, so it happens on an average of once per episode.
* UFO. Supposedly it's part of a demonstration on how it's impossible to judge magnification without reference points, but even after he gets the point Straker zooms in for a second look... you're not fooling anyone, you sly dog!
* ufotable's anime adaptation emphasizes this by showing imbued small arms blowing cars to pieces with a single shot.
* UFO the aliens don't just attack SHADO headquarters when the Moon is on the opposite side of the planet.
* UFO the aliens don't just attack when Moonbase is on the opposite side of their target.
* UFO. The aliens have a laser weapon in their ships. It fires a bolt of energy that travels slow enough for the human eye to see it moving.
* UFO the characters regularly smoke in computer rooms, medical areas, SHADO's underground headquarters, the Skydiver submarines and even on Moonbase! Averted in "Sub Smash" where a nurse tells Commander Straker he can't smoke inside a hospital room.
* UFO the characters smoke in computer rooms, medical areas, and closed environments like SHADO's underground headquarters, submarines and the Moonbase. Some scenes look like they've been filmed through a minor fog.
* UFO, the invading aliens use a new superweapon in each attack. It fails not necessarily because it is flawed but also through bad luck. However, they never try it again although it still exists and might be devastating in another attempt.
* UFO. The Sky One interceptors used a multiple-rocket firing pod similar to those used by RAF aircraft, so they could splice-in stock footage of the pods being fired with the model effects.

* UFO. (The word "SKYDIVER" on the side of the craft also separates. The jet is now labeled "SKY and the submarine DIVER.)
* UFO. This is then followed by the opening scene, which ends with the title logo appearing as an animated overlay. The cast and production credits appear as captions in act one. One reason for this may have been the show's rotating cast, meaning that they couldn't use credits with a fixed cast list.
* UFO to the roar of the interceptors. Scenes involving people in spacesuits tend to stick to the silence-in-space rule.
* UFO Ultramaiden Valkyrie has a TV-MA rating. However, Spain apparently aired on a kids network, to no problem, though.
* UFO Warrior Dai Apolon brings miniature flying robotic bugs on the combine ports of the individual units. When they try to combine, the bugs explode, interrupting the combination sequence.
* UFO Warrior Dai Apolon is formed, the protagonist uses his alien energy powers to grow and combine with the robot, "wearing" it like armor.
* UFO Warrior Dai Apolon, the three individual robots that form Dai Apolon are named "Header" (which forms the head), "Trungur" (which forms the trunk/torso), and "Legger" (which forms the legs).
* UFO when it's revealed that he'll get pregnant every year for thirty years, which will leave him with "an arsehole the size of the Grand Canyon" when all is said and done (though he ultimately only has to give birth once).
* UFO when Straker catches a subliminal clue about UFO attacks from a documentary film, and insists on watching the clip over and over until he figures out what triggered the association.
* UFO which stafes the nature strips on either side of the road; somehow this crashes their car. The saucer's distinctive high-pitched whine substitutes for the Stuka dive-bombing sound.
* UFO without being laughed at. However it is correct in assuming that the Beatles song "Get Back" will still be popular.
* Ugadai Melodiyu to poke fun at him for that. One joke involves a cop unsuccessfully trying to handcuff him while a song is playing.
* Uganda–Tanzania War, and relatively good salaries of military life, and grew accustomed to violence. So when they were demobilized — usually becoming unemployed and plunging back into poverty due to Tanzania's economic problems at the time — many of them decided to use weapons to make an illegal living.
* Ugandans think that the video is tasteless and would only invite foreign aggression empowered by foreign interests.
* Uga Uga once agreed to pose for a porn magazine on the proviso the photographs wouldn't be published anywhere outside Japan. Unfortunately, the magazine's executives lied to him about it.
* Ugetsu: Genjuro's lover, Lady Wakasa, turns out to be a ghost seeking the love that she never found in her short mortal life.
* Ugga Dome (Tyrannia): Cave Chia, Cybunny Scout, Giant Hungry Malevolent Chomby, Grarrg, Harry the Mutant Moehog, Highland Chia, Kastraliss, Magnus the Torch, Quiggle Warlord, Sabre-X,
* Ugg boots are a weird inversion — an Australian company sued for trademark infringement countersuing to overturn the Ugg trademark, on the grounds that "ugg boot" was a generic term long before it was a trademark. The trademark was declared invalid in Australia, but
* Ugin's one-time allies Sorin Markov and Nahiri also qualify to a lesser degree. Sorin, a vampire planeswalkers, is about 8000 years old (as they first meet 4000 years ago and she remarks upon escaping the Helvault in modern times that she is now older than he was when they first met). While Nahiri was technically in suspended animation for most of her life she was conscious the entire time and constantly tormented by the legions demons sealed inside with her.
* Uglies: Aya has one of these named Moggle that she treats like a pet.
* Uglies, because after she underwent the traditional surgical procedure that made her a Pretty, she would forget all the plans she had made beforehand to eventually reverse the process.

* Uglies by Scott Westerfeld, people in the future still have to clean up the hole in the ozone layer and contain a species of nigh-invulnerable genetically engineered ecosystem-destroying orchids.
* Uglies by Scott Westerfield had Cities which seemed to be this. The Pretties (read: 16-2x year olds) could have nearly anything they want just by asking for it. We find out later in the first novel this is true, but not solely because of the highly advanced technology the society has. In fact, the last novel of the series called "The Extras" deals very well with the fallout when one of the Pretties' "enhancements" is fixed with the Brain Rain. Said change caused a huge, permanent sea-change that required the society to have a type of currency (based on reputation and work you do) to limit resource usage.
* Uglies gives us the "Pretty Operation" which gives people beauty and resistance to disease... among other things.
* Uglies, of having more than one child every ten years. This keeps the pretty parents able to focus on one child, and keeps sibling bonds from forming. It's surprisingly effective.
* Uglies play around with them recreationally — they really can't hurt themselves because the boards are magnetic and adhere to the magnetic grid underneath the city, and they wear a device to track their center of gravity and special "crash bracelets" that will pull them back onto the board if they fall off. Interestingly, the center-of-gravity device clips onto their belly-button rings, a fact that the characters all seem to take for granted. Apparently belly-button piercings are mandatory for young people in the utopian/dystopian future.
* Uglies series. Food is plentiful in the future, so there are calorie-binging pills that you take so you can eat even more.
* Uglies series has a graphic novel trilogy, showing the events of each book from Shay's point of view.
* Uglies series has a totally bubbly form of this. It's so happy-making! Or completely brain-missing, depending on who you talk to.
* Uglies series, Scott Westerfeld based the honorifics on traditional Japanese suffixes (-sensei, -san, -chan) except he uses them to indicate the "face rank" or fame of the individual to which they are applied.
* Uglies series, the people of the future sarcastically refer to gods as "invisible superheroes in the sky". There are some groups trying to bring religion back, but it isn't catching on.
* Uglies series, the surgery that makes you pretty at age 16 turns basically everyone into these.
* Uglies she is given a special hoverboard that has lifter fans that enable it to function away from magnetic substances for a period of time and solar cells to provide power for the fans. This type of hoverboard is later used by the Cutters when they turn into Specials.
* Uglies. Tally is Flawed Average, the pretties are Divine beauties, the specials are Imperfect beauties.
* Uglies, the protagonist of the first three books, Tally Youngblood, has exposed a dark secret (and done other stuff) which has created a cult of followers for her.
* Uglies, there is a tribe that was being kept in Stone Age technology for research, complete with blood feuds and lifespans of forty years.
* Uglies uses this, to the extent that another system of measurement isn't even mentioned.
* Ugly Americans a batboy gets loose in Mark's counseling group and bites Mark and the Two-Headed Worm Guy. After killing it Grimes draws a machete and slices off Worm Guy's bitten hand (which regenerates). Mark (who got bitten on the crotch) pretends that it didn't get him and slowly transforms over the rest of the episode, until it turns out that Doug the Koala Man's saliva acts as an antidote.
* Ugly Americans, a Manbird poops on the shoulder of a man outside the Department of Integrations. Mark Lilly walks past and says that he's heard that this is good luck.
* Ugly Americans and is later seen wearing a shirt saying, "I was a demigod and all I got was this lousy T-shirt."

* Ugly Americans", a process in which a female demon periodically molts her toxic flesh. The agony can only be minimized by near-constant sex with her boyfriend/human sex slave Mark. In the background of another episode, a calendar in Mark's apartment has two weeks marked as "Callie's Period", so apparently that's a bit different for demons, as well.
* Ugly Americans. A werewolf was on trial for tearing a man's arm off, and there was very clear evidence of what he did. The werewolf had a giant baby as a lawyer though, whose only defence was taking a giant bowl of spaghetti and dumping it on his head like a baby does. The judge thought it was adorable and dismissed the charges.
* Ugly Americans, Callie desperately tries to find a reason to explain what her sister Lilith would be taking over for her without revealing that she was originally supposed to be betrothed to Twayne.
* Ugly Americans: Callie's family from her father's side consists of actual demons, and her father is Satan.
* Ugly Americans detailed account of his sexual history, culminating with "Oh, and also, my dick recently fell off. I don't know how I forgot that little chestnut."
* Ugly Americans employed by the Department, his co-worker Leonard is a wizard, and his superiors are demons.
* Ugly Americans: Every supernatural or mythological being is real, and have the same problems as any other minority groups.
* Ugly Americans featured a plague that was turning New Yorkers into clones of Larry King. Apparently the plague was a rare side effect caused by the original Larry King taking too many medications that interacted in an unexpected way.
* Ugly Americans follows the life of social worker at the Dept. of Integration in New York City. Those in need of integration? Vampires, zombies, werewolves, land-whales, mermaids, and various people human and 'other'.
* Ugly Americans had one of these, where a scientist, expecting civilization to be destroyed in the "Dirigible Wars" which he predicted, froze himself in a capsule in his underground laboratory (underneath the UN building, apparently), leaving behind a robot tasked with impregnating surviving women with his semen. When the main characters find him, he seems very much well-preserved, but upon his capsule being opened, he ages and decomposes within seconds.
* Ugly Americans had Randall join a Zombieology cult. He left because they wanted him to pay to join.
* Ugly Americans has an episode where Mark's nightmares started coming true (as one of three trials). In one scene where he runs through a door, only to wind up in outer space, falling back to earth. When he landed on the ground, he instantly liquefied into a puddle of blood. (skydiving from space without a parachute hurts, kids) Mark's coworker Leonard was not impressed as Mark was late for an important event, so cue Mark's skeleton pulling itself out of the puddle, with the rest of the body reforming as he stood up.
* Ugly Americans has a young, attractive, female news anchor who is always smiling cheerfully, even when reporting the most horrific things.
* Ugly Americans has high muggle involvement. Zombies, wizards, demons and such are treated as ethnic minorities, and the main characters work for an agency charged with integrating them into mainstream society.
* Ugly Americans in the episode "Callie's Sister". The titular character, Lilith Maggotbone, is given in arranged marriage to Dwayne Boneraper when she becomes of age and in the meanwhile, Mark Lily is more than happy to raise her as his daughter (made easier because she ages one year per day). However, during the wedding ceremony, she reveals she wants to marry her adopted father, so first she tries to kill both Callie and Dwayne.
* Ugly Americans is all about this trope. Earth is populated by all the strangest creatures the writers and artists can imagine, many of them from myth and folklore. The main character, Mark Lilly, is an employee of the US Department of Integration; his job is to aid the creatures at finding their way in American (and human) society.
* Ugly Americans is set in New York. Except with monsters of every kind imaginable

forming a good part of the populace.
* Ugly Americans). Lillith then declared her intention to kill Callie and have sex with Mark in front of a stadium full of other demons. Mark, who had spent the entire episode acting like a doting, enthusiastic father, is understandably freaked out.
* Ugly Americans manages to get himself into all kinds of horrifying and distressful situations.
* Ugly Americans Mark visits Hell, apparently accessible from New York by escalator, and is surprised to see his phone gets five bars down there.
* Ugly Americans of this. Women don't have enough testosterone to survive the pressure down there, so they make do.
* Ugly Americans, since the civilized zombies regard brains in much the same way that recovering alcoholics regard booze.
* "Ugly American" Stereotype: Americans visiting other countries are jerks.
* "Ugly American" Stereotype: The typical unpleasant American tourist.
* "Ugly American" Stereotype: This foreign country sucks! They don't have good food, music, or culture like America does!
* "Ugly American" Stereotype: We're Americans and we can act however we want to act in your country, so deal with it!
* Ugly Americans their entire language is based on the words "Suck my balls!" shouted over and over again. However, the Man-Birds developed subtle nuances that make those three words mean all sorts of things, which humans can imitate with some effort.
* Ugly Americans: The manbirds are a race of half-bird/half-human hailing from an island in the South Pacific that were brought stateside by a taxi driver simply because he thought they were "hilarious as balls". They also picked up his cussing and eventually evolved their own language from it. The result is that "Manbirdese" is a language were the phrase "suck my balls" has more than 500 different meanings. It's also stated to be "the most difficult and least popular language in the world".
* Ugly Americans Twayne gave his job as head of the DOI to Mark, within hours New York City was in flames, floating out to sea, and about to be nuked. Then Twayne fixed everything in less than a minute with a birthday cake.
* Ugly Americans). Under a set of guidelines put down by his dick, they both made up and Randall promised to treat his member as an equal.
* Ugly Americans universe is owned by a Japanese Mega-Corp and run by businessmen.
* Ugly Americans, werewolves turn shortly after being bitten, but retain their intelligence. They're still pretty vicious though, one tore a man's arm off just to get tickets to a magic show. After turning, that man grew his arm back, albeit very slowly (it took the entire episode just to grow the arm to half its original size). They also don't turn back, or it hasn't been shown anyway.
* Ugly Americans, where the Gay Pride Parade powers the New York electric grid.
* Ugly Betty: A black-and-white masque ball provides cover for on-the-lam Claire Meade to talk to her estranged husband again.
* Ugly Betty, actual teen boys; and that quickly led to a rushed coming-out story).
* Ugly Betty, after suffering a heart attack Ignacio falls for his house nurse, Elena, with her returning the feelings. This sparks feelings of resentment and anger from Hilda who views the relationship as inappropriate.
* Ugly Betty and callously states "I'm Wilhelmina Slater and I don't get wet."
* Ugly Betty and went on a cross-country road trip without either of them.
* Ugly Betty, as it is an adaptation of a very popular soap opera for the American audience.
* Ugly Betty: Austin has no last name and is more of a plot device to get Justin to realize his sexuality than an actual character.
* Ugly Betty became a full-blown farce starting about Series 3 and the ratings plummeted.
* Ugly Betty, Betty is about to meet her boyfriend's mother for the first time. Things get off to a bad start, however, when the mother thinks she's there to interview for a maid job.

* Ugly Betty, Betty was told they were having a costume contest at work. When she showed up dressed as a butterfly and no one else was in costume, her response was, "Well then, I guess this means I win!"
* Ugly Betty, Daniel gives Betty one of these while Hilda is giving a speech about being in love with your best friend.
* Ugly Betty, Daniel Meade joins "The Community of the Phoenix", which recruits high-profile followers and has several similar parallels to Scientology. After allowing the Church to make decisions in his personal and professional life, he's saved by Betty just as he reaches Level 7.
* Ugly Betty: Daniel walks in on the villainous Wilhelmina thinking it's his love interest. Turns out that they're sisters.
* Ugly Betty during the second episode, when he is still rather young.
* Ugly Betty ends this way with Betty and Daniel together in London, but not necessarily "together". Again, the lack of resolution may be a result of the series being canceled.
* Ugly Betty episode "Something Wicked This Way Comes", Gio has to pretend to be Betty's boyfriend. When he puts his arm around her, his acting becomes a little too convincing for Henry.
* Ugly Betty finds panicked employees printing resumes, since they're uncertain about the future of Mode. When they notice she's there, Amanda starts eating her resume.
* Ugly Betty: In "Crush'd", Betty is shocked to find Amanda completely naked at Mode early in the morning and immediately asks her to put some clothes on.
* Ugly Betty involved Justin and his parents getting caught on a broken subway on the way to see the Broadway musical "Hairspray."
* Ugly Betty is an author avatar of Silvio Horta when he was younger/growing up/a teen.
* Ugly Betty is a sitcom with an emphasis on fashion and a woman as the lead but was quite successful.
* Ugly Betty is supposed to be a fashion victim, but Season 3 took it way too far when Patricia Fields took over as costume designer. Betty went from frumpy to looking like a deranged clown. And though she's supposed to be poor, these monstrosities were obviously expensive designer items, which she never wore more than once. Also, the people on the show who are supposed to be fashionable didn't look much better.
* Ugly Betty is that what she says are actual, fairly common mistakes among new Spanish speakers.
* Ugly Betty, Kirsten Chenowith urged Betty to run and stop Henry from getting on a plane, and Betty mentioned she had other things she needed to do that day, didn't have the flight number, and would have trouble getting past security. Later Amanda mentioned this as a way for Marc to get back together with Cliff, but as he was in the same room at the time, Marc just went over and talked to him.
* Ugly Betty, Marc "dumps" Amanda as his beard, and she gets revenge by forcing him to use Betty as a new "girlfriend" to show off to his mother.
* Ugly Betty Marc St. James is almost always the funniest character around, though not all the humor comes from him being gay (the creator of the show, Silvio Horta, was also openly gay).
* Ugly Betty: Mark's boyfriend Cliff has one of these at Bradford and Wilhemina's wedding, causing Amanda to quip "Who knew there were hardwood floors under that shag rug?"
* Ugly Betty out of business so it's better to have her using her talents for themselves.
* Ugly Betty that got him sent home after school. The boy's mother later complains about a scratch that that was hidden by the boy's clothes.
* Ugly Betty when Daniel first meets Molly. She falls out of a tree onto him.
* Ugly Betty, which has the added bonus in that non-Spanish speakers will have an even harder time understanding what's going on.
* Ugly Betty zipper that she should have been able to zip up herself. It can be challenging for women with large breasts to zip things on the side — less

maneuverability and if the zipper comes up to your waist or higher you can't even see it. It's doable, but gets awkward.
* Ugly by the sidewalk, a visual cue for the horrible stench and sight of the corpse.
* Ugly Cute in the games with a headful of hair; however, he isn't remotely attractive in the cartoon where he lacks the hair and resembles a crocodile.
* Ugly Cute more likely a reaction is said ugly person is male. Because ugliness in a woman is just unacceptable.
* Uglydolls, Alibaba Pictures, and Huaxia Film Distribution logos as pieces of felt loosely falling onto the backdrop, fitting the "crafted" world of the movie.
* Uglydolls: An Imperfect Adventure Despite this, Wage and Tray (flipped to female as well and changed from pink to purple, respectively) still have their changes for the movie, hinting that the video game was made before the change of the former two. This is despite the fact that the game's plot takes place after the events of the movie, however.
* Uglydolls are compulsive thieves with the tendency to "borrow" from others without the intent of returning. They claim it's their magic trick of turning your stuff into their stuff.
* Uglydolls: A safe-for-work example, Wage wears an apron (because he works at Price Hike, even though he doesn't actually work there) and nothing else. Though, to be fair, there isn't really anything underneath, and Uglies don't usually wear clothes.
* Uglydolls comic has the story "Climb, Wage, Climb!", where Wage gets groomed into being the replacement manager...by getting his head shampooed and getting a facial.
* Uglydolls comic "Know Thy Enemy", superhero Babo and supervillain Big Toe trade places for a day to understand each other. Babo's idea of evil is to fire a laser from space to slice off a mattress tag...much to the absolute shock and horror of Wippy, owner of the mattress emporium.
* Uglydolls comics, Tray brings special berries home from a trip that trick taste buds into non-food items tasting like foods when licked, and vice versa. Before testing the non-food items, Wage complains that popcorn "tastes like a telephone pole", while Babo's cookie "tastes like a hubcap".
* Uglydolls. Everything he touches turns into ice, and he lives in a frozen cave system, but his heart is the warmest part of him.
* Uglydolls has the Uglydolls and Perfection dolls. The Uglydolls are defective stuffed animals that were rejected from the construction line and live in their own misfit world. Meanwhile, the Perfection dolls are yarn-haired humanoid dolls that are instructed to be the perfect toy, where they then graduate into the "real world" and become a doll for a child. The plot starts up when a group of Uglydolls stumble into Perfection.
* Uglydolls has Wedgehead introduced to Uglyville by being launched out of her conveyor belt place (due to being a misfit doll), where a target has a mattress about to be set up for her. Unfortunately for her, the mattress is being moved by Willard, a slow-moving tortoise Uglydoll, causing her to land on the ground before it gets there for her, head-first. This also ends up giving her her trademark wedge-shaped head (her original head was shaped like a duck's tail, as she was a wrongly-assembled duck doll).
* Uglydolls have a giant variety of characters in the line, even out of the core main ones.
* Uglydolls have foods that they are crazy about. The ones mentioned the most are Babo and cookies (to the point he almost always has one in his artwork), Tray and blueberry pie (rumor is that her eyes are blue from eating so much), TooDee and grape drink (he's purple from drinking so much), and Pointy Max and cheese (giving it to him is the only way he'll do what you say).
* Uglydolls is pink with hair-like extensions and thick eyelashes. She is the only Uglydoll in the movie to have the latter.
* Uglydolls, Lucky Bat is given a higher-pitched, childish voice due to being voiced by a woman instead of a man.
* Uglydolls started with David Horvath and Sun-Min Kim, two university students,

separated from each other due to Sun-Min's student visa expiring and her having to move back to Korea before a franchise could start. David wrote her a letter of support with a drawing of the character that would become Wage on it, and she sewed a doll of him as a gift in return. Through an incident that made it seem like they were pitching a toy, more dolls were sewn, more characters were added, and the toy-line was born.
* Uglydolls. The ensuing result is so vile that Ninja Batty Shogun's forced to scrape his tongue with donuts to get the taste out, and then passes out into a fetal position.
* Uglydolls. The song would get frequent airplay on radio stations even after the film left most theaters.
* Uglydolls, the Uglydolls are lumpy and misshapen reject dolls, but they have kind and optimistic hearts. In contrast are the Perfection dolls, pretty and mass-produced fashion dolls that have snobby and disdainful attitudes over anything that's not "perfect".
* Uglydolls. This was the name of story artist David Trumble’s partner’s niece, and was put into the storyboard of the scene as a placeholder. Director Kelly Asbury found the gesture heartwarming and told him to keep it in the final film.
* Uglydolls was announced as director for the film, only to later be replaced by Kelly Asbury. The movie eventually was solidified with an official May 2019 release date, eight years after its announcement.
* Uglydolls was originally named "Gorgeous" in the original toyline. The name "Moxy" was originally given to Ox's younger sister, who doesn't appear to be in the movie's storyline.
* Ugly Duckling's Love Revolution, the drama club is putting on a play for the kindergartners, and after much ado over what fairy tale to do (and what role Hitomi will play), they go with Momotaro, and Hitomi plays a tree.
* ugly face is filling the viewscreen) is that the hideousness of humans has clearly not been exaggerated!
* Ugly Girl Killed at the frenzy surrounding the then-recent killing of JonBenét Ramsey, who was a perfect little princess type.
* Ugly Guy, Hot Wife: A man considered unattractive is married to a woman considered attractive.
* Ugly Guy, Hot Wife: A married couple consisting of an ugly husband and attractive wife.
* Ugly Guy, Hot Wife: An attractive woman marries an unattractive man.
* Ugly Guy, Hot Wife as a whole become discredited. Though it helps that many modern shows using this trope will emphasize on problems that the looks discrepancy can cause in said relationships.
* Ugly Guy, Hot Wife both averts this and plays it straight—unattractive men are shown to be good husband material, yet it still works on the assumption that because the wife is hot, that he was lucky in love even if nothing else is known about her.
* Ugly Hill consists of this... only with the variation that it's "Are we dead yet?"
* Ugly Hill tries to bribe a patent office clerk with a quarter and some pocket lint to ignore that the invention he wants to patent, a pillow that stays cool on both sides, already exists.
* Ugly Hill, where it's shown that Hastings was attempting to convert to Catholicism to marry his first wife Hope, at her request due to her parents being staunchly Catholic. Hastings himself is agnostic and completely uninterested in religion, considering it to be a waste of time. It becomes a moot point due to Hastings accidentally destroying the local churches' saint statues, and getting himself barred for life.
* Ugly John the camp anesthesiologist, but was eventually written off the show when the production staff felt there were too many minor characters to keep writing for. Orchard eventually returned in a guest role in Season Eight as an Australian M.P.
* Ugly Kid Joe are known for exactly two songs: their glam/grunge fusion song

"Everything About You" and their cover of Harry Chapin's "Cat's in the Cradle." Both were top 10 hits, and the band never charted again.
* Ugly Kid Joe's "Neighbor" is a clear musical and lyrical pastiche of
* Ugly Memories attended VMI (a real-life military college in Virginia). The audience never finds out if he's a veteran of an actual war or not. Still, his behavior - especially the profanity-filled lecture he gives his daughter - fits this character type.
* "ugly puppy" trying to fit in with his cat mother and siblings in a comfortable home.
* Ugly Slavic Women: Eastern European women are hideous and masculine-looking.
* Ugly Slavic Women: Eastern European women are ugly and masculine-looking.
* Ugly Slavic Women: The opposite counterpart to the above stereotype.
* Ugly Slavic Women, which led to them being remembered more fondly than their other counterparts.
* ugly the same penchant for ugly-looking girls. Just look at his girlfriend Sachiko.
* UGTO's Assault Carrier, which packs Torpedo Launchers - are examples.
* Uh... a big, dumb, balding North American ape. With no chin. ...And a short temper..
* UHF accidentally feeds his co-host dog treats while filming a promo for butter cookies. His friend gags at the taste, but continues eating them until Al notices his error and transitions smoothly into a promo for the dog treats. His friend then runs off screen to vomit.
* UHF accidentally switches a box of cookies with Yappy's Dog Treats. As he's filming product placement for the cookies, he feeds the dog biscuits to his co-star, who is disgusted by their taste but has to pretend to like them. At the end of the ad, Al recognizes his error and smoothly transitions into a pitch for the dog biscuits, which causes his co-star to run offstage and barf. "That's right! Bobbo's been eating Yappy's Dog Treats! Your dog will love that real liver and tuna taste ... [puking sounds from offstage] ... with just a hint of cheese!"
* UHF, a Korean soldier explodes in a massive fireball after getting shot with an arrow.
* UHF: Although he doesn't actually converse with it, Stanley has an extreme attachment to his first mop, claiming they've never been apart. He nearly panics when it's confiscated after he loses his janitorial job, and the scene where he finds it again is shot and scored like a reunion between long-lost loved ones.
* UHF and Bob get thrown out of Burger World after Al insults the owner, "Big Edna". They go up... then down onto the street across from the parking lot.
* UHF, a typical Saturday morning kid's show, ends up with more than kids wanting to see it.
* UHF brings a contagious energy that quickly spreads to the entire station and makes them the highest-rated channel in town.
* UHF Channel 37 has never been used for broadcast TV in most countries because it would interfere with radio astronomy; it's sometimes used as a dummy channel in instruction manuals. That doesn't mean it won't be found on your cable or satellite TV box, though.
* UHF cooking temperature as well), thus keeping the restaurant from being sued.
* UHF encouraged this by just outlining his scenes and had this to say in the DVD commentary:
* UHF ends with "But, there is one good thing about broadcasting to a town full of mindless sheep: I always know I have them exactly where I want them!"
* UHF features a commercial for "Spatula City." It sells spatulas "And that's all!"
* UHF. George Newman thinks open doors mean it's a friendly place. He isn't wrong, as he meets Philo, who will become a friend and essential ally against Channel 8.
* UHF, George tries to convince his friend Bob to help him run the UHF station he recently became manager of.
* UHF. George (Weird Al Yankovic) leaves a hilariously pleading apology on his girlfriend's answering machine. This was accomplished by having Al stand just out of shot and yell his lines while the girl reacted.

* UHF has a rather bizarre one, with minor cast members wandering in and out at various times. Most notably when Emo Phillips' scenes are on Weird Al wonders whatever happened to the guy only to hear "I'm right behind you". Al also calls Victoria Jackson on the phone during the recording (which she clearly wasn't expecting), and appears on screen a couple of times, once to simply leave and get a snack for the director.
* UHF interviewed a clumsy shop teacher, who then lost one of his thumbs to a table saw.
* UHF is dedicated to Trinidad Silva, who died in an auto accident before filming all his scenes as Raul.
* UHF: Near the end, George holds a telethon to raise funds to buy the station.
* UHF notices — while on air — that the box of cereal he's hawking comes with a free toy. Saying, "Don't let your parents know you do this," he then disassembles the box to get at the toy, making a mess of the cereal.
* UHF of Al's in real life, although he uses vegetarian linkettes nowadays.
* UHF on a hillside. A moment later, they bloodlessly collapse simultaneously.
* UHF, one of Fletcher's men enters the boardroom wearing a cowboy hat with various medallions and beads on it. He tells Fletcher that U62 is gaining popularity only to be shooed out by him. As he's leaving, Fletcher tells him "And take that ridiculous looking thing off!" So, he stops and takes off his moustache.
* UHF parody, with one scene someone is shooting at him repeatedly and still manages to miss him, even when he's firing at him at point-blank range.
* UHF plays with the trope: the game show "Wheel of Fish", where the contestant can choose to win the type of fish the wheel lands on.
* UHF says that the audience members sitting on either side of "the box" in the "Wheel Of Fish" scene were contest winners.
* UHF's character, George, has hit the low point of his life, so he leaves the TV studio saying that he needs a drink. His friend Bob points out that he doesn't drink, and George replies, "Yeah, but I've been meaning to start."
* UHF, Stanley tries to play a similar game with the thugs who kidnapped him. While blindfolded.
* UHF) starts blowing up famous monuments (including the Eiffel Tower and the Colosseum) for no reason at all.
* UHF starts laughing, the two managers under him realize, after a short pause, that they'd better start forcing themselves to laugh along with him.
* UHF struck a deal with KOED-11, the PBS station (part of a statewide network) in Tulsa to build a news set in their studio. The Tulsa station used the set for their own broadcasts for a couple years afterward.
* UHF, the bad guys guarding Stanley Spadowski spend their time playing jacks and making string figures.
* UHF think to swerve aside — but since this is parody, the boulder also swerves to follow him.
* UHF; when a kid finds a marble in a sandbox filled with oatmeal, he wins the prize of drinking from the firehose, which blows him across the room.
* UHF, when Stanley Spedowski makes his big motivational speech about his mop, he makes a metaphor about how when nothing else works you get down and start scrubbing with a toothbrush.
* "Uh-Oh" Eyes: A subindex of tropes for when a change in someone's eyes is a sign of danger.
* "Uh-Oh" Eyes, but the heavy eye-makeup and impossibly long fake lashes don't help matters. Subverted, though, in that Mag is one of only two good-hearted people in the entire movie, and the makeup is probably imposed on her- when she's viewed in flashback before she was lured by GeneCo, her eye makeup looks much more natural.
* Uh-Oh, It’s a Dinosaur: Kyra has a bad case of this. Understandable, as she's a two-year-old lizard who was raised in a lab.
* Uh-Oh, It’s a Dinosaur: Kyra's claws, which can slice and dice small neighborhood animals with ease.
* Uh Oh!, which is played with teams of two. There were a few mini-games chosen by a wheel. The titular Uh Oh! space challenged the player who landed on it with a

question. If the player got it right, the team got points, but getting it wrong results in slime being dumped... on their partner.
* uh, sorry, Cherry Comics Cherry dons a yellow jumpsuit, and as "May O'Doul" reports on the Young Genetically-Altered Samurai Lizards Warhol, Picasso, Lichenstein and Keane. And then of course she has sex with all of them.
* Uh, So This Is My Team?", Samey tries to get a high-five from Max, only to be told that "evil does not high-five".
* Uhtred is implied not to have many friends due to his obsessive desire to stand out from his family and
* Uhura gave Spock the "It's not you, it's me" speech when they broke up at the beginning of
* Uhura's headset looks very much like the Bluetooth headsets of today.
* Uhura sits sideways on her chair when she wants to look out the window. This may be for
* Uhu! who has to smile genuinely at least once, and a guy who is supposed to hang up a painting but is too lazy and busy screwing around to want to leave. Tasks given to other ghosts are usually resolved in the same episode they appear, though. Meanwhile, Polter is a ghost with a unique mission: He may only leave once he has seen all the other ghosts through their tasks.
* Ui by the fact that she is the band's costume designer/creator... but still.
* UK advertising for Halls cough sweets. The regular "vapour action" menthol sweets are like your head turning into an air conditioner, or sticking your head out of an aeroplane. Soothers, on the other hand, are like having your sore throat kissed better by a member of the opposite sex.
* UK advertising for Rice Krispie Squares claims (among other things) that if you buy two you get a free boat, that the Rocky Road flavor is
* UK adverts for Rice Krispie Squares make utterly ridiculous claims about the ingredients or manufacturing (for instance that the Rocky Road
* UK adverts for washing machines often have a short section at the end recommending a particular brand of detergent to use in them.
* UK and US keyboard layouts have some different locations for certain symbols — in particular, @ and " are above 2 and ' respectively in the US keyboard layout, but are the other way around in the UK layout.
* UK artist Estelle's popular song "American Boy" lists off all the places in the US she'd like to visit, with New York listed first and more often than any other place (5 times). It also mentions Broadway and Brooklyn.
* UK broadsheet newspaper was originally printed on pink (i.e. unbleached) newsprint because it was cheaper. In time, white newsprint became ubiquitous and therefore the cheaper option, but by then everyone expected the FT to be pink. The modern newspaper is printed on white paper that has been dyed. So first the paper is bleached, then it's dyed to look unbleached.
* UK channel ITV and its sister channel ITV2 are known for frequently showing the
* UK comedian Diane Morgan asking why whenever a pretty girl gets killed, people say "look how pretty she was" as though it's
* UK confectionary Trio (consisting of a candy bar that is a chocolate-covered biscuit with toffee fillings) had its mascot Suzy sing about wanting Trios to the tune of "Day-O (The Banana Boat Song)".
* UK dance-pop group D Mob hit the scene in 1988 with the singles "We Call It Acieed" and "It's Time To Get Funky", which both peaked at the top of the U.S. Dance charts. Soon after, they would bring a special guest vocalist onboard named Cathy Dennis, who would lead the group to a second pair of top-selling U.S. hits with "C'mon and Get My Love" and "That's The Way The World Works" one year later. Those would be D Mob's last appearances on the top charts, as subsequent singles (sans Dennis) failed to replicate the success and slid far down the charts. Dennis, meanwhile, would embark on a solo career that not only saw her net four Top 10 U.S. singles over the next three years, but a near-unparalleled songwriting career that saw her write some of pop's biggest hits, including
* UK DJ Mike Reid was forced to apologize in 2014 after causing offence with his '
* UK eBay seller eStocks / Music Magpie sells the majority of its CDs for

£1.27, and whilst it rarely goes below, it has many Buy 1 Get One Free offers on CD singles to counteract this.
* Ukefication: A previously competent male character is made more emotional and effeminate in a fanfic, often to play as "the bottom half" of a same-sex pairing.
* Ukefication: Taking a character that's canonically tough and weakening them to the point of a featherweight in the name of slash fic.
* ukefied is "stoic, collected, and mildly psychopathic with a sadistic twist".
* Uke he can be involved in this if he is shipped with Grimmjow, Gin, Hollow Ichigo, or Aizen.
* UK example for the 1970s: "Lipsmackinthirstquenchinacetastinmotivatingoodbuzzincooltalkinhighwalkinfastlivine vergivincoolfizzin... Pepsi!"
* UK financial journalist Louise Noel's only TV hosting role was the stocks-and-shares game
* UK Game Show Challenge likes giving this treatment to their shows on major holidays.
* UK gameshow network Challenge TV featured an office full of these, based on various gameshows being aired. A swivel chair race for
* UK Hard trance label Tinrib stands out as having a nautical theme, complete with one of these as their mascot.
* Ukiah Oregon alien who uses heavy clothes and similar to disguise his differences when necessary.
* Ukiah Oregon. Later he meets his mother's side of the family, the Cayuse Kicking Deer family. His initial demands for information are rebuffed because he's believed to be an impostor, and no one alive knew his mother, who died centuries ago. He is eventually able to regain some memory of her.
* Ukiah Oregon. They store short term memory in their blood and long term memory in their DNA, and every cell is a pluripotent stem cell that can turn into any other kind of cell at the drop of a hat. Severed pieces can turn into any animal of the right mass that the creature has touched before and flee or keep fighting.
* UK indy wrestler Sha Samuels' gimmick is that he's a football hooligan who
* Ukinojoe, the animator behind Dog of Wisdom and Literally Hitler is really disgusted by sexual artwork of his characters.
* UK instrumental rockers The Shadows' 1962-63 lineup had three out of its four members named Brian, but only one went by his real name and nothing else. The three Brians were: Hank Marvin (b. Brian Robson Rankin) on guitar, Brian "Licorice" Locking on bass, and Brian Bennett on drums.
* UKIP Calypso', a song promoting the anti-immigration policies of the UK Independence Party sung in a fake Caribbean accent.
* Ukitake contracted a lung disease when he was three years old. It was fatal, but his parents tracked down a mysterious holy being to beg for its intervention. It agreed to keep Ukitake alive on the condition that Ukitake repay that debt at a later date. Like Aizen and Ichigo, Ukitake has phenomenal reiatsu even by the standards of captains, but unlike those two, he cannot freely use it; it's tied up just keeping him alive. Despite this, he has made it to captain rank and is one of the longest-serving of all captains. However, his disease can debilitate him at unexpected moments, including in the middle of battle, making him unreliable on the battlefield - a fact that cost the life of his previous lieutenant, Kaien.
* Ukita's death in the middle of the second Kira's first broadcast, Aizawa angrily grabs L's shoulder, demanding to let him go out there and help his friend, and immediately goes quiet when he realizes that L is trembling with fear despite the near-absolute calmness in his voice and the impassive expression on his face. He's just as upset about the situation as Aizawa, but hides it and refuses to let it cloud his judgment.
* Ukita, the member of the task force who charges off to Sakura TV and gets killed by Misa, gets more panels, but less development. His death largely serves to prove that it's possible for a death note user to kill without knowing someone's real name if in possession of the Shinigami Eyes.
* UK Living began in 1993 as a general entertainment channel for women. In 1997,

after being denied from becoming part of
* UK Merchant Navy/US Merchant Marine were well known for being (in practice) accepting of homosexuals compared to the permanent branches of the military and even to most of civilian society prior the gay rights movements improving treatment across the board. This meant homosexuals were far overrepresented in the merchant fleets at those times.
* UK off-licence chain Oddbins invoked this trope in their ads in the run-up to the 2012 Olympics, referencing the fact that only official licensed adverts could directly refer to them. This led to such Oddbins ads as "We're not allowed to use the name. We're not allowed to mention the location. We're not even allowed to mention the year. But celebrate them with us anyway" and "Celebrate the [CENSORED] with Oddbins" (yes, that's exactly how it was printed).
* Ukoku Sanzo's Muten Sutra, as he shows Sanzo first-hand: literally, 'the power of nothingness'. It also extends to things, though, not just people, but the effect it has on people is what makes it fit the trope.
* Ukraine and Belarus fit as well. Ukraine is a sweet, sensitive, hardworking, tomboyish
* Ukraine Played with, since Russia compares Ukraine and Belarus and says about Ukraine "She's nice, but not much to look at". About Belarus, who in comparison has smaller breasts, he says: "She's pretty, not nice."
* Ukraine Quite understandable for both: the Ukrainian army lost a lot of materiel when Russia annexed Crimea and had already been badly underfunded for years even before the conflict, and the separatists, despite receiving Russian support, are having to make do with whatever equipment they're able to scrounge up and salvage for the majority of their combat operations.
* Ukraine's Crimean bases after Viktor Yanukovich's overthrow and the subsequent Russian military intervention.
* Ukrainian-Israeli Mark Ivanir is frequently cast as basically every kind of Eastern European nationality in existence, from Russian to Yugoslavian and everything in between. Outside of that, he's been generic Jews and unspecified
* Ukrainian Job was played by nearly everyone non stop because it was incredibly easy to use shaped charges to blast open the safes, get the tiara, and escape before the cops arrived (there's even an achievement for doing this in less than 30 seconds), which meant that people could quickly farm loot drops and gain experience points at a fast rate. The developers quickly nerfed the exploit by introducing safes that can't be lockpicked or blown up on Death Wish difficulty and reworking the experience point system to be more rewarding for heists that have multiple days.
* Ukrainian novelist and translator Marko Vovchok, born Mariya Vilinskaya. The pen name alludes to cossack Mark the Wolf, a legendary ancestor of her first husband.
* Ukrainian Resistance fought at the same time against Polish Resistance, German Army, and Russian Army.
* Ukridge's Accident Syndicate" ends with the traitorous Teddy Weeks being at the receiving end of a perfectly-timed tomato to the face.
* Ukridge story, narrator Corky (while caught in one of Ukridge's schemes) is briefly paralyzed by the sight of a stuffed seagull hanging in the corner of a family's living room.
* UK Sight Reading Tournament the notes, while still changing in real time, and the notes becoming notes from other rhythm games. All this pales in comparison to the song's bridge: the notefield displays on one screen in a pile of televisions and is skewed accordingly. The correct TV changes every few seconds, and the last two are rotated.
* UK. Since Shamima's parents are both Bangladeshi citizens, she was technically eligible for one).
* Uktabi Orangutan, on the position of the two monkeys in the background and a later parody card shows the two monkeys again, but now one of them is pregnant.
* UK telephone service provider Lycamobile has a similar problem. You are not told what the phone number of your new SIM card is; to find out, you have to dial *132#. This code only works if you have credit. To get the credit you have to top-up, to

top-up online, you need to register the SIM... and to register it, you need to know the number. The way to break this deadlock is to make the first top-up using a voucher, but if you're housebound and have nobody to go and buy a voucher for you, you're screwed.
* Uktena (the totem spirit of the Uktena tribe) was once a servant of the original balance-Wyrm. When the Wyrm went insane, Uktena promptly defected to the Wyld.
* UK towns have Greasy Spoons too, which are often an inexpensive place to have breakfast or lunch unaffected by the rising prices of major chains, and often provide a traditional British atmosphere that reflects the owners. As a result, they are very appealing to the elderly. Most of them will serve traditional English breakfasts and tea, and in seaside towns, they tend to be more fish themed — you might find the cockney staples of 'pie and mash' or 'jellied eels and liquor'. Unlike American diners, there is not really any pretense to the layout of these places; in fact, looking as nondescript as possible is quite appealing to their clientele. Many of them open in the wee small hours, to cater to market traders and others who work at unsociable hours, and/or drunken students.
* UKTV channel Blighty and gardening channel UKTV Gardens being replaced by lifestyle/reality channel Really (since sold to Discovery).
* UK TV Gold and some American PBS stations used to show classic serials in Compilation Movie format. The color used to
* UKTV in 2010 and rebranded Sky Living the following year. From that point on it was slowly retooled as an investigative drama channel, eventually becoming Sky Witness in 2018.
* UKTV, the larger network of channels responsible for Dave, receives a lot of criticism for cutting documentary programmes to fit normal schedules while leaving comedy intact. (And even comedies have sometimes lost the punchlines to gags because of abrupt commercial breaks.)
* Ukulele Anthem which is all about this trope. It's a satirical song about how ukuleles make people quirkier and happier.
* Ukulele virtuoso Taimane Gardner traditionally performs barefoot, much so that she'll kick her shoes off when doing impromptu performances. Her backup musicians also perform barefoot to fit her motif.
* UK version after the death of Fulton Mackay opened with the Captain's nephew PK taking responsibility for both the lighthouse and Sprocket after his uncle's death.
* UK version of the show had an episode, "Shaken", where a young nanny and her boyfriend were accused of killing her employer's baby. They were arrested and jailed, but the nanny is freed, leaving the boyfriend behind bars. By the end of the episode, the husband's ex-girlfriend (who couldn't have children) confesses that she killed the baby out of rage and depression. The boyfriend is cleared, but the Crown Prosecutors find out that he was beaten to death by another prisoner when they go to get him out of jail.
* Ukyō Kuonji also spent about ten years doing this after Genma stole her father's cart and abandoned her.
* Ukyō, one of Ranma's suitors, wears it at the beginning of the second
* Ukyo finally accepts that Ranma will never return her feelings, and starts recipocrating Konatsu's feelings for her, ultimately marrying him in order to fulfill the agreement made by her father and Genma long ago (Konatsu has been adopted by the Saotomes, making him a Saotome son).
* Ukyo Kuonji: Generally prefers more "nonviolent" approaches to trying to win Ranma, such as setting Akane up on a date with Ryoga, trying to lure Ranma & Akane into a magical
* Ukyo uses both her large spatula and smaller spatulas at one time, though the smaller ones can double as projectile attacks.
* Ulamog, The Infinite Gyre share their progenitor's faceless white skull.
* Ulcus wasn't meant to save mankind, he was meant to save the world by destroying it without the concern on whoever lives in that world
* Uldren Sov is very emotive with his arms, gesturing and waving them around a lot when he’s speaking. He also tends to
* Ulfric generally made their lives a living hell. The opposite is felt by the

Nords, who not only saw Ulfric as a true hero of Skyrim but are generally not fond of non-Nords.
* Ulfric himself gives one at the end of the Imperial route to the Civil War plot:
* Ulfric Stormcloak serves in this role for the Stormcloak Rebellion. Of course
* Ulfric Stormcloak, should you choose to side against the Stormcloaks in the
* Ulfric Stormcloak shows up and starts burning everything to the ground.
* Ulgu, the Lore of Shadows, is the Wind of Magic that allows the caster to manipulate shadows and darkness. The spells of Ulgu involve using shadows for concealment and illusion, as well as
* Uli in 'Ninguém Tá Olhando' (Nobody's Looking) is the first angelus created in hundreds of years and has a habit of asking questions which frustrate his much-older colleagues, and poking his nose into things to find out how they work such that at the end of the first episode he
* Ulillillia's games. The status screen is actually a physical object.
* Ulitharids tower over the common illithids they rule over, typically standing between seven and eight feet in height to the illithids' more human heights.
* Ulla "Sniff" Neumann voiced Shanti in both the Danish and Swedish dubs of
* Uller Uprising has the Chartered Uller Company operate their own military forces on the titular planet. Many of its military personnel are former Federation regulars, and are well trained and equipped.
* Uller Uprising mixed in with the pornography. The main character of the novel is a very HOT Gump.
* Uller Uprising refer to Ullerans as "geeks"—except the Kragans, their closest native allies. The Ullerans, in turn, call the humans "sudabitt", the closest they can get to "son of a bitch". Even the Kragans take to calling all-natives-but-Kragans "geek".
* Ulli's Roy Orbison In Cling-film Website began as a deadpan parody of self-published online erotic fiction expressing very niche fetishes. There was confusion for years about whether it was real before the webmaster finally unmasked and admitted that it was a parody.
* Ulli's Roy Orbison In Clingfilm Website is a brilliant parody of highly-specialized Internet erotic fiction. It's pretty obviously a joke, but the author never tips his hand.
* Uloboridae spiders, who lack venom glands but compensate it for a particularly nasty way to kill their prey: wrapping them in silk so tightly that its exoeskeleton gets crushed and broken. After that, time for the spider to inject digestive fluids in the package, let them enter into the victim's innards through the wounds caused by coccooning them so, and suck the resulting soup. Lather, rinse, repeat, and all of this taking place while the prey is still alive.
* U.L. Paper contact is the fact that they are sitting in a building with at least a hundred people matching his description (paunchy, middle aged, glasses).
* Ulquiorra appears from the start to be Aizen's right-hand man among the Espada, and the ultimate target everyone needs to reach to save Orihime. When Ulquiorra realises Ichigo thinks he's the top Espada, he reveals he's only the fourth Espada. That said, during his final battle with Ichigo, he reveals a second
* Ulquiorra asks for this before he dies. Ichigo doesn't, and, well,
* Ulquiorra Cifer becomes more and more infuriated with Ichigo during their battle in Hueco Mundo, to the point where he actually starts to yell. It's only as he dies that he finally understands the truth about emotion and the value of the heart.
* Ulquiorra Cifer is highly associated with darkness and the color black. His hair is black, and when he transforms into his Ressureccion, he gains a pair of black wings and his Reiatsu turns from dark green to jet black with a green outline. He can fire a jet black colored Cero called Cero Oscruras, though Ulquiorra implies that any Espada can use it when in Resurreccion. In his Ressurection: Segunda Etapa, his lower body is covered in dark fur, his arms are colored black, and a dark substance pours down from his Hollow hole.
* Ulquiorra Cifer's Las Noches uniform, with two tails that sweep the floor dramatically.
* Ulquiorra doesn't need to eat, as he can sustain himself through mana

absorption. However while he doesn't specifically need to eat, he has experimented with a few foods on occasion.
* Ulquiorra does this on multiple occasions, sometimes in the same battle. In one instance, after Ichigo has thrown everything he's got at him, Ulquiorra uses Ichigo's zanpakto, which Ichigo is trying to impale him on, to slice his shirt off to show off his Espada number.
* Ulquiorra gets bonus points for actually calling his foes “trash.”
* Ulquiorra Schiffer has bone-white skin and jet black hair and his colouring stands out from all other characters around him as a result. He's a symbol of nihilism and his lifeless pallor is part of his theme of not truly understand what it means to live.
* Ulquiorra's hole is an interesting case, as it starts in his neck before migrating down over the course of the story. His usage of the trope is mildly lampshaded in the story as Ulquiorra tends to punch a hole in his enemies exactly where his own hollow hole is located (and when he does it to Ichigo, Ichigo almost dies).
* Ulquiorra threatens to force-feed Orihime, strap her down on a table, and give her IVs when she
* Ulquiorra took this line with Ichigo after their first confrontation, but later acknowledged him as someone that "needs to be eliminated" and started fighting him more seriously. Ichigo
* , Ulrich is The Voiceless. He says a total of two syllables — blink and you'll miss it.
* Ulrich Stern is no slouch either, especially when Odd isn't around and he feels the need to take his friend's place at making lame jokes.
* Ulrich Stern uses a real katana to great effect in the beginning and end of
* Ulrik Wilbek, the Danish handball coaching legend. He took over the Danish women's national team in 1993 (a team that almost got shut down due to bad results), resulting in a silver medal in the world championships that year. Following that was a victory at the European championship (1994) and a bronze medal at the world championships (1995). After that, the Danish team won the handball treble (continental champions+world champions+Olympic champions - greatest thing you can do in that sport), which no other team has won before them, winning at the olympics in 1996, European championship later the same year and the world championship in 1997, before he left the team. Before the Euro championships in 2006, he took over the men's team, who worked their way to a bronze medal in 2006 and again at the world championships in 2007, before winning the Euro championships in 2008, where a rock solid defence got the Danish team to victory. The olympics 2008 was the first time a Danish NT led by Wilbek had to leave a big tournament without a medal to show for it. In other words, Wilbek brought Danish women's handball from shit to the world top, then brought Danish men's handball to the top of world handball. He has been present at 14 big international tournaments with the two Danish teams and has 11 medals (5 gold, 2 silver, 4 bronze) to show for it, with teams that weren't expected to win anything before he took over. He has stated that he will retire from coaching the men's team in 2014, probably with some more medals to show for it.
* Ulster Scots, a very specific group. Of course, not all Americans who claim Scotch-Irish heritage are aware of that history, or understand the distinctions, and may indeed think of themselves as simply having both Scottish and Irish heritage. And good luck finding anyone (including most Britons!) who can find the Channel Islands, Shetlands, or Orkneys on a map. Virtually no one can even name any of them.
* Ulster Television - the ITV region chartered to provide commercial TV to the six counties of the North.
* ultamite nineball: "Ahh he yelled as he slashed him his blood hit the floor."
* Ultear and Bluenote are Hades’ most trusted right-hands, with the former serving as the leader of the Seven Kin of Purgatory, while the latter serves as the sub-commander of Grimoire Heart.
* Ultear interfere with the power of the latter, including unfreezing those trapped

in the frozen time.
* Ultear's goal for most of her life was to find a magical Reset Button that could give her back her lost childhood. At one point she thought she found it when she discovered the
* Ultear's rationale in a nutshell. She’s willing to commit most any and all atrocities because if she succeeds, she’ll unlock
* Ulthuan has a natural one in the form of the Annulii Mountains. Traversable only through one strait and few heavily guarded passes, they protect the inner High Elf kingdoms from outside threats.
* Ultima after casting the spell, so pretty much everyone who ever played these games cast the spell once and only once to see what happens, before reverting to an earlier savegame.
* Ultima, and while he's white-haired in the ninth game, it's explained to be due to despair over his failing kingdom rather than age. Likewise, the Warriors of Virtue (the Avatar's companions) are still fit for a fight, as are a whole lot of other recurring characters. Taking the prize for inexplicable youth is Sherry the Mouse, a talking but otherwise fairly ordinary mouse who has weathered the two hundred years between the sixth and seventh game without any trouble at all.
* Ultima. As a result, the dates in chapter headings are given in both AD and AUC years (e.g. the book begins in 2227 AD and 2980 AUC).
* Ultima as the number of monsters are narrowed down, and there are no elves, halflings, or orcs in sight, making the setting richer by showing less is more.
* Ultima based on Richard Garriott, specifically his Society for Creative Anachronism persona.
* Ultima beta test where, following a crash, Lord British' invulnerability flag was unknowingly turned off, and a player killed him with a hastily-stolen firefield spell on the spur of the moment during a public gathering. The guards moved in, the players fought back, and the whole thing turned into an in-game riot.
* Ultima character, but still doesn't provide his/her own character dynamic to the companions since he is never given dialogue (only keywords).
* Ultima classes: the former fights to fulfill their passion for fighting, while the latter fights to fulfill their code of honor.
* Ultima flat and rectangular, surrounded on all sides by an ethereal void).
* Ultima games came with a cloth map of Britannia, along with other game-specific feelies. For the record, these were:
* Ultima game series, so that with each game, the same main character visits a different time era.
* Ultima games is essentially early medieval/Arthurian England recreated on another planet, with religious elements derived from Hinduism and other places.
* Ultima games, there is the Glass Sword. Good news: one hit should kill anything. Bad news: it only lasts for one hit.
* Ultima had four manga adaptations when it was translated into Japanese in order to build interest. The plots range from quite divergent to completely original.
* Ultima, have The Avatar trigger continent wide destructive magical forces before leaving for another dimension without fully reverting the effects of those disasters.
* Ultima. He does admittedly have only one sprite like everyone else, but it still looks rather funny.
* Ultima, he insists on being called 'Lord British', and he's been into space.
* Ultima I, as part of the main plot, requires the player to launch into space and kill 20 enemy ships, thereby becoming a "Space Ace."
* Ultima I had spells which allowed you to instantly travel one floor up or one floor down inside a dungeon. Using these, you could skip all the dungeons entirely by simply spellcasting your way down to the appropriate level, killing whatever quest monster you were sent there for, then spellcasting your way back to the surface. Later games kept the spells, but subverted the trope by making your objectives in the dungeons more complex.
* Ultima III are highly overleveled, fast, and like to respawn a lot. Stealing treasure or worse, attacking royalty tends to bring them out in force.

* Ultima III is notorious for mentioning objects in dialogue that never appear anywhere in the game.
* Ultima III on the NES, played straight with the blue Alchemist, Druid, Fighter and Wizard, and pink Cleric, Illusionist, Lark and Paladin. Averted with the pink Barbarian, Thief, and Ranger.
* Ultima III the only difference. No change in stats, health, damage dealth, weaknesses... Just Orcs, Goblins and Trolls, all exactly the same.
* Ultima III: You can drum up some quick, easy cash by creating new characters for the party with the express intent of selling all of their equipment. There's even a place in a town where you can donate blood (reduction of hit points) and you get payment for it! So before you delete those naked characters you can sell almost all of their blood for cash!
* Ultima in order to focus exclusively on honing their physical abilities.
* Ultima in the Sevii Islands trains starter Pokémon to unlock the full potential of the Ultimate Moves. Her own Pokémon are not to be taken lightly.
* Ultima is written with the clear expectation that you should be the diametric opposite of this, there is the fact that Virtues can't actually go below zero. So there's nothing stopping you from spending the first part of the game stealing, murdering city guards for money and experience, abusing the trust of blind herbalists by underpaying them for their services, and messing around with incredibly evil skulls... until you have a few levels under your belt, plenty of money, and reagents for your spells, at which point you turn into a living saint. Also, while giving money to beggars is Compassionate, doing so by giving one coin at a time (to maximise the reward) is questionable ethics.
* Ultima, it is stored on a faraway volcanic island with guardians that only let you pass if you're on a Sacred Quest; in the sixth game, it still is, and your final quest is to send it back to the void).
* Ultima IV Dragon Edition includes physical Tarot cards based on the eight virtues.
* Ultima IV. Due to a bug, he failed to deliver a critical clue in IV, and every later appearance he would remember something important he had to tell the Avatar: information that would've shortened the previous game had he relayed it then.
* Ultima IV has both a command and a spell for each letter of the keyboard, leading to some oddities like (z)tats and (k)limb.
* Ultima IV, there is no villain and most of the work involved in completing the quest involves simply acting virtuously.
* Ultima IV to you and then teleports you to the parallel world of Britannia (with your exact destination depending on the results of said quiz).
* Ultima IV was ported to the NES, the female tinker Julia was changed to the male Julius.
* Ultima IV will allow you to skip straight to the bottom level of Dungeon Hythloth, whereby all three altar rooms can be accessed. The stones still take some doing, but since the altar rooms connect the bottom floors of all seven dungeons, and the stones tend to be on the lower floors...
* Ultima IX at how the Avatar had turned into a complete ditz that forgot stuff that was not only basic knowledge but also deeply personal to him. Say it with us, folks; "What's a Paladin?"
* Ultima IX Dragon Edition came with an ankh pendant and eight virtue tarot cards.
* Ultima IX: During ALL the game it's said that you won't be back to Earth nor Britannia (the planet where the game is set) but you will ascend to another form of existence. The full name of that game is "Ultima IX: Ascension". No less.
* Ultima IX in the history of the series, not one of which become relevant to this game.
* Ultima IX. Inverted and subverted; the heist already took place before the player arrived at the scene, and none of the rest of the exhibit becomes relevant again.
* Ultima IX). It's also felt by many fans to be contrary to the lore and the entire moral of the fourth game that the Avatar is still a flawed human being.
* Ultima IX: The grave for Lord Brinne in Britain cemetery is a memorial for Bill

Iburg, who went by Lord Brinne on the "Ultima Horizons" community, and passed away before the game's release.
* Ultima IX was given a Christmas release date by EA while still in development, with missing content that would have made it in if they had waited at least the following Christmas.
* Ultima Java as a reference to DC comics Earth 2, where the Golden Age originally took place.
* Ultima Java has an interesting example; there are many alternate universes, but each universe has a corridor connecting different worlds within that universe. So, in effect, universes within universes.
* Ultima just serves to confuse matters further. This doesn't explain how the Avatar's companions, Lord British, and Blackthorn can live for centuries (OK, Blackthorn spent time on Serpent Isle, but still).
* Ultima magic constructs, with nearly all of them being hollow geometric objects containing a smaller copy of themselves inside.
* Ultima: Most of the games have one or more "Summon Creature" spells, ranging from rats to insect swarms to demons. All of these created them as friendly NPCs that fought until killed or the summoning wore off.
* Ultimania – note also she's got a different surname to her son).
* Ultima novels feature new characters and settings inspired by the main games, along with different character interpretations and personalities.
* Ultima of Richard Garriot and his friends, most notably Lord British and The Companions of The Avatar. As a matter of fact, much of the series was a winking fictionalization of the Society For Creative Anachronism's activities.
* Ultima Online 2. It would have been released sometime around 2000-2001.
* Ultima Online are nigh-invulnerable teleporters who kill with one hit.
* Ultima Online had this happen and decrease in likeliness as you gained more skill. Due to poor balancing the boots were a far better catch then the fish; food was in abundant supply and boots sold for more.
* Ultima Online has an array to choose from. Bipedal dinosaurs without front arms called ostards, llamas, ki-rins, and giant beetles are among the choices.
* Ultima Online over time, with elves, orcs, ninja, samurai, paladins, necromancers, cyborgs, and anything else the developers could think of, making the setting more generic (and sorely disappointing Lord British).
* Ultima Online zig-zags with the trope with its "free shards", reverse-engineered copies of the MMO, which provides fans with highly moddable versions of the game. Even Game Moderators and Event Managers own and create these shards, and some of the coolest ones are even used as the basis for new expansions and patches. But the terms of service explicitly say that playing on a free shard will get your account permanently banned; thankfully, this term is not really enforced.
* Ultima Resurrection would have been a hack n' slash game for the PSP released around 2005-2006.
* Ultima series, and are often necessary to obtain certain critical supplies. The tinker class also seems to function as something of a stand-in for most games' Rogue class.
* Ultima series had Moongates, which got cooler and cooler each game up to the 9th. Drop a pebble in a ring of standing stones, and with a clap of thunder a bright, shimmering indigo gate springs from the ground.
* Ultima series has its own Armageddon spell. It empties the planet, save for two or three people, and they are very upset.
* Ultima series is original, it does repurpose "Rule Britannia" to be the theme for Lord British, even going so far as to use a version in a minopr key for while he was captured by the Shadowlords.
* Ultima series, the various color-coded potions do a variety of things, but the green potion is always poison, and a poisoned character's health bar turns green. Furthermore, some of the games had green swamps that would poison your character if you walked through them without special swamp boots (also green).
* Ultima series try to create a realistic world that operates regardless of the player's involvement. In addition to armor and weapon shops, towns have jewelry

stores, bakeries, restaurants, and other "useless" buildings. Played with, as sometimes the next step in the Avatar's quest requires unusual materials that have to be commissioned from civilian artisans.
* Ultima series, two of the six Ophidian Virtues are known as Ethicality (adhere to the rules of conduct) and Tolerance (accept that the world is what it is and that you're part of it). They are considered opposing Virtues by the forces of Law and Chaos, but in actuality it is necessary to balance both against each other, resulting in the Virtue of Harmony (be at peace with yorself and the world).
* Ultimate added transformations back in. Since the Switch deals only in solid state memory devices, load times are back to near-instant.
* Ultimate Admiral Age Of Sail Replicating this period is rather the point of the whole game.
* Ultimate Admiral: Dreadnoughts, guns are inaccurate enough that it's possible that your (or the enemy's) guns might actually land a devastating hit on a ship that they weren't actually aiming at. The tighter the formation that the target ship is sailing in, the more likely this will happen.
* Ultimate Admiral: Dreadnoughts is a strategy/ship design game that allows you to build your own steam-era warships and then pit them against the enemy's proceduralally generated ship designs. The ship designer is flexible enough for you to faithfully recreate many real-life ships or create something completely unique, and then watch them do battle in glorious 3D real-time battle.
* Ultimate Admiral: Dreadnoughts. Often light ships must fling themselves into the fray in the hopes that their sacrifice will buy enough time for a convoy to escape, and/or for heavy ships to come into range to demolish the attackers.
* Ultimate Admiral: Dreadnoughts. So you will never see them getting torn to pieces by incoming shells, flung into the air by explosions, lit on fire, or floating away from a sinking wreck.
* Ultimate Alien stays behind in her home dimension, sealed off from the outside world forever, in hopes of finally freeing it from its evil ruler.
* Ultimate, all three female ninjas used their own stances; Noob, Ermac, Masked Sub-Zero, and Human Smoke used Scorpion's.
* Ultimate Anthropologist Korekiyo Shinguji's birthday is July 31, sharing with the most famous Japanese anthropologist Kunio Yanagita.
* Ultimate Aunt May is quite the proverbial badass as well, so much so that she chewed J. Jonah Jameson out for being mean to Peter.
* Ultimate Authority Mayor: A mayor has more power than a mayor would have in real life.
* Ultimate Authority Mayor: The mayor has more power than they would in real life.
* Ultimate Avengers aliens, the Chitauri are a name comic fans recognize.
* Ultimate Avengers (an ACTUAL GOD) in two blows. Cap gets thrown all over the place and manages to endure around/over FOUR. Sure, he's bleeding and disoriented afterwards, but logically he shouldn't even be conscious.
* Ultimate Avengers despite being a major character in the original series.
* Ultimate Avengers has Bruce Banner's plot of using the Super Soldier Serum on himself so he could control the Hulk has been discovered so he gives out this explanation before being pinned down by Nick Fury.
* Ultimate Avengers: The Defcon is raised to 4 when aliens are spotted, and then "raised" again to 5 once the aliens actually begin to attack military installations.
* Ultimate Avengers to go running with their tails between their legs, they now have to deal with an out-of-control Hulk afterward.
* Ultimate Avengers: Tyrone Cash, of a sorts. He has a haircut that leaves a good portion of his head bald and his remaining hair in the style of a tribal tattoo. It looks intimidating as hell when he's hulked out.
* Ultimate Baseball Kid. He looks like a ten-year-old little leaguer, but his effect grants him 1,000 extra Attack Points for every Fire-Attribute monster on the field (except himself) making him lethal in the right type of deck.
* Ultimate Battle Royale, but fails due to being slow and clunky, with horrible controls and constant advertisements with every move the player makes.

* ultimate being), making the closest thing to a true Ultimate One of Earth.
* Ultimate Blacksmith: This guy can turn the most useless junk into a weapon of asskicking.
* Ultimate Blacksmith Totosai rides on a three-eyed (probably youkai) ox.
* Ultimate Book of Spells: In "Shadow Land," the shadow creature working for Zarlak only does so because Zarlak is holding his family hostage.
* Ultimate Campaign rulebook, which also includes rules for building your own stronghold or running your own business or organization between adventurers.
* Ultimate Captain America, a different character than the classic, also went through the refreezing. He associates better with his few surviving friends and is very stuck in the past. When he learned that Hank Pym assaulting his miniaturized wife with bug spray and mind-controlled ants was merely the latest attack in a years-long abusive relationship, he storms off, smacks Hank around until he goes giant, and then and only then kicks Hank's sixty-foot tall (naked!) rear end.
* Ultimate Captain America. As much as he identifies himself as a war hero, he actually admits he despises people who glorify war and battle, calling it a horrible experience that he made himself proficient in so he could end it as quickly as possible.
* Ultimate Captain America, sort of. Ever since Peter's death, his old-fashioned approach started to whither away. When he eventually came back and met Miles Morales, he started to be more accepting of the kid and eventually became his greatest supporter (he even had Miles fight along side the Ultimates which is something he deliberately banned Peter from doing). He reserves his initial gruff persona for those who wastes his time(the representative of the then defected California) or people who he knows can do better (the lawyers arguing for and against the incarceration of Bruce Banner). By the end of the Ultimate Comics run, Captain America is just a less tolerant but still heroic version of his 616 counterpart instead of a straight up hero.
* Ultimate Care II was an album made entirely from their Whirlpool Ultimate Care II washing machine, sequenced to mimic the cycle of an actual load of wash.
* Ultimate Carnage is even worse: he assimilates people's DNA to try to complete himself, the process of which leaves them drained, skeletal husks. Because a writer got the two mixed up, the main universe Carnage also displayed this trait once — or
* Ultimate Chicken Horse are Canadian, so, of course, one of the items you can place is an automated hockey puck shooter. It's also one of the more effective traps in the game, as its projectiles instantly travel across the entire screen, meaning the warning buzzer is the only chance you have of dodging it.
* Ultimate Chicken Horse features a special coin on an altar to the right, which, if one of the players can grab and successfully take it to the end, offers a point bonus. However, the moment the coin is taken, a boulder will crash from beyond the altar and roll to the left, which is where the exit is located. The coin itself respawns every round whether taken or not.
* Ultimate Chicken Horse, the Dance Party level renders all characters and objects as black silhouettes, and also has black bars moving across the screen in various patterns, making it hard to see.
* Ultimate Comics: Avengers, Gregory Stark is introduced as Tony's twin brother. He has blond hair and wears white suits.
* Ultimate Comics: Avengers kept under heavy security by SHIELD as part of a Black Ops group. According to the team leader, he can "drive a man to suicide in three or four exchanges."
* Ultimate Comics Avengers. Promising scientist, married to an activist, has a baby. Great life, right? Then the Red Skull shows up because he's working for the side the husband is protesting against. The scientist, forced to choose between her husband and child, kills her husband, only for the Skull to toss her baby out a third-story window, then allow his men to gangrape her. She ended up going into bioterrorism, before being caught by the US government, brain-chipped to make her comply with orders, and put on Fury's new black ops team.
* Ultimate Comics New Ultimates ends with a shot of the heroes about to start a

fight against The Defenders.
* Ultimate Comics: The Ultimates, the power of a secret cabal of industrial multimillionaires called the Kratos Club is showcased when they meddle in a South American conflict only because the result would benefit them. Their intervention causes the detonation of a nuclear bomb in the South American country of Uruguay. Of course, the consequences of this course of action are barely touched.
* Ultimate Comics using an iMan, a minimalist Iron Man suit thin enough to be worn under his clothes undetected. It also had pulse blast powerful enough to blow a finely-edged hole in whatever he was aiming at, the wall behind, and the building behind that.
* Ultimate content. Then everything goes dark, and a familiar logo can be seen reflecting in the female Inkling's eye...
* Ultimate controls. Of course, some bold souls opt to play the mode without using any Spirits, but given that most of the fights are firmly in the puppet fighters' favor unless you use them, it can be incredibly tough, especially considering there are already battles that are maddeningly difficult even with a good team of Spirits.
* Ultimate counterpart starts off fighting the Enforcers and Electro, all of whom are working for Wilson Fisk.
* Ultimate counterpart takes this to frightening extremes, outright believing that normal humans deserve to be exterminated (save for a couple kept in a zoo for conservationist purposes, of course).
* Ultimate, courtesy of Jan Valentine, in the moments before his demise.
* Ultimate Custom Night. And all of them can either kill you or make it significantly easier for the others to do so.
* Ultimate Custom Night animation has her shaking her head and flapping her arms violently.
* Ultimate Custom Night does this to all the animatronics featured in the game.
* Ultimate Daizyujin, a robot mammoth/mastodon, a robot triceratops, a robot smilodon, and a robot pterosaur, and a robot aquatic dragon. Remove the chest armor and tail from the dragon, and retract its missile-launcher hands into the shoulders. Then tilt the feet around, split it at the middle, and put it on the humanoid robot as armor, making sure to tilt the head crest up. Put the brachiosaur's chestplate (which has several firing barrels) on the humanoid robot's chest, and put its front paws on the humanoid robot as gauntlets. Attach the dragon's tail to the and chestplate to the brachiosaurus in the appropriate spots. Then stand the humanoid robot in a bay in the brachiosaurus' back. Voila. The resulting machine can roll along at a good clip, and packs enough firepower to blow up even the devil.
* Ultimate Daredevil & Elektra: Elektra does not want to hear anything about Phoebe and Melissa gossiping about her crush. But when she hears that Phoebe knows the name of the man she liked, she's suddenly very interested to hear it.
* Ultimate Daredevil & Elektra: Elektra fell in love with Matt when she first saw him.
* Ultimate Daredevil & Elektra: Elektra leaves her dorm, ready to kill Trey. She takes all her belongings, leaving only a goodbye note for Phoebe and Melissa.
* Ultimate Daredevil & Elektra: Elektra overhears the cops saying that "Right now Ms. Beckerman can make the ID. Tomorrow might be another matter entirely". She asked for clarifications. But no, they do not think that she lies. They fear that, if she thinks about it and remembers Trey's contacts, she may withdraw her testimony to avoid trouble.
* Ultimate Daredevil & Elektra: Matt and Elektra are fighting, and get close to each other. Matt was about to make her hear to reason and kiss her, but she interrupted the moment.
* Ultimate Daredevil & Elektra: Matt and Foggy are always together, so Phoebe had thought that they were gay.
* Ultimate Daredevil & Elektra: Melissa and Phoebe set a trap for Trey, gloat about it once he's no longer in sight... and failed to notice that they did so right in front of Matt.

* Ultimate Daredevil & Elektra raping one of Elektra's friends and her going after him for it.
* Ultimate Daredevil & Elektra: Trey did not burn the shop of Elektra's father himself. He sent people hired for that.
* Ultimate Daredevil & Elektra: Trey gets away with everything he does (from bullying to attempted murder) because his father is a powerful politician.
* Ultimate Daredevil & Elektra: Trey took a gun, set a trap for Elektra and was ready to kill her. But she was ready for him, took him from the back by surprise, forced him to drop the gun... and the rest is too humiliating to detail.
* Ultimate, Dark Samus has their own version of Samus's Final Smash, the Phazon Laser.
* Ultimate DCU Headverse get up; however, Linda's weight yanks the red-haired woman down. Kate falls on top of the blonde woman and blacks out when her head hits Linda's.
* Ultimate DCU Headverse, Kara blames herself for Barbara's paralyzed legs only because she was not around to stop the Joker from shooting her friend.
* Ultimate DCU Headverse, Linda takes Kate her home after she gets accidentally knocked out. As Linda is serving Kate breakfast and speaking to her, the red-haired woman zones out several times during their conversation due to finding Linda's low cleavage very interesting.
* Ultimate DCU Headverse, who is still pretending to be a normal civilian around Kate Kane, accidentally reveals she knows Wonder Woman intimately; so, she quickly invents a lame story to explain why she has become desensitized to the sight of Wonder Woman naked.
* Ultimate Doom Episode 4 Map 1 ("Hell Beneath") UV-Max from pistol start without taking damage.
* Ultimate Enemy decides that blowing up buildings with tentacle monsters is a good way to stop people from using science for the wrong reasons.
* Ultimate Epic Battle Simulator can have armies numbering well into the hundreds of thousands duking it out, which naturally means that individual unit AI seems to be a very low priority. Consequently, the only thing armies can really manage by themselves is to run in the direction of the closest enemy, then begin attacking the moment the enemy is in range until they are dead.
* Ultimate Evil claims outright that the First cannot be fought or killed. It has been around since before the universe came into existence, and will continue to exist long after everything else is dead.
* Ultimate Example: Walk forwards. Now do the same thing in reverse. You're right where you started again, aren't you.
* Ultimate Fallout. It was attended by all the city, and we saw the way most characters coped with his death. The comic also included Tony Stark having a flashback to the funeral of his brother Gregory.
* Ultimate Fantastic Four. After coming back from the dead, he was put in charge of the Baxter Building project instead.
* Ultimate Fantastic Four, and Ben and Reed are both angstier. All of this can probably be attributed to their younger ages.
* Ultimate Fantastic Four, and his first act of villainy was to kill all his family.
* Ultimate Fantastic Four as the Phoenix Force powered-Namor drowns most Wankadans with a massive wave.
* Ultimate Fantastic Four, at age 10 Victor Van Damme had to be able to recite his ancestry starting from Vladimir Tepes.
* Ultimate Fantastic Four, both Strange Josie and Namor have wondered enviously why Susan Storm is dating Reed Richards.
* Ultimate Fantastic Four by Reed Richards as the Fantasticar gets shot down.
* Ultimate Fantastic Four crossover, Ultimate Reed Richards finds himself trapped in the Marvel Zombie universe with Magneto and a handful of human survivors. They are found by the rest of the Ultimate Fantastic Four and hurry to escape the building. Ben heroically breaks down a wall so they can get out and Reed points out that the door was right there.

* Ultimate Fantastic Four. Despite the thorough humiliation of showing up at a fancy party dressed as Carmen Miranda when he's already a gigantic rock-skinned thing, Grimm hooks up with Alicia Masters shortly afterward. Before getting over the prank and meeting Alicia, he reveals that he's tried and failed to kill himself due to his invulnerability and wonders if Reed can find a way to kill him. Then they try to time travel to undo his origin story. Johnny's prank tore open a still fresh wound.
* Ultimate Fantastic Four for Ben. Otherwise, Ben taking a stroll through Times Square could result in the destruction of New York City itself.
* Ultimate Fantastic Four hard to justify Johnny. He also has a protective layer of microscopic scales to protect him from this flame. Though that still doesn't explain how he flies...
* Ultimate Fantastic Four has one courtesy of self-inflicted brain surgery to boost her own intellect, which left her with a large bald spot that exposes a very ugly, ragged scar and unnaturally bulging skull.
* Ultimate Fantastic Four. He thought that he would be revered as a hero. Instead, he was reviled and forgotten.
* Ultimate Fantastic Four. In a twist, his relationship with Reed is rather good, because Reed is just amoral enough to propose military applications for his work if he thinks it will help him get funding or smooth over his mistakes.
* Ultimate Fantastic Four is a creepy-acting, black-haired woman with a sick-looking pallor to her skin.
* Ultimate Fantastic Four is good-looking, but he never even managed to graduate from high school. It shows, repeatedly. He even seemed convinced he could get pregnant, somehow.
* Ultimate Fantastic Four is the strongest and largest member of the team. He's also pretty big when he's human, too.
* Ultimate Fantastic Four, Reed Richards built a teleporter when he was a child. It's how the Baxter Building found him.
* Ultimate Fantastic Four's Mad Thinker, devised a way to increase her brain's "processing power" by grafting someone else's brain tissue onto her brain, so she killed her little brother because he "wasn't using it anyway" — the implications are roughly equal that he was genuinely mentally deficient or that he simply had a lower IQ than his already-a-genius-but-psychotic sister.
* Ultimate Fantastic Four, Strange Josie was mentioned as one of many Baxter Building students with weird hobbies before appearing as an actual character.
* Ultimate Fantastic Four. Thanos' parenting style didn't lend itself well to considering the thoughts and feelings of others. She kills her own pet just for growling at Ben, then shrugs it off because it was old and "boring".
* Ultimate Fantastic Four that doesn't exist yet with a rushed ending. It's followed by the fairly straightforward "Devils" which involves Diablo kidnapping the Four's loved ones, and them going into the past and beating him up.
* Ultimate Fantastic Four: There are some really gross close-up shots to emphasize this.
* Ultimate Fantastic Four, to the confusion of her teammates. "I screamed like a girl! That's so disappointing."
* Ultimate Fantastic Four, Victor Van Damme, aged 11, had his father drop his entire family history on him, and then leaves him alone in the parlor. Several hours later, Victor realizes that it's his birthday.
* Ultimate Fantastic Four: Victor Van Damme. He acts like an aristocrat, certainly, and has ancestry going back to Vlad the Impaler, which he can recite from memory, which makes him technically one by breeding. He's also an incredibly self-centered bastard who is determined to conquer the world out of his own egotism.
* Ultimate Fantastic Four was a big genius, but could only work in the things that the military was willing to fund and allowed him to. He eventually tired of it and became the Maker, a super villain bent on imposing his inventions on world no matter the cost.
* Ultimate Fantastic Four - When Reed makes contact with some residents of the Negative Zone, their first few exchanges are conducted in binary. After Reed sends

them Pi and the human symbol for 'hydrogen', their computer takes over and downloads the first contact package he prepared.
* Ultimate Fantastic Four, where zombie Mr. Fantastic convinces the soldiers guarding the Frightful Four's cell that he's built a teleporter out of stuff lying around the cell and they promptly disappear. Turns out Zombie Invisible Woman had just made them all invisible so that the guards would open the cell to investigate, whereupon they were eaten.
* Ultimate FF, as he was the villain that kickstarted it all. Now, he's back. He had been trapped in an alternate universe the whole time (as seen in the ending of an earlier adventure); the villain that was involved with the Ultimatum wave and that Grimm killed was someone posing as him during his absence. Ben Grimm simply does not accept that he unknowingly killed Mary Storm, the mother of his girlfriend.
* Ultimate FF. Let's just restrain him, create some forcefield scalpels, and extract the required body fluids for an artificial insemination.
* Ultimate FF: Rick Jones interrupted Iron Man to ask if he talks just to hear himself talk.
* Ultimate FF: Sue can not defend herself from the alternate dimension cyclop monsters while she is giving birth, for obvious reasons. So everybody is out there to protect her.
* Ultimate FF: Sue gets pregnant in Issue #5. Issue #6 takes place nine months later (no wonder why).
* Ultimate Fighting Championship video games were first published by Crave Entertainment, then picked up by TDK Mediactive, then Take-Two Interactive, then THQ, and finally EA.
* Ultimate Final Exam: Students must complete a dangerous final test before graduating.
* Ultimate. First issue dated February 2006, second issue April 2006. Third issue... May 2009. Three years. Apparently, after the initial delays, they decided they might as well hold onto it until the remaining issues were complete.
* Ultimate Force, Col. Aidan Dempsey (Miles Anderson) is the Captain Smooth, while Ross Kemp's SSGT Henry 'Henno' Garvie fits the Sgt Rough trope to a T.
* Ultimate Force, Colonel Aidan Dempsey reliably kicks a lot of arse when called upon, most notably in the episodes 'Dead Is Forever', 'Never Go Back' and - particularly - 'Charlie Bravo'. In the latter, he strides through a gunfight, casually taking one-handed potshots at rebels, while exhorting his local counterpart to "Pretend you're an officer and get your men in order!"
* Ultimate Force has an Al Qaeda terrorist named Al Djouf, who takes over the Italian consulate in the episode "The Class of 1980". It's possible that AD is of South Asian origin since his actor is a British man of South Asian origin.
* Ultimate Force, Henno clears a room with his commanding officer, picks up an enemy AK-47, and shoots half a clip into his back in retaliation for sleeping with the wife of one of his men. Afterwards he has a Coke.
* Ultimate Force involves the SAS in taking out an Al-Qaeda cell that occupied the Italian Embassy.
* Ultimate, for instance, was banned for several weeks following his release).
* Ultimate Galactus Trilogy: After the Sentry system provides the first view of Gah Lak Tus, Nick Fury asks how big is it. The scientist starts giving the reasons for the estimations, and Nick interrupts him with, "Get to the point!"
* Ultimate Galactus Trilogy: After the victory against Gah Lak Tus, a creature that no race in the universe has ever defeated, Fury proudly declares that humans can defeat anyone.
* Ultimate Galactus Trilogy are fans of the Ultimates, but for different reasons. Reed and Sue? They can tinker with a spaceship alongside Tony Stark and an actual alien life form! Johnny and Ben? They can kick ass with Thor and thrash some aliens!
* Ultimate Galactus Trilogy by organic life, so he sets up a psionic amplifier...
* Ultimate Galactus Trilogy: Captain America will not shy away from saving the world, but taking down a cult of aliens that pervert the idea of God... that's

something else.
* Ultimate Galactus Trilogy: Danvers has to report the results of her interrogation of Lawson. She's visibly ashamed to open her mouth and say "His name's Captain Marvel and he's a spaceman from the Cree indian tribe, sir"
* Ultimate Galactus Trilogy Incidentally, Xavier sent the X-Men ASAP, in the middle of the night, and they were completely unaware of anything other than the psychic effects, concluding that it's a very disturbed, very powerful mutant awakening uncontrollably.
* Ultimate Galactus Trilogy intelligent aliens in the Ultimate universe, but far less than anyone would expect, and they're discreet because they don't want to attract its attention. Earth seems to be the only planet that ever successfully resisted it.
* Ultimate Galactus Trilogy", it is no surprise that it involves Galactus.
* Ultimate Galactus Trilogy knew this, but moved the year so that it happened a whole century before the comic release (2004).
* Ultimate Galactus Trilogy: Lawson's Kree name is Mahr Vehl, and he has a rank of pluskomander, the analogous thing to a Captain. Everybody then calls him "Captain Marvel", except for Thor and Sam Wilson, the only ones who bothered to get the name right.
* Ultimate Galactus Trilogy: Misty Knight is attacked by a mystery hitman that shot the man she was investigating. This woman had no distinctive features except for her bald head and her tattoos.
* Ultimate Galactus Trilogy: "My name is Geheneris HalaSon Mahr Vehl, rank of Pluskommander, officer of the Kree Void Navy. Pluskommander is a rank roughly analogous to Captain"
* Ultimate Galactus Trilogy. Reed ends up using a holographic projector.
* Ultimate Galactus Trilogy: Sam is explaining that the captured Heather Douglas is a clone, and she suddenly says "I'm a priestess" inside her cell. Does she have mind reading powers, as mainstream Moondragon? Or are the cells not as soundproof as they should be?
* Ultimate Galactus Trilogy: SHIELD got in this mode when the Heather Douglas clone army started attacking the Triskelion.
* Ultimate Galactus Trilogy: Subverted. The killbot destroyed the ASIS, but there is a back up unit.
* Ultimate Galactus Trilogy. There, he is a gigantic hive mind of city-sized robotic drones.
* Ultimate Galactus Trilogy: The Silver Wing tried to kill Misty Knight to keep his existence a secret. But she proved to be a resourceful fighter, and then the Ultimates showed up, so he had to flee.
* Ultimate Galactus Trilogy the thought of something going around killing civilisations in the crib.
* Ultimate Galactus Trilogy: Thor is not impressed at all by Reed and Sue. Too much science. But Ben and Johnny... those are real warriors!
* Ultimate Galactus Trilogy: Tony and Reed would like to reverse-engineer Marvel's armor so badly...
* Ultimate Galactus Trilogy: Tony tries to flirt with Sue at first sight, but she only has eyes for Reed.
* Ultimate Galactus Trilogy: We have seen how deadly the Heather Douglas clone can be. What about an army of them?
* Ultimate Galactus Trilogy: Wolverine doesn't know what had happened in Tunguska a century ago, so Colossus explains it to him.
* Ultimate Galactus Trilogy: Yahn Rgg messed with Marvel's armor, and he was incapacitated by pain. Hawkeye proposed to go on and leave him behind, but Reed and Sue helped him to his feet and helped him to go with them.
* Ultimate General: Civil War Union (Subversive/Horde to Balanced) and Confederates (Powerhouse). The Union initially relies on large numbers and a large treasury, but initially has less well-trained troops and not as good weapons. They thus rely initially on numbers to hold and attack objectives. As time goes on, they become Balanced due to gaining better weaponry and acquiring more experience. The

Confederate forces are better trained and have access to better weaponry and higher-level officers, and as a result, are more powerful than the Union. However, they cannot afford to lose men as they have limited manpower. Oddly enough, this requires them to use tactics more common to Subversive factions (hitting weakpoints, outflanking, dividing and conquering).
* Ultimate gesture that abruptly crunches the screen down, leaving the player with far less visibility and breathing room.
* Ultimate Girls faced off with their final foe atop and beneath the distinctive structure.
* Ultimate Girls obsessed high school reporter Makoto hears someone in a room yell "monster", bursts in, takes several photos, reloads his camera, takes more photos, realizes his mistake, and politely leaves. The room was filled with girls who were changing their clothes. Several seconds go by before the first of them reacts.
* Ultimate Girls plays this trope regularly with its three core characters. Silk, Vivienne, and Tsubomi are magical girls who don full-body spandex upon transforming, which disintegrates over the course of three minutes while they battle, and they don't get their original clothes back when they revert to their human forms. (The embarrassment they experience is also the main source of their power in battle.)
* Ultimate Girls Seconds go by before the first girl screams in embarrassment.
* Ultimate have the power to prevent the player from being affected by that variety of interface screw.
* Ultimate Hela outfit. Somewhat justified by the fluid nature of time in the underworld — even though Thor thought the conception had only happened the night before, enough time has passed in the afterlife that Hela is already in her last trimester.
* Ultimate!! Hentai Kamen It doesn't help that he takes to fighting crime in only his underwear... and somebody else's.
* Ultimate Hulk can be worse. Typically only around the 2.4 meter (7'10) mark, there's one storyline where he's somewhere in the neighborhood of six meters (19'8) tall and has a harem of dozens of normal-sized women.
* Ultimate Human. The catch was that if the Hulk returned even once, its physiology could adapt and the cure would never work again. (See Doomsday, below) Predictably, by the end of the comic they are placed in a situation that requires the return of the Hulk.
* Ultimate in later appearances where he was reduced to the traditional illusions and feats of sorcery.
* "Ultimate in Suspense and Action"), was split in 2005 into the comedy-oriented Jack TV, and the action-oriented C/S, which was CT from 2015 to 2017.
* Ultimate Iron Man version of Tony Stark has a genetic problem that requires him to constantly wear biotech armor all over his body.
* Ultimate is a true vampire and Vlad the Impaler's brother. He stakes other vampires but not before apologizing to them for being unable to save them. And rather than turning people into vampires his bite prevents humans from fully turning after they have already been bitten.
* ultimate is so-called instead of its original name "ultimate Frisbee" due to the Wham-O trademark still in effect. Other names for the sport include "ultimate disc" or "flatball".
* Ultimate (Issue 3). Originally solicited for April 19th, 2006. Finally released in March 2009. Frankly, it's amazing Marvel finally remembered.
* Ultimate is the Ramblin' Evil Mushroom, which, when picked up, will spray spores outward. Any opponent who comes in contact with the spores gets their left and right controls reversed temporarily. How long this lasts depends on how many spores they were exposed to, which is indicated by the size of the mushroom growing out of the character's head. Like most of the other examples on this list, computer players don't seem to be affected much by it.
* Ultimate Job Security: A character who slacks off their duties and/or violates protocol enough times that they realistically would've been fired a long time ago.
* Ultimate Job Security: An employee who never gets fired even though realistically

their actions would've gotten them booted out a long time ago.
* Ultimate Job Security is enough to challenge the World Government and the Marines with sheer manpower rather than any kind of strong influence beyond that of pirates.
* Ultimate Job Security: No matter how severe their violations or acts of negligence are, this person never gets fired.
* Ultimate Job Security's daughter, had it until the divorce, after which Bruiser blacklisted the guy out of the business.
* Ultimate Knight Windom XP of various graphic, robot and pilot mods appear. And there's still more to come.
* Ultimate Life Form, Cockroaches have a few. Their biggest one is temperature, many species will outright die if they aren't kept within a narrow range of temperatures. The ones that don't die usually can't reproduce in mild hot or cold conditions. The reason they've become such an infamous pest is that temperatures they tolerate happen to be the same range that humans prefer.
* Ultimate Lifeform. Even other Daleks that they fear are slightly different are considered un-Dalek, and they have near-constant civil wars as any new idea creates a schism. When one group of "pure" Daleks decided that the human-born Daleks weren't inferior to the originals, being that they are identical in all but origin, another group declared war (which included some human-born Daleks who saw their inferiority as a given).
* Ultimate Life Form: The end-all and be-all of transhumanism (if they were purposely made).
* Ultimate Life Form. The reason behind this was that Shadow's creator, Professor Gerald Robotnik, wanted to study immortality and use the fruits of his research to find a cure for his granddaughter and Shadow's surrogate sister Maria, as she was terminally ill and suffering from a fatal disease known as NIDS (Neuro-Immuno Deficiency Syndrome).
* Ultimately, all of this is reflective a curious (and abhorrent) form of dealing with scarcity. Due to the constant war, constant strain on resources, overpopulation, and loss of technology, the Imperium has quickly found that the one resource it
* Ultimately averted as the shirt wound up resembling one made by an even more trendy designer.
* Ultimately averted, as with almost all real-life biological tropes. To the Blue Whale, there is in fact no bigger fish (or any other animal) to be found. There never was, and quite probably never will be... unless humanity decides to artificially create a larger animal for some reason.
* Ultimately averted by Orihime Inoue, as her feelings for Ichigo Kurosaki not only did
* Ultimately averted by this crab who, according to the subtitles, believes himself to be "hella smart" for figuring it out.
* Ultimately averted by Willem Dafoe's character, FBI Agent Paul Smecker, in
* Ultimately averted in a bridge near the end of the song, where the man who receives this advice flatly rejects it, saying he'll just have to apologize instead:
* Ultimately averted in the movie. The protagonist Maverick doesn’t win the trophy, because a fatal crash that kills his
* Ultimately averted in "The Perfect Lunch" when Olympia and Otis go out for lunch together and attempt to keep the secret that they've been solving oddness behind each others' backs to themselves. Both of them end up spilling the secret at the end after they get suspicious of each others' actions — Olympia that was attempting to solve an odd problem of spaghetti growing out of control, and Otis that was attempting to battle a laser chicken on his own.
* Ultimately, committing the perfect murder was the real motive of the murderer in the novel
* Ultimately deconstructed as their opposite natures (as well as tense situations) end up pushing them apart. They do
* Ultimately deconstructed. Laurel is eventually informed of the above events, and

is horrified to learn someone
* ultimately drove Sawyer's father to commit a murder/suicide being Locke's father, and also showing up on the island.
* Ultimately, Evelyn would rather have Tobias around as her son than to exact revenge on her husband and controlling the city. Even if that means swallowing her pride and having to face her abusive husband and possibly be put at risk herself.
* Ultimately gets subverted in the grand finale of the Buu Arc: humanity chip in for Goku's Genki-Dama, but only after they're convinced by
* ultimately going for a happy ending, before the heroes emerge from the mire.
* Ultimately he goes completely insane, attempts to kill his teammates, and almost sabotages the entire operation, but for a while at least he was a warm body with a machine gun.
* Ultimately, however, Taylor inverts this. The other Undersiders, already anti-villains from the get go, slowly become less and less evil through her influence, until they're more of a heroic vigilante group than a criminal one by the end.
* Ultimately inverted, as the friends posted bad things about Debbie, but it was Steve who carried out the (brutal) retribution on the girls. The friends were at fault for tricking him, but everyone was mad at Steve because he did those horrible things.
* Ultimately it's boyfriend number 3, Logan, who bears a resemblance to Chris. Made even funnier when Chris instantly takes a liking to him and tells Rory he approves. Lorelai takes a bit longer to warm up.
* Ultimately, it turns out that the fishing trip was to teach Sam techniques for the art of
* Ultimately, it was revealed that their relationship had stalled in its early stages due to
* Ultimately, it was utterly unsurprising when White Wolf decided to literally
* ultimately leading up to Rell and Byrne Faraday's murders, while the latter is mentioned during that case.
* Ultimately, only Clara finds a prospective husband, and she tells the others her future married name in a reprise:
* Ultimately, she comes to terms with what happened to Britain and her own choices as king, gives up on altering history, and returns to her own time to die, her soul at peace.
* Ultimately, Sisko is unable or unwilling to go far enough to succeed in his plot to trick the Romulans into joining the Federation/Klingon alliance. Fortunately he's enlisted the aid of Elim Garak, who is
* Ultimately subverted, as all of the above behavior happens before their parents' marriage, save for Diego ogling Courtney, which happens at the wedding. After the marriage, they seem to have settled into ordinary
* Ultimately subverted, as the Staff of One is indeed magic just like the comics, as revealed in the next season.
* Ultimately subverted, as the war was over about a year and a half later, with the Federation victorious.
* Ultimately subverted at the end of season 3 and a ways into season 4 —
* Ultimately subverted during the "Fix Everything" arc by Johnathan Hickman; it's revealed that the surfaces of Reed's secret lab act like output devices, and Reed can erase and rewrite as needed. When he encounters a legion of Reed Richards counterparts from alternate universes who sacrificed their families to solve the world's problems, he chooses to put his family above "Plan 101" and orders his computer to erase his notes. The next frame shows the lab, with all surfaces clean and pristine.
* Ultimately subverted in that episode, since the flawed 20th-century
* Ultimately subverted in that "Professor Professorson" is actually a guy running a whole racket of fake classes who went along with Jeff's lie in order to help him out.
* Ultimately subverted the next morning, as they're right back to terrorizing James and Kat. They later show that there are few things they won't touch when going for a scare or gag (including pretending to summon James' deceased wife); the

vacuum was an opportunity to demonstrate that they aren't going anywhere. They even pull a
* Ultimately subverted when they find his body in his study in the heart of his secret base. And the note he left when he realized he was wrong, and found he could not stop what he had started. It turns out that he's been dead for years
* ultimately succeeding in the sixth season. Later, she learns that her favorite literature hero, Daring Do, is actually based on a real person, and gets to help her on a mission.
* Ultimately, the gaslighting was unintentional, the result of burglars using his house to stash stolen goods while he wasn't there.
* Ultimately the most important character whose identity is initially hidden in
* Ultimately, the ritual they began allowed them to steal the heroes' status as The Trinity, the three most important people in the world, resulting in history itself changing.
* Ultimately the solution to the problems humanity faces in Roger Allen's
* Ultimately, the Tories did win the election, but not only with fewer seats than two years prior, but they lost enough seats to lose their majority in parliament, forcing them to rely on the Democratic Unionist Party from Northern Ireland to prop them up.
* Ultimately the two surviving characters with that title (The evolved Virus and Slenderman) and the third's descendant (Build) united to ultimately aid in defeating the Godmodder once and for all during Act 5.
* Ultimately, the US Army Ordnance Corps' greatest screwups in arms development seem to stem from the institution being extremely political more than practical, as stated
* Ultimately, this is the reason for things like Blue Raspberry and White Cherry flavors existing. The dyes used in purple and near-purple foods (including bright red, which actually was made with purple and yellow due to the complexities of light and pigments) have distinct flavors of their own - mostly bitter and pungent. While there are many types of food colorings available today, at the time that blue raspberry came out there was only one food-safe purple food dye - cabbage juice, hence why candies made with it taste like compost.
* Ultimately, this trope is largely subverted, as while some species' hats may preclude the existence of love, you can always find examples among any species that understand the concept.
* Ultimately though, this trope is averted, as the great majority of the human race have cyberized themselves (even Togusa) because it has become the norm for human interaction. There are some minority affiliations like the Human Liberation Front who believe that this trope is what will happen when you do become cyberized, and these people still prefer to remain completely natural, but humanity as a whole has not changed very much as a result of everyone now being connected to the internet. Almost all religions, especially the major ones, actually embrace the idea because it allows their followers to unify together.
* Ultimately, when you do actually return to the Hyperion, you're forced to kill Dr. Hanson as her infestation has spread too much and she is as monstrous as any other infested. You can take away one of two possible thoughts. A), Hanson was too ideological and nearly destroyed her own allies as a result of her vainly trying to find a cure for something that doesn't exist or B), that the cure in the other version of this mission could
* Ultimate Magneto, however, is another story. He is a clear mutant supremacist who has attempted genocide many times. Since this is an alternate Magneto, this was far better received.
* Ultimate Marvel alien language (not just Earth's English) automatically.
* Ultimate Marvel and regular continuities make heavy use of this trope.
* Ultimate Marvel arc. He defects to the humans partly because of their enjoyable (American) culture, including Krispy Kreme donuts.
* Ultimate Marvel a second time by offering to grant him free reign to torture and kill prisoners in the prison he was contained in along with a shopping list of torture tools.

* Ultimate Marvel Beast breaks up with Storm, fearing that Xavier is messing with her mind so that she loves him, and so he stays at the school. He seeks some new girlfriend on the internet, and starts chatting with "Mutantchick", a mutant model wannabe. Actually, it's the Blob, from the Brotherhood of Evil Mutants, who loves playing those pranks in his free time. But when Beast shares the secret that Xavier did not kill Magneto, that he's alive and brainwashed... it's finally the time to arrange a date.
* Ultimate Marvel can't touch anything with his bare skin, even dust, without causing himself excruciating pain — hence the suit. He wore a special body paint that numbed him to a normal level. It also gave him a normal color since the events of his birth made him blue in addition to neural tissue extending throughout his body, the reason for his pain.
* Ultimate Marvel: Carol Danvers, as the head of security for NASA, is competent at her job (alien killbots and infiltration notwithstanding). As head of SHIELD... she's got a long string of disasters and screw-ups to her name, which eventually gets her fired.
* Ultimate Marvel comics. As soon as her boyfriend found out about the incident between her and the Cloak and Dagger duo, he immediately broke up with her on the phone after she pleaded with him to stay at his place. Even Miles and Jessica felt awkward for her.
* Ultimate Marvel comics (formerly known as Marvel Age) were the same thing, only child-friendly, and they directly adapted older Marvel comics.
* Ultimate Marvel event, even killing for good all the X-Men's sacred cows), but the risks have always been taken.
* Ultimate Marvel features an actual civil war in the US. Washington DC is blown up, and the president and all the Congress are killed in the blast. The US falls in anarchy, Sentinels take over the west, Texas declares independence, etc. Kitty Pryde and the X-Men fight against the Sentinels, and Captain America is elected president and makes all the rogue states rejoin the Union, by force if needed be.
* Ultimate Marvel feature several super soldiers and a lot of characters have gained powers as the effect of a super soldier program.
* Ultimate Marvel, Gwen Stacy suddenly became an orphan: her mother ran away and refuses to come back for her, and her father is killed by a criminal. So May welcomed her in the Parkers' house. She confessed during psychology that she did not do so just because of being a good person, she kept her because Peter is usually out, the quiet house reminds her of the people she lost, and having Gwen around prevents the house from being quiet.
* Ultimate Marvel has this as its primary plot, as America is divided into several sovereign nations, with Texas now having access to nuclear armaments.
* Ultimate Marvel. Hawkeye easily kills a group of guards, to Mar-Vell's annoyance:
* Ultimate Marvel, helping the Ultimates take down major threats but not being an official, government-sanctioned member of the team. In his case, he abstained from joining due to his distrust of the American government and disapproval of the ways in which it used the Ultimates. Unlike most examples, he was always rather jovial and willing to help the team.
* Ultimate Marvel. However, there are a few who are much more likable than their mainstream counterparts:
* Ultimate Marvel II. Tom Brevoort was asked about their plans for it at the C2E2, and replied "We’ll be vague and mysterious… there are always plans".
* Ultimate Marvel increased its notoriety by taking a strong influence from its looks and feel.
* Ultimate Marvel influential in both the film and TV adaptations since the 2000s. It'd take too long to list all of them, but just to name a few Ultimate elements that made it into other media:
* Ultimate Marvel instead when working as vigilantes, which are just black mundane clothes. And, other than a passing by reference to mutants (in general), none of the existing superheroes of the Ultimate universe are used in the story.
* Ultimate Marvel is a Wakandan teenager who was rebuilt into a cyborg by Weapon X after getting mauled by a panther.

* Ultimate Marvel is in full effect here, because many fans agree with this, that trying to build off the '10s status quo only made for an even bigger dork age, and Hickman was wise to just ignore it.
* Ultimate Marvel. Justified in this case, because this version of Galactus is a giant swarm of city-sized robots, so blocks the light from the stars as it approaches a planet.
* Ultimate Marvel, largely because the man himself went on to play Fury in the MCU. In order to bring this over to the "main" Marvel Universe, the (white) "main" Nick Fury was given a biracial son who looks a lot like a younger Jackson.
* Ultimate Marvel line of comics did this for a while, but gradually started doing its own thing.
* Ultimate Marvel. Loki, half-brother of Thor, also infiltrated the Nazis and got some of their military forces to join the war against Asgard.
* Ultimate Marvel magic in the setting, but not to the outlandish degrees of 616, and is always met with skepticism. Most characters who have magic in their backstories do not have it here.
* Ultimate Marvel: Mahr-Vehl just loves all of human pop culture, to the point that he talks like characters from TV series, thinking that real people talk that way.
* Ultimate Marvel: Mark Pannicia described the post-Ultimatum artists of Ultimate Marvel as such. Bendis, Hickman and Spencer were described as "three amazing writers", and Esad Ribic, Sara Pichelli and Paco Medina were described as "some of the best artists in the industry".
* Ultimate Marvel nation and Utah, Arizona, Oklahoma and New Mexico abandoned due to the Nimrod attacks. When Captain America took over as President, he gave a portion of Utah to the remaining mutants, turning it into Utopia.
* Ultimate Marvel remarks during a fight that the best thing about killing Multiple Man is that there's always more of him.
* Ultimate Marvel's Bombshell wears a long white coat as part of her superhero outfit. She likely got the idea from her mother, who wore a similar coat in her career as a super-crook.
* Ultimate Marvel seemingly do away with the white Kree idea, as they both depict Captain Marvel with blue skin like the rest of the Kree.
* Ultimate Marvel self gets her abilities from being blended with a leopard by Loki.
* Ultimate Marvel's high school. She knows Spidey is one of the other students and is planning to track him down.
* Ultimate Marvel's most important author, and Millar started his own imprint and turned many of his own comics into notable films.
* Ultimate Marvel. Spider-Man largely managed without one, but in the brief period that the Parker house became a foster home of sorts for teenage superheroes Aunt May stepped in to the role (yes, it's as comical as it sounds).
* Ultimate Marvel Team-Up: The role of Spider-Man in the Punisher and Daredevil arc is minimal. It may be argued that he's there just because he's supposed to be the protagonist, because his role could have been completely avoided.
* Ultimate Marvel Team-Up: When Spider-Man visits the Fantastic Four, he accidentally releases a Skrull invasion. He puts on a fight, but the Skrulls are finally defeated by Reed Richards.
* Ultimate Marvel. The current one is just a novice, trying to learn the tricks of his father.
* Ultimate Marvel. The last is probably meant to reflect a US soldier's loathing of the French as a whole for capitulating to the Nazis early in the War and forcing many US soldiers to die trying to free the French from their own government, though it's rather ahistorical. America was still rather Francophilic at the time — General Patton adored the country — and anti-French sentiment only really picked up during the 1950s under deGaulle's rather abrasive leadership of the nation. This contrasts with 616-Cap, who worked with the Resistance and hates portrayals of the French as cowards: "The government surrendered. The people never did."
* Ultimate Marvel this; he was created as the Captain America for the Vietnam War,

but became so disgusted with American atrocities and moral ambiguities that he went rogue and now he wants to punish America for not being the "good guy" as it claimed to be when it went into Vietnam.
* Ultimate Marvel, though, her mission changed to telling other people how to fight Gah Lak Tus.
* Ultimate Marvel took off and replaced it as Marvel's most prominent adaptation (though, the MCU took many of the Ultimate Universe's visual elements and backstory changes so in many ways, it still lives on), and thus the primary inspiration for other adaptations.
* Ultimate Marvel: Ultimate Hank Pym is terribly abusive to his wife. Leading to a very satisfying moment when Captain America beat the crap out of him while he was 10 stories high.
* Ultimate Marvel underdog scrapper starting out young and teenage in New York in the 21st Century, it's a good chance that character would not be white, and so Miles is part black and part Latino. He gets to a magnet school based on lottery based on gentrification issues and how competitive and hard these schools have become for low-income families (whereas Peter in the classic era went to Midtown High and then to ESU on scholarship). Unlike Peter who is an orphan with Aunt May as his only family, Miles has both his parents (at least after he returned to 616) and an extended family so that makes him a little more well-adjusted and less neurotic. Miles also grows up in an environment and generation where his nerdy passions are encouraged and validated as opposed to Peter who was raised in a classic "jocks versus nerds" era which gives him self-esteem issues even years later.
* Ultimate Marvel universe, he was a member of the 101st Airborne Division during WWII, but curiously enough, he didn't wear a parachute because they were for girls.
* Ultimate Marvel universe, Sam Wilson has such a relation with Vision.
* Ultimate Marvel universe. She was just like a Cold War era satellite. She got all her advanced tech from the world she ended up in.
* Ultimate Marvel universe the US in World War II has the only superhuman in existence, Captain America. The nazis are helped out by an alien race, the Chitauri. And there are also mysterious aliens, the Watchers of the Universe, who simply witness it all. It does not go into the ludicrous levels of the mainstream Marvel comics set in WWII, but it's still an example.
* Ultimate Marvel universe the Watchers never show up themselves, and speak by controlling someone. When their agent Rick Jones was in outer space, they did this to him to talk with him... which could seem as if he was discussing with himself, if the reader was not aware of the context.
* Ultimate Marvel universe, those dinosaurs are there because of the Scarlet Witch's reality-warping powers.
* Ultimate Marvel universe though, as he's actually a four-star general there (or started out that way, anyhow), which would be much more realistic for the commander-in-chief of a multinational paramilitary espionage organization. Either way, it doesn't make him any less badass.
* Ultimate Marvel via a mixture of Nick Fury's blood and Wolverine's DNA.
* Ultimate Marvel vs. Capcom 3, Ant-Man does this to an opponent when Hawkeye initiates his Level 3 Hyper Combo.
* Ultimate Marvel vs. Capcom 3 asks them if they are aware of how many lawyers are in hell.
* Ultimate Marvel vs Capcom 3), but he's nonetheless a legendary defense attorney in an impeccable blue suit.
* Ultimate Marvel vs. Capcom 3's Gravemetric Pulse and Gravemetric Blaster attacks become much more powerful by sacrificing red health.
* Ultimate Marvel Vs. Capcom 3, taunting as Deadpool results in him saying "TAUNT BUTTON!" In the original, he says "This is my taunt!"
* Ultimate Marvel Vs. Capcom 3 that only had a couple of voice clips each, as in those games someone's mouth would just flap open as the text entered the screen. Also, in said Hyper Combo, the affected opponent would stay in one static pose devoid of animation even as they gave anguished screams as a reference to his

games' limited frames of animation.
* Ultimate Marvel vs. Capcom 3, where he throws a pie at the opponent's face. It only sticks for a second though.
* Ultimate Marvel who are trying to rule over human society and the latter is an international group of superpowered anti-American terrorists.
* Ultimate Marvel with the most liberal and conservative states starting to either fight each other or declare their independence from the Union.
* Ultimate Misfits is more of a sleeze than in canon. He flirts with women who don't want his attention and he tries to continue flirting with Kimber even after Roxy tells him that she's seventeen and too young for him.
* Ultimate MK3, where he uses Scorpion's stance on the PlayStation version and the later Saturn and PC ports derived from it, while on the N64 version he uses Reptile's.
* Ultimate Mortal Kombat 3, Scorpion was the first to use a weapon in a chain combo. Prior to that, characters only used weapons as special moves such as Kano's Knife Throw. Scorpion's weapon? A big, double-bladed battle axe. Since then Scorpion has dropped the axe and has since stuck to using swords to fit with his Japanese ninja origins.
* Ultimate Mortal Kombat 3), where some of the ninjas' Friendships consist of cranking up jacks-in-the-box for their opponent, which gets scared and runs off. Each jack-in-the-box is appropriate to whichever ninja you use; as such, Reptile's is a snake, and Scorpion's is a skull.
* Ultimate Muscle has this happen to Mantaro sometimes, usually courtesy of Roxanne.
* Ultimate Muscle, he's extremely resistant to wear and tear, to the point of being nearly invulnerable to striking. Kid figures a way around this by applying a series of submission holds.
* Ultimate Muscle in an episode when Wally Tusket was reluctant to fight Pumpinator Kid Muscle pokes him in the butt which causes him to leap into the ring.
* Ultimate Muscle manga, which by all means had a very conclusive end, resumed serialization and as of 2018 still is ongoing. This effectively put the Nisei series at an undefined hold, unidentified if or when it will ever resume serialization.
* Ultimate Muscle probably counts for something... but somewhere around the third time he gets thrashed until he can barely stand up, only to start fighting back a few minutes later with renewed energy, it just gets ridiculous.
* Ultimate Muscle Roller Legend. The less said about this video, the better.
* Ultimate Muscle Roller Legend", two gay men in their underwear ride each other like scooters and segways chasing down a girl driving a transforming steamroller. They finally blow her up by pulling down their underwear revealing a baby head that shoots lasers. This is all that's given as a description:
* Ultimate Muscle, set in the past, Brocken Jr. loses his right arm in a match, thus removing his trademark Red Rain of Berlin attack. In the next match, Jade attempts the move and is shocked to find he can't do it. Looking at a photo shows that Brocken Jr.'s hand is now a hook, therefore Brocken could never have taught the move to Jade. After some time for Jade's mind to adapt to his new memories, he now knows a leg-based version of the move: Brocken's Repatriation.
* Ultimate Muscle when Kid Muscle finally meets his father King Muscle again at the conclusion of the training storyarc. King Muscle still looks as buff as he did in his prime (aside from having a bald patch on his head, which is odd because he didnt have hair in the first place), which is lampshaded by the other older wrestlers who complain about how easily out of shape they get these days. Then it turns out that King Muscle had just rearranged all his fat to look like muscles, which is why he wasnt moving from his badass pose, and once everything slips back into place, it turns out he's gotten a huge gut and scrawny arms in the past few decades.
* Ultimate Muscle with this with the Time Travel arc. Said arc has been going on for over five years now and has gone on for more than 160 chapters. To put it in context, Yude has spent more time on one tournament arc than any other arc

previously.
* Ultimate Newcomer, for Windows. Since the 2012 release date, the game has not appeared.
* Ultimate of matches, some of them are quite tricky, and you only gain new fighters a few at a time. This challenge is sometimes combined with the requirement of not using spirits.
* Ultimate Ones, can truly be destroyed. It is said that they are so alien that death is simply something that does not happen to them, and the few who have been "killed" have continued to exist in some form or another.
* Ultimate Origins for such information to be public knowledge. And he was right.
* Ultimate Origins: Steve Rogers is about to leave the US and go to fight in WWII. He's just learned that Gail loves him, so he says "When I get back, I'd like to...". He's unable to finish, and just walks away.
* Ultimate Origins: The president wants a real super soldier, not just a good soldier in a visible suit. To get a military advantage over the enemy? No: because "this is a war of images".
* Ultimate Origins: When Erik's powers came out when he was thirteen, his father tried to kill him with a gun. After realizing what his parents were and had been doing, Erik killed his mother as well.
* Ultimate Origins: When the Watchers of the Universe show up at several locations, one of them goes to the Daily Bugle, where Jameson is firing his star reporter, Ben Urich, over a discussion.
* Ultimate Otaku Teacher: Araki Koutarou has only boys falling for him due to his girlish looks.
* Ultimate Otaku Teacher is so feminine that he was banned from wearing the male uniform.
* Ultimate, Palutena's Guidance for Cloud mentions how his Finishing Touch attack deals high knockback despite only doing 1% damage. However, if the current match is a Stamina match (where knockback matters much less), Pit will remark that he doesn't need to worry about that.
* Ultimate Pro Wrestling university trainee Nurse Cassie was hired by the company before her wrestling training was even completed after she tended to Schwag, who was injured during a
* Ultimate Quicksilver is much faster. He once gave an enemy speedster an object lesson in what real speed is by taking hold of her and running so fast her skin was stripped off and then she burst into flame.
* Ultimate Reed eventually gets so frustrated about nobody considering non-weapon applications of his inventions that he pulls a
* Ultimate Re-Imaginings, Emma has Joey try to read the minds of a group of people to help him control his powers, but he gets distracted by one person's thoughts and renders the exercise ineffective.
* Ultimate Re-Imaginings in an attempt to keep him out of the actual real world. It backfires because he just can't let himself go.
* Ultimate series and modernized. In one of their most controversial points, they removed Peter Parker's job as a photojournalist and made him a webjockey instead.
* Ultimates has a sex tape of Tony Stark and the recently deceased Natasha Romanov leaked to the public. The tape is later revealed to have been recorded by Ultron for unknown reasons.
* Ultimate Showdown of Ultimate Destiny: An epic crossover battle which pits two or more characters originating from different stories against each other.
* Ultimate Showdown of Ultimate Destiny comic claimed it was Professor X who paid Lobo to take the dive (to spare Wolverine's ego and reputation).
* Ultimate Showdown of Ultimate Destiny" has a zombified Abe Lincoln wielding a machete and an AK-47.
* Ultimate Showdown of Ultimate Destiny have been linked to an established trope (see page). Appropriate for the subject matter.
* Ultimate Showdown of Ultimate Destiny. It hits Abraham Lincoln and Jackie Chan, knocking them out of sight - Lincoln is later seen dead on the ground, but Chan isn't seen again, and the Care Bear itself also vanishes. Since "only one will

survive", it can be presumed that all three are dead.
* Ultimate Showdown of Ultimate Destiny, most notably with Ayane/Kasumi and Yuna/Rikku, but really all the characters did this constantly.
* ultimate showdowns of ultimate destiny comic, he'll give the same dressing down to Batman.
* Ultimate Sleepwalker being transformed into various monstrosities, and revel in the horror they can cause their innocent victims.
* Ultimate Sleepwalker has a male example that shows even bad men love their fathers. The supervillain 8-Ball, a sociopath who's killed at least a dozen people during his armed robberies, and has also done such horrible things as firebombing a hospital for pay, uses some of the proceeds from his criminal activities to pay for the long-term hospital care of his father, whose drinking has nearly killed him.
* Ultimate Sleepwalker. His life would be completely meaningless if he couldn't do it.
* Ultimate Sleepwalker: Sleepwalker has a few female enemies, and he has no compunctions about giving them the exact same treatment he does to his male enemies.
* Ultimate Sleepwalker: The New Dreams, Alyssa Conover works as a dance teacher until her studio goes out of business in the 2008 economic crash. The only other job she can find that works with her university schedule is at McDonald's.
* Ultimate Sleepwalker: The New Dreams are both based on comic book characters, but since the author isn't good at drawing, they're in prose serial format instead.
* Ultimate Sleepwalker: The New Dreams. He's never said exactly why he hates John K, and his friends decide they're probably better off not knowing.
* Ultimate Sleepwalker: The New Dreams in a couple of cases involving the Kingpin:
* Ultimate Sleepwalker: The New Dreams in the official comics are given the spotlight, as the author very deliberately subverts the traditional pecking order of the Marvel Universe. In this universe, characters like Sleepwalker and Darkhawk take center stage away from the likes of Wolverine and the Punisher, while villains like 8-Ball, the Dreadknight, Jack O' Lantern and Firebrand are just as dangerous as the likes of the Green Goblin or Bullseye.
* Ultimate Sleepwalker: The New Dreams is one of the hallmarks of the series, giving second-stringers the spotlight and relegating A-listers to guest star appearances.
* Ultimate Sleepwalker: The New Dreams situation with their heroic nemesis.
* Ultimate Sleepwalker: The New Dreams. When they fight, Bullseye plays up his supposed A-list status and mocks 8-Ball for his supposed C-list status, but 8-Ball wins the fight and ends it by knocking Bullseye's severed head into a trashcan like a billiard ball.
* Ultimate Sleepwalker: The New Dreams, which lead to them flaying each other with sharpened steel spikes, smashing each other through concrete walls, electrocuting each other with high-voltage wires, and catching each other in the middle of exploding sewer pipes and tanker trucks, oftentimes all in the same battle.
* Ultimate Sleepwalker: The New Dreams who plans to escape his supernatural prison and pay a very "special" visit in the near future to the youths he very nearly murdered...
* Ultimate Spider-Man actually figures it out on his own, staying up late at night, thinking about Peter's new awesomeness (ie: he flipped Kenny once, broke Flash's hand, replaced Flash on the basketball team, etc.) and Spidey's apparent availability at Midtown High School. Then he tests it.
* Ultimate Spider-Man. After a mutant's powers activate, Spidey and Iceman are trying to convince her to use her powers responsibly. After Iceman makes a particularly stupid comment about her powers (control of fire: "Or, we could get some marshmallows..."), Spidey delivers a quick slap to the back of the head.
* Ultimate Spider-Man, after Mary Jane and Peter have been having a private talk in Peter's room, Aunt May checks to see if Peter needs one of these. He's suitably mortified. Of course, Aunt May knows full well that Peter and Uncle Ben had The Talk. She just wanted Peter to know not to try anything in the house because it would be just as awkward, if not more so.

* Ultimate Spider-Man. After Peter takes a bullet for him and dies of his injuries, Steve ends up even more turned off by the idea of the younger Miles Morales taking up his mantle.
* Ultimate Spider-Man after Peter tells her he's Spider-Man, before they get interrupted by Aunt May. May suspected that they were about to do the... other thing.
* Ultimate Spider-Man also makes rather frequent use of them, thanks to Spidey's continuous non-sequiturs, from imagining himself flying on a jetpack (after he says he'd love it if S.H.I.E.L.D. gave him one) to imagining Mary Jane as a female J. Jonah Jameson, haircut and all (when Peter finds out she'll do an internship at the Daily Bugle).
* Ultimate Spider-Man) and how she finds it easier to be a in relationship with Spider-Man rather than Peter Parker and then reflects that "she doesn't know me". He and Kitty do become close friends later on but at that point, while Kitty never stops having feelings for him, there's never a possibility of a relationship between them.
* Ultimate Spider-Man... and it's eventually what gets him killed (though he did eventually get better).
* Ultimate Spider-Man and just growled "Parker" when he fought Spider-Man, so it was not easy to figure out his motives.
* Ultimate Spider-Man angle with Peter and Gwen so much that this was the reaction when they finally did hook up.
* Ultimate Spider-Man animated series is a rare female example. She's the muscle of the villainous Frightful Four.
* Ultimate Spider-Man: A paperboy was shouting that in "Spidah Man" and Spidey found himself surprised there were still people doing that.
* Ultimate Spider-Man arcs tend to get accused of suffering from this due to Bendis' ridiculously slow pacing.
* Ultimate Spider-Man, Arnim Zola attempts to cement his takeover of S.H.I.E.L.D. by stealing Spider-Man's body and leaving him imprisoned in Zola's computer body as a result. Spider-Man was able to stop the process with help from Agent Venom and Rhino.
* Ultimate Spider-Man as a crazy, 4th wall-breaking mercenary who trades his hatred of mutants for a sense of humor. For fans who disliked Serious!Deadpool, this was Came Back Right.
* Ultimate Spider-Man, as Spidey and his ragtag team descend on Latveria to take down Doctor Doom, he describes him as not being a real "turn your head and cough" doctor.
* Ultimate Spider-Man: As the Shroud Kitty Pryde wears a hooded cloak, to conceal her identity.
* Ultimate Spider-Man at one point had Spidey fight a supervillain mother-and-daughter duo known as the Bombshells, who both swore like sailors. Pretty much every fight with them would have Spider-Man or another hero call the pair out on using strong language constantly.
* Ultimate Spider-Man: Aunt May keeps asking what's going on at Peter's room, and both him and MJ insist that they were "studying". They were not having sex, as May feared, but they were not studying either.
* Ultimate Spider-Man: Aunt May says that she will look about social anxiety disorders on the web. Uncle Ben encourages her to do so, because that will keep her busy for hours.
* Ultimate Spider-Man a vampire for almost any useful definition of the term.
* Ultimate Spider-Man between Spider-Man and Wolverine. When Spidey wakes up naked in Logan's body, he's confused about what's going on until he looks under the sheet.
* Ultimate Spider-Man, but in #15 of the second volume, her true feelings come out painfully when she and Peter discuss what had happened when the Chameleon hit on her while in Peter's shape.
* Ultimate Spider-Man, but Uncle Ben was a main character in the first arc, so it counts as an example.

* Ultimate Spider-Man by the accidental prototype, and Norman Osborn attempting to replicate the success by injecting himself with the OZ Serum.
* Ultimate Spider-Man by the people of the city until the third season.
* Ultimate Spider-Man can take down the Frightful Four. Spidey's not happy when he realizes that he was tricked into becoming bait.
* Ultimate Spider-Man carried over from the comics; Taskmaster relies heavily on the ability to instantly memorize an opponent's fighting style, but Deadpool is so unpredictable that he never fights the same way twice.
* Ultimate Spider-Man cartoon as the janitor at Peter's school and interacts with both Pete and Spider-Man on occasion.
* Ultimate Spider-Man comic book, Peter breaks up with MJ to "keep her safe". It doesn't work, and MJ is still thrown into dangerous situations, so they get back together. Yup, we thought it was stupid, too.
* Ultimate Spider-Man comments that occasionally you encounter a story so important, so moving it HAS to be told. THIS... is not one of those stories.
* Ultimate Spider-Man couldn't get uglier than being a living tumor? Here, they managed to find a way, as its version of Wade has his skull exposed and the top missing, exposing his brain and all of it enclosed in a plastic dome.
* Ultimate Spider-Man, Deadpool turns out to be this. (Or very least, Amoral All Along.) First introduced as a freelance hero who used to work for S.H.I.E.L.D.; he's later revealed to be an amoral mercenary who will work for the highest bidder.
* Ultimate Spider-Man despite having a few moments of being a jerk at times. His final battle against the Sinister Six which ended in his death pushed him into martyrdom.
* Ultimate Spider-Man did it later, with Deadpool as the hunter and Spiderman as the hunted. Deadpool was going after the X-Men and, thanks to Shadowcat trying to get help, Spider-Man found himself tangled up in that mess.
* Ultimate Spider-Man died protecting his neighborhood from the Sinister Six. Then he came back.
* Ultimate Spider-Man different versions of Carnage (in the game it was Peter, while in the comics Carnage was established as Gwen Stacy).
* Ultimate Spider-Man discuss whether they're ready to take their relationship to the next level. In the end MJ decides she's not after initially wanting to, and Peter (who has been understanding about it the whole time) tells her that while he wants to sleep with her, he's more than willing to wait until she's ready.
* Ultimate Spider-Man does keep trying to get that Lizard girl's phone number...
* Ultimate Spider-Man: During "The Spider-Verse" five-parter, one of the alternate realities visited by Spider-Man is one where everybody's gender is flipped. He meets his counterpart from this world, Petra Parker/Spidergirl, and teams up with her against this worlds version of the Green Goblin: Norma Osborn.
* Ultimate Spider-Man: During the "Ultimate Clone Saga", Xavier refuses to erase May Parker's memories of learning Peter's secret identity, something Kitty gets angry about. Jean asks him if perhaps Kitty was right, but the cute moment of May and Peter confirms that Xavier did the best thing.
* Ultimate Spider-Man episode "Attack of the Synthezoids" begins with Peter Parker dreaming that he goes to school in his Spider-Man costume. He then looks down and realizes he's missing his pants, exposing his underwear for all to see.
* Ultimate Spider-Man episode "Damage Control", the Wrecking Crew busted into a laundromat during one of their rampages, intending to come back during the reconstruction and break through the wall into the bank next door.
* Ultimate Spider-Man episode "Halloween Night at the Museum", Morgan la Fay transforms a museum guard into a pumpkin person resembling comicbook Spidey villain Jack O'Lantern.
* Ultimate Spiderman features this trope. In the episode entitled "The Avenging Spiderman," Loki tricks the titular character into switching bodies with him. By the time they switch back, Spiderman's friends are aware of what has happened but still believe that Loki is inhabiting Spiderman's Body. As a result, he avoids their attacks and tells them that Loki would fight back but that he won't. Nova throws a punch that stops only inches from Spiderman's nose, at which point this

conversation occurs:
* Ultimate Spider-Man fight, much to Peter Parker's chagrin. He ends up confronting the movie crew about this situation, but unfortunately does so utilizing his powers, mainly leaping about and sticking to things. The director simply has his crew start filming and he thanks Spidey for all the free footage he can now put, at no cost, into his film.
* Ultimate Spider-Man: Flash accused Kong of being a coward during the attack of the Green Goblin. Kong replied that everybody reacted as cowards back then.
* Ultimate Spider-Man Flash Thompson. Flash responds by challenging Peter to a fight and, not knowing his own strength, Peter easily breaks his hand. Flash's family demand the Parkers pay his medical bills for the incident or they'll sue, ignoring the fact that Flash had been beating up Peter for years and he was the one who instigated the fight.
* Ultimate Spider-Man for Flash, which ultimately rewards him the Venom symbiote and a place with S.H.I.E.L.D. as the trainee Agent Venom.
* Ultimate Spider-Man for not thanking her when she saves their lives.
* Ultimate Spider-Man for not trusting Spider-Man, he mentions in passing that his son is dead, when John Jameson is still alive in the regular Marvel continuity.
* Ultimate Spider-Man frequently has to improvise ill-fitting and ridiculous-looking costumes when he is unable to get Mary Jane to fix his Clothing Damage.
* Ultimate Spider-Man friends when his superhero life intrudes on his regular life.
* Ultimate Spider-Man from bullying his newest victim, then tries to introduce himself. Any gratitude he might have received is ruined by that since the two already knew each other and Peter just couldn't remember him.
* Ultimate Spider-Man gay, and that his best friend Ganke was going to be his love interest. This had to be debunked multiple times just because one quote got taken out of context.
* Ultimate Spider-Man giggles at the phrase "trap" instead of the "booby" before it.
* Ultimate Spider-Man, Groot has taken the shape of a galleon and become Captain Webbeard's ship.
* Ultimate Spider-Man had Peter explaining to Aunt May that he's all right after his school was ambushed by the Frightful Four, but couldn't say the same for Harry, who wound up in the hospital. We cut to a heart monitor flatlining as if he had died, but it was just being switched off and wheeled out of his room by a nurse.
* Ultimate Spider-Man has a similar sequence after Spidey is shot and arrested.
* Ultimate Spider-Man has become loathed by adult Marvel fans who find the show too comedic and immature compared to other Marvel cartoons from the same period, or the comic with the same name.
* Ultimate Spider-Man has "Petre", a female version of Peter he encounters when he enters her gender-swapped reality.
* Ultimate Spider-Man has Spidey express a belief he's a good amateur flute player—a belief constantly undermined by his actual playing, which is so off-key, it caused everyone to cringe.
* Ultimate Spider-Man, he is a mainstay of the Sinister Six and attacks Spidey alongside them for no reason that's ever been explored, and his origin never comes up.
* Ultimate Spider-Man. He refuses and persuades May that Norman can't be trusted, but Mary Jane still ends up getting kidnapped.
* Ultimate Spider-Man, he says that he leads a team of heroes... and Nova.
* Ultimate Spider-Man. He successfully tracked Spider-Man down, but since Kraven is just a normal human who happens to wrestle alligators or whatever, Spider-Man completely wipes the floor with him (less than a minute after a much tougher fight with Doc Ock). Moral of the story: Hunting The Most Dangerous Game is no fun for anyone if the hunter is unarmed.
* Ultimate Spider-Man. His essays about human-mutant integration were awesome. But, when he actually met him and heard his way of dealing with a dangerous and destructive mutant, he was not so amazed.
* Ultimate Spider-Man. His henchmen, the enforcers, betrayed him and sided with

Kingpin, and hold Mr. Big while Kingpin killed him. Sometime later, however, Ox is trying to get drunk, saying that "we are not men!", regretting the betrayal of his former boss.
* Ultimate Spider-Man. However in the end Peter seems to just not be shipped with anyone by the show.
* Ultimate Spider-Man. In #13, Peter tells his best friend Mary Jane his secret, but Mary's squeals of delight lead Aunt May to a wrong conclusion as to what is going on in Peter's room. She however reminds Peter that his parents met in high school.
* Ultimate Spider-Man in disguise. The return of Jessica in the Ultimate Enemy mini-series finally put this speculation to rest.
* Ultimate Spider-Man: In his first superhero fight, the Green Goblin took Spider-Man, flies with him to a high altitude, and then throws him to his death. What can he possibly do? Create a net of webs below? That's so crazy... of course it worked!
* Ultimate Spider-Man. In real life however, the series still continued without any such hiatus.
* Ultimate Spider-Man: In the opening narration of the first issue, the random guy is not particularly interested in Greek mythology, but Norman told him the whole story of Arachne anyway. It does not have anything to do with anything, he just loves to hear the sound of his own voice.
* Ultimate Spider-Man into the spacefaring Astro-Carrier, the submersible Aqua-Carrier, and the flying Dragon-Carrier.
* Ultimate Spider-Man is also a subversion as well. Mary Jane was the first person Peter told and when he revealed it to her privately, she was under the impression that Peter was going to kiss her and ask her out, which Peter on hearing the remark, that she still came up anyway (showing that she wanted a relationship with him). The secret did not prompt the romance as there was already a lot of romantic tension between them but MJ loves Peter being Spider-Man, especially when he takes her web-swinging, and for being able to be part of his cool adventures. However, throughout the series, she made it known that she also wishes that Peter wouldn't risk his life so much and she suffers PTSD after an encounter with Goblin that led to their first break-up (Peter broke up with her the second time over her constantly getting involved in his life when he told her to step back), but their attraction is too strong for either of them to stay away from each other.
* Ultimate Spider-Man is loosely adapted from the comic book with the same name while using some elements from the 616 and Marvel Cinematic Universes. Aiming for a more comedic tone than its predecessors, the series tries its best to put a different spin on all the old characters and try to bring in something new.
* Ultimate Spider-Man isn't exempt from this either. Mary Jane originally breaks up him after she begins having nightmares about him dying, coupled with the fact that she suspects Gwen Stacy has feelings for him. Gwen briefly dates Peter but dumps him when he's replaced by Chameleon.
* Ultimate Spider-Man is utterly in love with these. Every opportunity for any character to land this way is gleefully taken.
* Ultimate Spider-Man is very deliberately based on this. The main theme of the story is that adults have all screwed up the world, and the teen-age Spider-Man, who barely understands what they've done, has to do his best to fix it. At one point, Spider-Man directly tells the reader this in a monologue.
* Ultimate Spider-Man, Jameson initially backs a political campaign of a man who is tied to known mobster Wilson Fisk because the candidate is anti-Spider-Man. When the candidate loses it after one question in a softball interview (any answer other than threatening the reporter and destroying the recording device would have satisfied), Jameson pulls his support immediately.
* Ultimate Spider-Man: Jameson is making a big load of smoke with his cigar. When it goes out, we can see the sign "No smoking please".
* Ultimate Spider-Man: Jameson's reaction when Urich wins the argument about the article on the creature of the sewer.
* Ultimate Spider-Man, Jessica Drew, Spider-Woman, is the end result of the Ultimate Clone Saga. She is a clone of Peter Parker, implanted with his memories

and genetically modified in vitro to be female and develop additional powers. During the Clone Saga she fills the same role as Ben Riley did in the 616 Clone Saga. Afterwards she assumed the CIA/FBI created identity of Jessica Drew and returned to active crime fighting as Spider-Woman. She confessed that along with inheriting Peter's memories, she is still in love with Mary Jane Watson.
* Ultimate Spider-Man, J. Jonah has a television show which essentially makes him one of these.
* Ultimate Spider-Man: Just after Peter's revealed his secret identity to MJ, she admits she thought he was going to kiss her. They start leaning in, closer, and closer... then Aunt May bursts in to say MJ's mom is on the phone, and apparently MJ needs to go home to... clean out her cat's litter tray? Peter sees right through the BS - Aunt May will have no hanky-panky under her roof (even if she approves of Peter and MJ).
* Ultimate Spider-Man: Kingpin called Electro "Elektra". She also works for him, but not in this story yet.
* Ultimate Spider-Man: Kitty can ramp up her density enough to send Spider-Man flying.
* Ultimate Spider-Man, Liz Allan is a vehemently anti-mutant bigot who finds out, quite dramatically, that she's a mutant herself.
* Ultimate Spider-Man: Liz had an outburst when Kong was talking too much about Spider-Man. Mary Jane dismissed her as a mere drama queen.
* Ultimate Spider-Man: Liz is drunk at a party at Long's house, and tries to hook up with Peter. He tries to get her away from him, but too late: Mary Jane shows up and saw it.
* Ultimate Spider-Man Loeb established "Our show lives in a world that is pre-romance".
* Ultimate Spider-Man loves this trope, though it usually tends to be out of necessity or accidental. For example, Sandman can't turn his clothes into sand, and Electro and the Hobgoblin burn right through their clothes.
* Ultimate Spider-Man, Luke Cage nudges Sam Alexander so he can introduce himself.
* Ultimate Spider-Man makes Mary Jane into this trope, though she isn't in most other incarnations.
* Ultimate Spider-Man manages to capture Spider-Man. Throughout the series, he was played up as a joke, a character who didn't even really qualify as a supervillain that Spidey would easily subdue in the opening pages of an arc to show "business as usual." While he has Spider-Man hanging upside-down he reveals that from his point of view, things weren't nearly so funny, revealing a level of anger and humiliation made only worse by the fact that Spider-Man never gave him a second thought.
* Ultimate Spider-Man. Mary Jane, for her part, puts in time at a Hot Dog On A Stick kiosk in the mall.
* Ultimate Spider-Man: MJ wants Peter to take her swinging around. "No". She insists, begs, but the answer is still "no".
* Ultimate Spider-Man (Nicole Fury), Harry Osborn (Harriet Osborn), J. Jonah Jameson (J. Joanne Jameson) and Norman Osborn (Norma Osborn).
* Ultimate Spider-Man Norman Osborn is arrested by Nick Fury for the crime of intentionally and illegally giving himself super-powers, which is a crime in the Ultimate Universe (the fact that he uses said powers to commit multiple murders doesn't exactly help). But once arrested, Norman (and the other villains SHIELD takes into custody after Peter defeats them) are not provided with legal counsel, representation, or are even allowed any form of contact with the outside world. Nick Fury flat-out says he has no problem detaining them in a SHIELD prison facility indefinitely unless they agree to work for him. Osborn naturally points out that whether they altered their DNA or not, they still have human rights (Fury claims otherwise) and that holding them without trial or even contact with the outside world is highly illegal. All good points, though the moral high ground is lost when coming from Osborn, who inevitably goes on a killing spree every single time he escapes custody. The one time he escaped and used the chance to make a media shitstorm by telling everyone he was illegally detained, it was derailed when he flew into a homicidal rage and burned his own attorney to death.

* Ultimate Spider-Man: Of course the big and ugly spider would bite Peter Parker, and uncle Ben would be killed by a thief. It may be a retelling, but those things are a very strong part of the Spider-Man mythos to be significantly changed.
* Ultimate Spider-Man of two incredibly bored doctors checking on the comatose Doctor Octavius.
* Ultimate Spider-Man.... Only to be murdered by another super-villain.
* Ultimate Spider-Man, only to find that the two heroes moved everything in the room after turning off the lights.
* Ultimate Spider-Man. Parker tries to bring it up during class, and the teacher gives him detention. The implication is that everybody knows he bought the cops off, and is therefore the de facto master of the city — and their lives are at risk if they bring it up.
* Ultimate Spider-Man: Peter and Kitty hit it off so well because they're both pop culture geeks.
* Ultimate Spider-Man: Peter and MJ are alone in Peter's room, and MJ screamed. May asks what's happening. "We're studying!" "And I'm Katie Couric!"
* Ultimate Spider-Man, Peter has to spring into action when his costume isn't available to him, so he just puts the hood on his jacket over his head.
* Ultimate Spider-Man, Peter Parker dated the X-Men's Kitty Pryde for a time, but eventually found himself drawn back to Mary Jane.
* Ultimate Spider-Man Peter's inability to tell Harry the truth along with the constant ditching puts a considerable strain on their friendship.
* Ultimate Spider-Man, Peter works at a fast-food where he has to wear a frog hat. Bobby (Iceman) later joins him behind the counter when Aunt May forbids them from using their powers in public.
* Ultimate Spider-Man plays a school janitor who is prone to delusions of grandeur and frequently talks to himself when nobody else is around. The students seem to think he is insane.
* Ultimate Spider-Man. Really, any comic written by Brian Michael Bendis can be full of this, particularly in the form of dialogue loaded with stuttering and other verbal tics most writers would bypass in the name of getting to the bloody point.
* Ultimate Spider-Man: Returning home after leaving his wrestling career, Peter sees several police cars outside, because Uncle Ben had been killed by a burglar. After that, he freaks out each time he returns and sees a police car outside his house. Not helping is Peter's guilt complex, and the fact the last time he and Ben had spoken, it had been an argument.
* Ultimate Spider-Man reverses the usual formula of the main character's superhero duties getting in the way of their civilian obligations by having the civilian obligations get in the way of their superhero duties. In it, Peter tries to go stop the Rhino's rampage, but finds himself constantly waylaid for various reasons (attending a Parent-Teacher conference with Aunt May, comforting a crying Gwen Stacy, having a run-in with Flash Thompson) and by the time he's finally able to suit up, the Rhino had already been defeated by Iron Man.
* Ultimate Spider-Man school bully) remembers several things: the incident with Peter Parker and the weird spider at Oscorp, that Pete suddenly became a great basketball player, that he broke Flash's hand, that Spider-Man debuted at the wrestling club shortly after the gang visited it, that Spider-Man showed up to save the school when the Green Goblin began to attack it…and Kong suddenly realizes Peter Parker is Spider-Man! Being Kong, his response to this is to then run through the school yelling this to the world.
* Ultimate Spider-Man, Shang-Chi is applying undercover for the job of the Kingpin's bodyguard. Unfortunately, he fails the 'randomly kill that guy' test.
* Ultimate Spider-Man, shared the secret of his powers with his friend Ganke.
* Ultimate Spider-Man shows the conversation between Spider-Man and Green Goblin from the previous issue, only from the latter's point of view. Among other things, he sees blood-red skies, Spider-Man as some horrifying human/spider hybrid (complete with fangs) and dozens of ghost-like "plasmids" floating around and whispering to him.
* Ultimate Spider-Man's Norman Osborn set up "Cellar Door" as an all-purpose

trigger phrase for his son Harry.
* Ultimate Spider-Man, so a racial difference probably wouldn't be too surprising. Humorously, the comic book did the same gag, as described above.
* Ultimate Spider-Man so he could bring her into that book, too. Of course, Kitty is a fan-favourite, so how bad this was is debatable, especially as he still paid focus to other characters while writing.
* Ultimate Spiderman, so it can be assumed that sexism went the other way in this universe. Interestingly, both of these tropes combined means that the same people still discriminated against the same people throughout history (herstory?).
* Ultimate Spider-Man, some villains break into the school and demand that Spider-Man give himself up. Pete promptly calls a food fight and sneaks away while it's taking place.
* Ultimate Spider-Man speak to Jonah again. After this incident, Jonah never tries firing Peter again.
* Ultimate Spider-Man, Spider-Man just misses a pike at the top of a building during an aerial chase scene.
* Ultimate Spider-Man: Spider-Man makes such a joke in "The Sinister Six".
* Ultimate Spider-Man: Spider-Man's wacky jokes and quirky personality are what he uses to shield him from a relentlessly unkind world.
* Ultimate Spider-Man, Spidey gives Doctor Octopus a wedgie at one point, then immediately feels bad for using a classic bully maneuver.
* Ultimate Spider-Man, Spidey has something of an existential crisis after a brief brush with the supernatural, saying later that he's "Seeing things he shouldn't." The inciting incident was actually a relatively tame (by reader standards) vampire story, but his seemingly outsize reaction reminds us of how mentally devastating commonplace fictional tropes would be if ever actually encountered.
* Ultimate Spider-Man, Spidey jumps around a bit while holding his foot after trying to kick the Juggernaut. Yeah, bad idea.
* Ultimate Spider-Man, Spidey's costume is destroyed, and he has to wear a cheap, improvised replacement. When he confronts a crook who asks him where his real uniform was. Spidey retorts, "Your mom's washing it for me." He later admits that jokes like that are usually beneath him, but he's not exactly on his A-game.
* Ultimate Spider-Man, Spidey torments the Kingpin using an exhaustive written list of fat jokes. On note cards.
* Ultimate Spider-Man's squirrels and even had his powers stolen by the Super-Adaptoid, arguably another example of a Juggernaut.
* Ultimate Spider-Man subscribes to this, whole-heartedly, giving it as his reason for being so unfair towards Spider-Man when Peter asks.
* Ultimate Spider-Man, Taskmaster says this after Spider-Man (Miles Morales) and Spider-Woman beat the crap out of him, while showing he's no worse for wear (because, instead of just having photographic memory and reflexes, he has the actual power of adapting to his opponents' powers and strength levels).
* Ultimate Spider-Man: The announcer of the wrestling arena asked, who among the public has the guts to fight against Crusher Hogan? Kong has them... but he's a minor. Peter Parker has them, but he wears a mask to conceal his identity.
* Ultimate Spider-Man: The explosion in Oscorp in the first issues was introduced with the narration of a news voice over.
* Ultimate Spider-Man: The first fight between Spider-Man and the Green Goblin takes place in high school, that the Green Goblin attacked with his fireballs.
* Ultimate Spider-Man, the first two being older in the comics than they are in the show. A teen version of the Rhino also shows up as one of Spider-Man's former classmates and a similarly deaged version of the Vulture later appeared.
* Ultimate Spider-Man, the Grandmaster taunts the Collector with "Second place means first loser!"
* Ultimate Spider-Man, the Howling Commandoes consisted of Werewolf by Night, Frankenstein's monster, the Living Mummy, Man-Thing, and Max the Invisible Man.
* Ultimate Spider-Man The implication is that everybody knows he bought the cops off, and is therefore the de facto master of the city — and their lives are at risk if they bring it up.

* Ultimate Spider-Man Then again, it takes him nearly a hundred to tell this to Aunt May.
* Ultimate Spider-Man: The police made an outline of Uncle Ben at the Parker's house.
* Ultimate Spider-Man: There is a noise in the back door. Ben and May thought that it was Peter, who usually uses that door. They call for him... and nothing. Silence. They both realized that something was wrong, because of the kind of silence. Then, the burglar appears, with a gun.
* Ultimate Spider-Man there's a Doombot that contains a smaller Doombot which contains a smaller Doombot and so forth - all of them nasty, right down to the mouse-sized one. They get loose on the SHIELD helicarrier.
* Ultimate Spider-Man, the Trapster attacks a school play of Spider-Man, traps Flash Thompson who he thought was Spider-Man, then is subdued by the real Spider-Man and forced to listen to Flash's horrible singing till the police arrive.
* Ultimate Spider-Man, thus expanding on Uncle Ben as a character and showing why his death deserved to be seen as tragic.
* Ultimate Spider-Man to appear and endless waves of police to attack. Rack up enough points, and SWAT, helicopters, and SHIELD join in. The police spawn in around every corner, and while you can eat them to regain health (Venom's health gradually decreases) they don't nearly give as much as civilians, making the mini game a show of how many points Venom can rack up before being shot down himself.
* Ultimate Spider-Man to stop the Green Goblin from stealing their DNA. Interestingly, he didn't meet them all at once, but instead travelled from one dimension to another, until the end where they all come back together.
* Ultimate Spider-Man tries to kidnap Peter Parker by knocking him out with a couple of tranquilizer darts... for a few minutes anyway. Then his enhanced metabolism kicks in allowing him to wake up earlier than he was supposed to and resist all subsequent shots. Cue boss battle where he has to fight off both Silver Sable and her mercenaries while trying not to succumb to the effects of the tranquilizers in his system.
* Ultimate Spider-Man. Ultimate Spider-Woman is a clone of Peter Parker, with all of his memories and personality traits - except she's considerably more abrasive, especially to Miles. (They were going to blank her memory and give her an entirely new made-up personality and set of memories, but didn't get around to it before wackiness ensued.)
* Ultimate Spider-Man used a serum that was a derivative of Cap's Super Soldier Serum. The Marvel universe version had a different origin, however.
* Ultimate Spider-Man used a version that looked a bit more like a comic-book rather than a cartoon.
* Ultimate Spider-Man version of the supervillain Swarm is made of nanomachines instead of bees like his comic book version.
* Ultimate Spider-Man, Volume 1. Peter Parker listens to a lecture on the Watergate Scandal; the teacher comments on how paranoid Nixon was, while still keeping all of his incriminating evidence because he thought he was untouchable. It occurs to Peter then that Kingpin records all of his incriminating evidence for posterity because he thinks he's above the consequences, as well, and that this evidence could also be leaked to the press.
* Ultimate Spider-Man vs. the Sinister 6: When Doc Ock forces Kraven the Hunter to become host to the Venom symbiote and he turns into a giant wolf-beast, Spider-Man sarcastically asks Kraven if he got a new haircut.
* Ultimate Spider-Man was so successful was because of how many new Spidey fans it drew in, more often than not leading to said fans checking out the main Spider-Man books and becoming fans of that as well.
* Ultimate Spider-Man, when Peter complains that he's been just getting by on luck and his natural strength and speed, so Mary Jane suggests he take martial arts. In the first 100 comics of the series, there's a surprising number of times where he actually gets the crap kicked out of him.
* Ultimate Spider-Man: When Peter said he was Spider-man, Mary Jane laughed so hard that she fell to the ground in laughter.

* Ultimate Spiderman, when Spider-Man swings by the Kingpin's building for no reason while contemplating his life, Elektra shows up and invites him in... where Kingpin offers him pizza and a partnership.
* Ultimate Spider-Man, when Spidey tries to intimidate the Kingpin by dropping in on him unexpectedly, only to realize that the Kingpin put in shatter-proof windows to get rid of such problems. Makes the web head lose his cool. Kingpin doesn't even blink at the sound of Spidey hitting his window.
* Ultimate Spider-Man when the Daily Bugle's new screen is shown. "Mistress Death opens new cupcake shop" is a hilarious example.
* Ultimate Spider-Man where in a flashback, the art goes back to Bagley's style, rather than the current penciller for the series, Immonen.
* Ultimate Spider-Man, where Peter got the same black costume and lost it over the course of a couple issues. When Mary Jane discovered he'd discarded it, she agreed that "it wasn't him".
* Ultimate Spider-Man, where Spider-Man is normally a well-respected threat to the bad guys until he begins to quip. His talking points normally date him (making pop-culture references or naïve assumptions), prompting the bad guy to reply along the lines of "Wait, how old are you?"
* Ultimate Spider-Man, where Spidey attempts to enter Kingpin's skyline headquarters in this manner, only to discover the hard way that since his previous visit, Kingpin has had shatterproof glass installed. The three panels of Spidey hitting it then sliding down are tremendous.
* Ultimate Spider-Man, where Spidey, trying to make a dramatic entrance into the Kingpin's office, finds that Fisk has installed much stronger glass than last time Spidey was around.
* Ultimate Spider-Man (which did well with adults but not as well with kids) was not renewed.
* Ultimate Spider-Man who relies on his wits and skill to get him through the day. Even in-universe he points out that all the things he gets mocked for are the traits that keep him a.) out of jail, b.) alive, and c.) not bogged down in a pointless feud with Spider-Man.
* Ultimate Spider-Man without anyone becoming unduly suspicious about it. Public school chairs... The most hilarious use of this trope is when Wolverine and Spider-Man switch bodies. Wolverine's attempts to learn how to websling must be seen to be believed.
* Ultimate Spider-Man, you can guarantee most of the girls will be drawn this way.
* Ultimate Spider-Woman, and develops an almost insane hatred for Spider-Woman in part for defending those people and in part for interfering with his fun.
* Ultimate Spider-Woman because of her having to juggle her acting and modelling careers with her school studies and her fighting crime as Spider-Woman, being subjected to a public hate campaign by a relative of one of the victims of one of her supervillain enemies, driving herself crazy with guilt over not being able to keep everything going, being disliked or outright hated by her boyfriend's parents, and eventually nearly suffering a nervous breakdown when everything finally comes crashing down at once.
* Ultimate Spider-Woman: Change With The Light develop a weird, Batman/Joker-like fixation with her as the "straight woman" in his performance art, and deliberately stages kidnappings and robberies to attract her attention and force her to fight him.
* Ultimate Spider-Woman: Change With The Light Jack O' Lantern gives a few of these explaining his motivations for his bloody crime spree. Notably, he starts to get sick of it and voices his irritation at constantly having to explain his motives.
* Ultimate Spider-Woman: Change With The Light Jack O' Lantern knows her real identity.
* Ultimate Spider-Woman: Change With The Light Tendril due to his extremely disturbing obsession with her.
* Ultimate Spider-Woman: Change With The Light. When Mary Jane Watson suddenly finds herself developing bizarre superhuman powers, it doesn't take her long to figure out how to use them. She's already an experienced fighter due to being a

blackbelt martial artist, which makes it easier for her to determine how to best use them in a fight.
* Ultimate Spider-Woman. Instead of irrationally denying it, Jack's relatives instead react with horror and dismay when they hear the news, along with the pure shock that they're related to a psychopathic mass murderer.
* Ultimate Spider-Woman is on the take from some powerful crime syndicates. However, he doesn't look the other way from crimes against mutants, because in his mind, they are as bad as he is since they justify hate with talk of protecting humanity.
* Ultimate Spider-Woman She typically claims that she was caught up in a supervillain attack, which is more plausible than you might think because of how many supervillains are causing mayhem in New York at any given time.
* Ultimate Spider-Woman there was the fact that two of the other waitresses had to go home sick, forcing Mary Jane to cover for them, to the point where she didn't get a break all night. When one particularly obnoxious customer kept demanding for one particular brand of coffee even after Mary Jane repeatedly tried to tell her they were all out, it's not hard to see why she finally exploded and yelled at the customer. Unfortunately, her boss didn't see it that way and took the $200 gift certificate he gave the customer out of Mary Jane's salary.
* Ultimate Spider-Woman was an Ordinary College Student when she began to develop her bizarre superhuman abilities, and continues to be one even as she tries to juggle a superhero career along with it.
* Ultimate Spider-Woman who's in no shape to do the job herself because of everything she's been through at the hands of Phillip Watson, Mary Jane's father and Anna's brother.
* Ultimate Stuntman, an obscure unlicensed NES game by Codemasters/Camerica.
* Ultimate Sue blocking the light from reaching some zombies' retinas, rendering them blind, and later, rapidly creating and dissipating bubbles in the zombie FF's brains, causing them to collapse.
* Ultimate Swimming Pro as well as the reason why she was chosen to be in Hope's Peak to start. And swimming's just what she's best at, as she participates in six different sports clubs.
* Ultimate Teacher by the sheer nonsensical awesome that is the movie.
* Ultimate Teacher Ganbachi and Karima do this when they're charging against each other and get interrupted by Hinako.
* Ultimate Teacher's US dub stuck very close to the Japanese dialog, the UK dub added tons of jokes and sarcastic dialog to the dub (along with some minor story/character personality changes), which does fit the movie's screwball comedy quite well.
* Ultimate, the message you get when erasing a World of Light save file has this impression:
* Ultimate Thor has it revealed that, after Loki destroyed Asgard, Thor was reborn as a human. It takes up until Ultimates 2 for him to regain his full might. And when he does...
* Ultimate Thor replies that Cap's case was a combination of genetics and cryogenics, scientific stuff; Thor's claims of being a reborn god are something completely different. Thor's right, by the way.
* Ultimate Tony Stark, and died at the end of the adventure. Tony mourned her next to a window... and forgot it all when he saw a gorgeous blonde passing by.
* ultimate ultimate weapon of the Lensman series was a psychic Wave Motion Gun, since the Eddorians could not be killed by any physical force, however applied. It consisted of the gestalt mind of the Children of the Lens (the UNIT), backed by the integrated minds of all of Arisia and powered by the maximum-effort mental output of every Lensman of the Galactic Patrol.
* Ultimate Universe), a kill-crazy multi-personality electronic consciousness that caused galactic civilization to collapse before being beaten back; bits of it still show up in old tech from time to time, like WWII soldiers stranded on islands who don't know the war is over.
* Ultimate Universe constantly talk about how genetically superior they are, and

how it means they have a higher standard of behavior. On one occasion Professor X tells Cyclops that a certain instance of resentment is a human thing, and he is "pleased to say" Cyclops wouldn't understand. The ordinary human they are talking to at the time says not a word.
* Ultimate Universe from Aunt May. He does end up coming back in style, though.
* Ultimate Universe: Modern-day retelling, but not a remake of an older work.
* Ultimate universe, Peter does try to defend himself from Flash after he gets his powers. He winds up accidentally breaking Flash's hand, and the jerk's parents sue Aunt May and Uncle Ben for the medical costs.
* Ultimate universe's for Fury to invoke this trope, just so he can have a chance to beat Doc Ock up before being arrested.
* Ultimate Universe-style miniseries/series of one-shots was published in 2009, and made much of the time difference being exactly 90 years.
* Ultimate Universe, Ultimate Namor became fluent in English by listening to the Fantastic Four speak to SHIELD agents for roughly five minutes.
* Ultimate Utopia XXIII. Emperor Paplatine tells Vader that now that he has completed Order 66 to execute Order 67: "Get me a latte. Do not hesitate. Show no mercy."
* Ultimate Venom, or maybe just ridiculously rapid digestion, going on, as immediately after eating them there's no visible difference.
* Ultimate Video Rumble, although the RumbleDome has an excellent infirmary.)
* Ultimate Video Rumble isn't enough, as the Executioner rises as they start to leave.
* Ultimate Vision and Captain Marvel managed to drive him away and save the planet.
* Ultimate Vision, but one of the modules was left behind. Unable to do the things the whole swarm would do, it tried to dig into the core of the planet to make a planetary explosion.
* Ultimate Vision) can communicate with chemical enzymes, gravitational flux, microwaves, spacetime tears, and so on. All of which comes in handy when she fights one of Gah Lak Tus' components:
* Ultimate Vision: Dima is a girl completely made of plastic polymers by AIM. The experiment was going fine, but she ceased to grow at the age of 6. The scientists treated her as little more than a tool.
* Ultimate Vision face. Something he said? No, the alien monsters outside the window.
* Ultimate Vision: Gah Lak Tus has one, that turns people into purple monsters that do his will.
* Ultimate Vision: Gah Lak Tus seems to be about to destroy itself to cause a massive destruction. Or is that the plan?
* Ultimate Vision: In Tarleton's proposed utopia, people would only breed with people arranged by the government, based on genetic compatibility.
* Ultimate Vision: Of all the women Sam could have fallen in love with, did he had to do it with a female alien robot?
* Ultimate Vision: One of the scientists can't believe that Tarleton had fused the Gah Lak Tus tech into his own cyborg components. He asked for clarification: "insane" is hardly a scientific term.
* Ultimate Vision: Tarleton plans on creating a technological utopia on earth. Of course, those unfit for it will be killed... in a painless manner.
* Ultimate Vision: Tarleton tried to deliver one, but the power supply was failing, so no TVs were actually interrupted.
* Ultimate Vision: The Gah Lak Tus module has destroyed the bombers. Colonel Fury, orders?
* Ultimate Vision: Vision cut Tarleton's head for killing Dima, and threw it to the horizon.
* Ultimate Vision: Vision cut Tarleton's head for killing Dima, and threw it to the horizon. That doesn't kill him, but left him in a highly uncomfortable position.
* Ultimate Vision: When the Gah Lak Tus module released the virus, the whole section is locked. Two full work units must be killed, but there's no other way.
* Ultimate Vision: When the Gah Lak Tus purple monsters show up, Vision takes the

axe from Dima and orders her to close her eyes.
* Ultimate Warrior 1991. (Meaning a possible kayfabe explanation might be that Warrior was traumatized by his experience with Roberts and the "bad" outcome of his feud with Undertaker.)
* Ultimate Warrior (49 years old as of his last match, with independent federation Nu-Wrestling Evolution (NWE))
* Ultimate Warrior, and cynic (with some mild-to-moderate bigotry suggested as well). At WrestleMania XXX, he put all that to rest and made up with several people whom he shared beefs with, got inducted into the 2014 Hall of Fame, mending things over with the audience the night after, which preceded his death from heart failure the following day. All this went to restore his reputation, allowing him to be fondly remembered in the times after as a great wrestling legend without the need for posthumous reconsideration.
* Ultimate Warrior crossover and many other takedowns across the internet. He also invented the word "destrucity". It is to this day unclear how much of this was acting and how much of it was James Hellwig getting caught in-character.
* Ultimate Warrior declared in the middle of the ring "There's not a WARRIOR in the world that I can't beat to get my belt back..." Cue The Warrior's dramatic entrance, a long & rambling promo, and him vanishing in a cloud of smoke, with no physical contact between the two, which may make this an aversion.
* Ultimate Warrior. He capped off his career in the WWF by completely no-selling Triple H's Pedigree and remaining undefeated until he was fired again.
* Ultimate Warrior in 2014, then poignantly dying just a few days later.
* Ultimate Warrior in April 2014, delivered less than 24 hours before his death, included six straight "you"s.
* Ultimate Warrior in punishment for the Madison Square Garden Incident. Warrior was making his big return and they needed a warm body for him to squash, and there really wasn't anyone else available.
* Ultimate Warrior is arguably the prime example of this trope. He only has a handful of clean losses on record. Not even Hulk Hogan could stop him (without cheating, that is).
* Ultimate Warrior looks like the aftermath of him raping Santa instead, though.
* Ultimate Warrior so much that now he decides who is allowed to be over, even if he has to sabotage someone else's push just to assure that no one is bigger than the company. As far as he's concerned, the only huge draw Vince wants in WWE is the WWE brand itself.
* Ultimate Warrior's Workout since working out while off balance forces more muscles to engage, especially the core, and a stronger core helps to prevent lower back injuries.
* Ultimate Warrior the most infamous being the Hogan-Warrior rematch at Halloween Havoc 1998, widely considered to be one of the worst matches in wrestling history. He was gone shortly afterward.
* Ultimate Warrior to bury those that stand on his way to reach the top of the wrestling world.
* Ultimate Warrior training in preparation to challenge Warrior for the title. Rude had defeated Warrior a year earlier to become Intercontinental Champion, and vowed to beat him again.
* Ultimate Warrior was also famous for this, interspersing feral snarling, grunting, and shouting with long, rambling promos peppered with million-dollar words used almost-correctly. In his later years, he even started throwing in words he made up out of whole cloth, apparently believing his character motivations to be too complex to explain in the English language as it stands.
* Ultimate Warrior, who has also admitted that he never watched wrestling and only got involved for the money. He infamously had many monetary disputes with Vince McMahon that resulted in him leaving on bad terms multiple times.
* Ultimate Warrior; who has also referred to his fans as his "Little Warriors" as well)
* ULTIMATE WARRIOR? YOU TROPERS NEED TO GET FOKED ON THIS SECTION! * Skronk*
* Ultimate, which prevents you from banking. You can still use banks to unnote

items you get from drops, but you can't note items that you didn't already get that way. While you have unlimited lives and your items stay on the ground (and invisible to other players) for a full hour after a death to stop DDoSers from looting you, the wilderness and instances can wipe you of nearly every item you own.
* Ultimate with a burning hatred for each other doesn't seem to deter these shippers.
* Ultimate, with interpretations ranging from her beating up other characters to unwind from the stress of her job, to her doing it as a form of training so she can overthrow the mayor and take over the village for herself.
* Ultimate Wolverine at one point gets decapitated, yet remains alive to converse with Nick Fury. Fury theorizes it's because his healing factor is actually a "survival factor" and his body is adapting to continue surviving instead of merely healing, with the skin of his head taking in oxygen to keep his brain alive
* Ultimate Wolverine: Jimmy and Black Box are rescued from Wildchild by Quicksilver.
* Ultimate Wolverine: Magneto gave Wolverine many missions of infiltration and killing in the past. He has an habit of holding the kill (and then escaping) when he meets a girl that he wants to have sex with. Magneto got used to those "delays", and let him be, because he was still the best hitman at his disposal.
* Ultimate Wolverine: "Mother is calling her children home" activates the Mothervine subjects.
* Ultimate Wolverine: Quicksilver, laying in a hospital bed, is recruited by someone for something. To be continued in...Ultimates: Disassembled!
* Ultimate Wolverine: Quicksilver would have no problem killing his brother Jimmy if needed, but he would prefer if he joined the Brotherhood.
* Ultimate Wolverine universe, Wolverine and Magda had sex after meeting again, and of course, she got pregnant with that single intercourse.
* Ultimate Wolverine: When Jimmy asked Kitty about Wolverine, it seemed as if he was about to kiss her.
* Ultimate Wolverine: Wolverine gave Jimmy to be adopted by the Hudsons. He had known James Hudson during a war. He knew that if he kept the kid, he would eventually be captured by his enemies, or worse, grow up and turn out to be like him. He wanted something better for him.
* Ultimate X — a TNA signature match; essentially a "ladder match without the ladders"; instead, two cables are strung across the ring (forming an "X" pattern), and the object (normally a championship belt or a large red "X") is placed where the cables meet. To claim the object and win, one must climb the turnbuckles, and then climb hand-over-hand across the cables to reach the object. Its flaws, however, are brought to the spotlight during the few times that the title or X has actually fallen. In the first match, officials had to stop the match and re-hang the belt twice. In a later match, a wrestler caught the X, and officials declared the match over, with a rematch immediately signed for a later date, this time with the X literally chained to the cables. Tropes: Like the ladder match, two wrestlers will often end up racing across the cables from opposite ends, and end up fighting in the middle. Like the steel cage match, a wrestler who has the victory within grasp will often give it up in order to do one spectacular move off of the high cables.
* Ultimate X-Men: Abraham Cornelius seems like a good guy, but has no problems with horribly experimenting on Nightcrawler and Beast.
* Ultimate X-Men: After defeating Apocalypse, Jean Grey took off into the outer space. She returned in the next issue, as it was revealed that was causing problems in the galaxy during her journeys.
* Ultimate X-Men: After everything is said and done, and the Professor is relaxing at home with Jean, he mentions that he hopes that Nightcrawler will return someday, and they can be all under the same roof with Magneto and the others. Magneto? Did he just say Magneto?? Don't fall asleep now, professor!
* Ultimate X-Men, a lackey failed Magneto. He was unlucky to have an implanted pacemaker.

* Ultimate X-Men and confronted by the Scarlet Witch, who has probability manipulating powers like his. How does the encounter end? With Longshot turned into a cat.
* Ultimate X-Men, and his boyfriend Northstar, again, but this one is from an alternate dimension than the one mentioned above.
* Ultimate X-Men: Angel has wings, but he's inexperienced and unskilled at combat, and he knows it.
* Ultimate X-Men: Angel's parents refused to deal with their son having massive angel-wings, and left him at a ranch of theirs.
* Ultimate X-Men: A non-verbal one during "Sinister". Scott's taken hostage by an arms dealer, and fires his beam at Colossus. It bounces off Piotr's head and knocks the hostage-taker out, causing Piotr to ask how Scott knew his beams would reflect off Colossus' skin. Scott just changes the subject.
* Ultimate X-Men. A scene in an airport had a guy with a sign for "Millar".
* Ultimate X-Men, at the beginning of the Fenris arc, the team's hanging out at Coney Island. Naturally, bad guys sabotage the Ferris wheel and the X-Men have to save the day.
* Ultimate X-Men at the hands of his son, Magneto frantically grovels to Xavier as the latter turns his own powers against him before hurling him into space.
* Ultimate X-Men. Blob even says that everyone on the internet is either guys or guys pretending to be girls.
* Ultimate X-Men: Bobby has been on vacation, got a girlfriend, and told her about the school. Not just the school itself: every minute detail about it. Xavier was hesitant to simply erase the memory of this conversation from their minds, but saw no other alternative. He asked Jean, who didn't see another option either, so he proceeds. Still, he loathes having to do it.
* Ultimate X-Men: Bobby is usually just the token teenager, the young guy shoehorned into a superhero world he does not fully understand. But when Weapon X attacks the mansion... he freezes everybody (and "freeze" is not an easy pun, he reduced the temperature and actually turned all the villains and soldiers almost to ice). If not for Rogue, who took the powers of Jean, he would have won the day single-handily.
* Ultimate X-Men briefly quit the X-Men in the first arc, due to Beast nearly getting killed saving the President's Daughter.
* Ultimate X-Men, but Cable and Bishop go back in time and set up events to prevent his timeline from happening.
* Ultimate X-Men: By far the biggest and strongest of the team. He is the "go-to" guy when physical strength is needed.
* Ultimate X-Men: Colossus is like regular Colossus, but with the interesting twist that he especially goes out of his way to protect and defend other gay mutants. When Sinister shoots Northstar he stays at his bed all night (and flirts with him in the morning) and in the Genosha arc he immediately steps up to act as bodyguard to Longshot, who picks up on his orientation and uses it to subtly manipulate him.
* Ultimate X-Men, Colossus is surprised when a cute guy asks if he's single. He instantly hardens... into his organic steel form.
* Ultimate X-Men, Colossus manages to overcome Magneto's magnetic abilities, and save the rest of the team.
* Ultimate X-Men: Cornelius can not understand the X-Men's need for it, and wonders if it is a response to a nervous breakdown.
* Ultimate X-Men. Despite his disdain for humanity, he has his minions steal all of the greatest works of art that they can before he begins a scheme intended to wipe out the entire human race, reasoning that humanity's only worthwhile creations (to paraphrase his terminology) deserve better than to be destroyed with their makers.
* Ultimate X-Men: Doug is the only named human student in Frost's Academy, though it is specifically noted that the Academy does not distinguish between humans and mutants.
* Ultimate X-Men, during the first arc. Mastermind can not get the Scarlet Witch to treat him like anything but dirt, the Scarlet Witch can not get Cyclops to even notice her, Cyclops is too shy to ask Jean to go on a date, and Beast is too shy to

open to Storm. Wolverine managed to score with Jean, but ruined their relation forever when he confessed his mission within the X-Men. Some relations would grow in time, but in the initial times this trope was in full effect.
* Ultimate X-Men face, he shouts "Ibin alqahba!". The translation says "*[censored]", for good reason.
* Ultimate X-Men featured the X-Men foiling a plot by the Provisional IRA. At the time, the 1998 Peace Agreement was still young, and many suspected it might not hold. It did, and the Provisional IRA destroyed its last weapons and ceased to exist some time around 2005.
* Ultimate X-Men: George Bush and Condolezza Rice are briefly seen in the first arc.
* Ultimate X-Men had an even worse example with a kid who dissolved anyone within a mile of him. He woke up to find his parents and whole neighborhood empty and wound up destroying his whole town just by wandering around trying to find somebody.
* Ultimate X-Men, Hank McCoy admits to Storm that when he was younger, a pretty classmate asked him out, then arranged for all of their other classmates to be waiting to laugh at him, when he showed up for their date. As a result, the thought that the gorgeous Storm is into him takes a bit of time to sink in.
* Ultimate X-Men, having the team start at that age while shuffling the original lineup makes sense.
* Ultimate X-Men: In contrast to the strictly red 616 Juggernaut, this Juggernaut's outfit is primarily black, but with lots of red dots/lights on it.
* Ultimate X-Men) in the backstory and his brother Alex (aka Havok) in the series' present.
* Ultimate X-Men is Quicksilver and the Scarlet Witch's half-brother, and more moral person than either of them.
* Ultimate X-Men: Is the "Dark Phoenix" some kind of universal force, or just an aspect of Jean's mental crises? As with Thor, this is initially left ambiguous, and resolved later.
* Ultimate X-Men: Jean Grey becomes evil after becoming the Mistress of Tian, to the point she tried to start of civil war between mutants in a bid for total domination.
* Ultimate X-Men: John Wraith leads Weapon X, which basically amounts to a mutant concentration camp. Wolverine once slashed him in the face.
* Ultimate X-Men: Juggernaut crushed his father's skull in his hand when his mutant powers first manifested.
* Ultimate X-Men: Juggernaut has a change of heart and decides to help Rogue defend the X-Mansion from Stryker's anti-mutant army... and is killed shortly after.
* Ultimate X-Men: Kitty Pryde really doesn't like sharing Bobby's affections with Rogue. And while she's slightly better about it with Peter, she has several moments of friction with MJ (and Ultimate Spider-Man #200 makes it clear she never really got over him).
* Ultimate X-Men: Kitty Pryde was the leader of Utopia and the Mutant Resistance. Decided to step down during the war of Tian because her methods were not working.
* Ultimate X-Men: Magneto has no compunctions about attacking females. He once beat Polaris into unconsciousness with a chair for rejecting his offer of allegiance and insulting his moniker.
* Ultimate X-Men: Magneto is not a man given to laughs, to put it mildly. And when he tries, it is always quite sadistic and mean-spirited.
* Ultimate X-Men: Magneto tried to kill Quicksilver several times and once even tried to get Wolverine to do the dirty deed.
* Ultimate X-Men: Mid-way through a conversation, Charles Xavier reveals to Betsy Braddock he knows she's actually possessed by his son, David. David asks how he figured it out, and Charles notes that the upper-class Englishwoman ordering a cheeseburger and fries was a tip-off, but the fact she kept checking out the waitress's ass cinched it. The perils of being possessed by a teenaged boy.
* Ultimate X-Men: Multiple Man is a villain, but the real and original one is actually trapped in a house at the Savage Land where Lorelei makes him think she's his mom and he's still a teenager. Wolverine could not snap him out of it, not even

by killing Lorelei, so he had to kill him to stop the terrorist crimes Multiple Man was committing all around the world.
* Ultimate X-Men: Mystique joined Magneto as a form of revenge against Professor X for dumping her for Emma Frost.
* Ultimate X-Men: Mystique was once in a relationship with Xavier when she was his student.
* Ultimate X-Men: Nick Fury arrives in New Dehli, ready for a top-secret spy mission... and the first thing he asks is "Does anyone knows any good Indian restaurants around here?"
* Ultimate X-Men: Nick Fury's glasses (in his first appearance, still doing the James Bond number) broadcast all he sees to the SHIELD satellite, and can release a flash to take down a room full of criminals.
* Ultimate X-Men: Nightcrawler was the only member of the group who did not have a significant love interest in some way or form, which was outright confirmed to be the reason for his kidnapping of Dazzler.
* Ultimate X-Men of slowed time to punish his students. In short, a six hour detention takes six minutes.
* Ultimate X-Men of the X-Men. But, somehow, they manage to be friends.
* Ultimate X-Men: Once used his powers to drill a hole in the ceiling above the women's changing room. Storm was understandably pissed to find out.
* Ultimate X-Men) promptly knocks him out with a swift high-kick to the jaw, then yells "That's for calling me American, you skinny English jerk!"
* Ultimate X-Men religion is this, "saviour" of the universe by cleansing the current one.
* Ultimate X-Men: Rogue. The traumatic experiences in her life have driven her more than a bit mad and it's shown from time to time that she's teetering on the edge of complete insanity.
* Ultimate X-Men: Sabertooth does not consider himself a "mutant", "post human" or anything. He considers himself a monster, plain and simple. Men have always been killers, and mutants are simply more powerful killers.
* Ultimate X-Men: Sabertooth has just burnt the secrets about Wolverine's old life, he has been filled with bullets, he will be a lab rat again for the foreseeable future... and he smiles. Sabertooth attacks him, he wants to know why the hell is he smiling!
* Ultimate X-Men: Sabertooth is introduced happily hunting down his fellow mutants for an organization that sees him and everyone like him as animals. But after that falls through he joins up with mutant supremacist Magneto, proving that he'll work for anyone, human or mutant, just so long as they give him the freedom to be the monster he's embraced being.
* Ultimate Xmen, she acknowledges that Gambit is still part of her, although in her case she's not quite sure if it's a pleasant experience or not.
* Ultimate X-Men since the kid can't live with being responsible for so much death.
* Ultimate X-Men, so badly needed by Marvel to get rid of the risk of bankruptcy, they allowed Millar to work with the Avengers. And yet, the new team got a different name, as Busiek requested, and was named "The Ultimates". Still, it was not enough for him, who resigned from writing the Avengers as a result.
* Ultimate X-Men. Speaking of Phoenix, in the canon run of the mutant titles Shi'ar renegade Deathbird once came knocking with her own method of drawing power from a divine entity called "Phalkon". It turned out to be Phoenix. The Phoenix Force had manifested in the Shi'ar galaxy long before it ever got involved with anyone from Earth.
* Ultimate X-Men's reason for permanently joining the X-Men, as opposed to killing Xavier and leaving like he was supposed to. Unlike most examples, however, Jean didn't know that Wolverine needed to be redeemed, and after finding out, promptly dumped him, disgusted that that was his original reason for joining them.
* Ultimate X-Men: Subverted. Jean does not take Wolverine back because he leaves the toilet seat up and smokes all over the place. But, as she kept talking, it is clear that the actual reason is that he infiltrated the X-Men to kill Charles Xavier. Although he reformed and joined the X-Men for real, Jean did not forgive

nor forget.
* Ultimate X-Men's version of Xavier is worse, having had relations with both Mystique and Emma Frost, who were his students at the time. Much like mainstream Xavier, he too had romantic feelings for Jean as well.
* Ultimate X-Men: The Brotherhood bombed the Capitol in Washington DC a week before the action starts in the first issue.
* Ultimate X-Men: The Brotherhood rescued the X-Men and the other captive mutants (Nightcrawler, Rogue and Juggernaut; Sabertooth was not there at the moment) from Weapon X.
* Ultimate X-Men, the conjoined twin mutant brothers calling themselves Syndicate rob a bank that Xavier happened to be visiting and hold everyone there hostage because they are trying to pay for their little sister's operation. Xavier uses his powers to fake their deaths at the hands of the police and recruits them as his personal spies in exchange for paying for their sister's treatment.
* Ultimate X-Men: The first issue starts with one of those, to explain the reader the existence of mutants, the terrorist mutant group led by Magneto, and the Sentinels issued as a response.
* Ultimate X-Men: The mutants in Weapon X receive bug-sized neural implants, to kill anyone who tries to escape instead of proceeding with the tasked mission.
* Ultimate X-Men: There was an owl in a tree outside Weapon X when Nightcrawler broke free, to set the ominous nature of the place.
* Ultimate X-Men the US's nukes, preferring to burn the world to the ground rather than let mankind keep living.
* Ultimate X-Men: The X-Men survived their first fight against Sentinels, but then they were attacked by an angry mob.
* Ultimate X-Men universe, Wolverine kisses Jean and has sex with her. And then, back to the loser role in the triangle.
* Ultimate X-Men: Unlike Magneto, Wolverine, or many lethal-minded characters, Sabertooth purely kills because he likes it. He knows he's a monster.
* Ultimate X-Men: Unlike the original Angel, Derek can retract his wings back into his body to "pass" as human. Considering his transformation also includes growing long talons, thickened skin, and glowing eyes, it is rather distressing to watch.
* Ultimate X-Men was a negligent father, leaving his family after meeting Magneto. This came back to bite him when his son became the Ultimate version of Proetus and his own behavior didn't help matter (comparing his love for his son to a pet owner's for their pet).
* Ultimate X-Men was unable to cry at his son Proteus' funeral and he berated himself for it. Of course, the fact that Proteus was a mass-murderer who killed over a million people worldwide and was going to kill him might have something to do with that.
* Ultimate X-Men: We see a close shot of Ross' eyes while he announces to Wraith that Weapon X will be closed.
* Ultimate X-Men: When she first joins the team, Kitty Pryde was a fan of everything they do, as if she had joined the Ultimates. She was also a fan of Spider-Man, and eventually became her girlfriend. For a time.
* Ultimate X-Men where Jean rather sarcastically mentions to Beast that he doesn't have to do mid-air repairs when the plane is functioning fine.
* Ultimate X-Men, where the Hellfire Club provides funding for Charles Xavier — as a means of getting to Jean Grey and unleashing the Phoenix Force.
* Ultimate X-Men, who is an otherwise good and loyal boyfriend to Mary Jane.
* Ultimate X-Men, who uses his name and no alias whatsoever. Well, perhaps just "Jimmy" instead of "James", but it isn't the same thing.
* Ultimate X-Men with Jean Grey and Cyclops, although they are teenagers in this continuity and he isn't.
* Ultimate X-Men with powers that do not allow any human contact, and being tortured in a concentration camp can do that to people.
* Ultimate X-Men: Wolverine during the Gulf War. He was treated as little more than a dangerous savage animal, so he did not get any clothes.
* Ultimate X-Men: Wolverine has escaped from the Weapon X program and will never,

never go back there. Colonel Wraith made a pair of attempts to re-capture him and ended up very badly.
* Ultimate X-Men, Wolverine is briefly possessed by Proteus. Proteus' hatred towards his father Professor Xavier was so strong that it scared Wolverine.
* Ultimate X-Men: Wolverine made a hell of a scene when he escaped from prison and goes after his torturer, the colonel Wraith.
* Ultimate X-Men: Wraith calls Ross and asks if the budget cuts mean that SHIELD wants to close Weapon X. After some evasives (he was in the middle of a conference), Ross gave a straight answer: yes, Weapon X will be closed.
* Ultimate X-Men: Wraith enjoys capturing and enslaving mutants, and abusing of them when they are captives, a little bit too much.
* Ultimate X-Men: Wraith felt that Ross was one because he wanted to shut down Weapon X. So, of course, he tried to kill him.
* Ultimate X-Men: Wraith has no problem opening fire on Wolverine and another man in an airport parking lot, then shooting Wolverine while he's caged, but Wolverine causing one of his men to be decapitated? That's horrific!
* Ultimate X-Men: Wraith rebels against the officers above him when they attempt to shut down Weapon X and uses the enslaved Professor X to have the building they're in blown up.
* Ultimate X-Men: Wraith shoot three bullets at gunpoint to Xavier's chest. Cornelious is removing the bullets later, to save his life.
* Ultimate X-Men: Xavier gets on far better with Moira MacTaggert after divorcing her than he ever did while they were married.
* Ultimate X-Men: Xavier's plan is going well, as he has negotiated an halt to the Sentinel initiative and a human-mutant summit. He is pleased with it. Cyclops, however, wants equal rights, now. Xavier points that this usually a juvenile attitude, and as an adult he knows patience, seeing the bigger picture and taking slow but secure steps instead of rushed ones.
* Ultima, the player is able to destroy just the universe he's in right now, along with his opponent and himself.
* Ultima, the Shadowlords who were born from the shards of that Gem cannot be permanently killed unless their individual shard is destroyed at the same time they're immersed in the Flame of the opposite Principle of Virtue.
* Ultima, the stove in the Avatar's house shows the stove designer's reflection.
* Ultima Thule. Since it includes Intelligence and Wisdom, she's not an adventurer (high-risk waste of time!) but a banker.
* Ultima tough, with limited invulnerability to all but certain weapons. In later installments the developers caved to player's persistence in finding ways to kill him, and started adding easter-egg murder methods on purpose.
* Ultimatum: After killing Magneto, the heroes blew up his floating fortress, which fell to the ocean below.
* U.L.T.I.M.A.T.U.M. and its leader Flag-Smasher are self-styled "anti-nationalists" whose goal is a united world without borders and unhindered freedom of information, a dream which they will go to almost any extreme to achieve, with one of their more memorable exploits being the attempted destruction of numerous historic monuments in what was intended to be a symbolic strike against patriotism. The fourth and current Flag-Smasher introduces himself by shooting and blowing up a gala being held in honor of a controversial Republican senator while also having viruses attempt to deal with things like the No Fly List, America's electronic banking sanctions, and the NSA.
* Ultimatum: Angel's loved Dazzler died during the Ultimatum wave. Despite having no power better than wings and flight, he decided to charge straight to Magneto's headquarters, which gets him shredded.
* Ultimatum: Cyclops warns people that, if the law is sanctioned, mutants will be haunted and shot on sight. Right then and there, he's shot.
* Ultimatum, Hela the Norse goddess of the underworld wanted him to give her a son. In return, she promised him a favor. The day after the deed, Thor demanded a means to return to the living world, she said that it would require someone else to die in his place. When Thor threatened to kill her to fulfill the requirement, Hela

then revealed that she was already heavily pregnant with his son thanks to the fluid nature of time in the underworld. She remarks that their child is already a strong warrior given the way he kicks.
* Ultimatum: If Hela allows Valkyrie to leave the land of the dead, someone has to stay in her place. Captain America tells Thor that he will stay: as far as they know, he's dead, how else can he be there? The focus moves to other parts of the plot, and we get the idea that he's the one who stays. But no: it was Thor who stayed.
* Ultimatum issues. But then it was decided to continue the story from that point. However, it still counts has a grand finale for the phase 1 of the X-Men.
* Ultimatum) managing to maintain a significant following. One of the later books to come out outright called the universe "broken."
* Ultimatum: Sue Storm and the Thing show up to fight Dormammu (and rescue Johnny from him), right after he's killed Dr. Strange.
* Ultimatum that a magnetic flip that happened 42,000 years ago coincided with many cataclysmic events, possibly leading to the extinction of some species of megafauna and the Neanderthals.
* Ultimatum: When the Ultimatum wave hits New York, Reed drops the ring that he was about to use to propose marriage to Sue.
* Ultimatum: Wolverine had been reduced to a pulp by Magneto, but he was not dead yet. He has just a skeleton and some pieces of meat, and yet he was still alive and managed to land his claw on Magneto, giving him a serious injury.
* Ultimatum: Xavier gave a global warning with his powers, telling everyone everywhere that the flood had been caused by Magneto, and where is his secret base.
* Ultima Underworld can adequately describe to you what it means to use a Delgnizator on two Control Crystals to skup a new Bliy Skup Ductosnore.
* Ultima Underworld has a game called White Rock Black Rock, with fairly simple rules: if you pick the white rock (by choice, not by chance) then you win, and if you pick the black rock you lose. However, the game's rules become very bizarre when you play it in the Ethereal Void later on: fish, limbo, and peas are somehow involved, among other things.
* Ultima Underworld has various kinds of ghosts. Normal ghosts are white, with red haunts and black shades as more powerful variants. A few of the ghosts in the game are still rational and are important characters, though most seem to be mindless.
* Ultima Underworld III would have featured a new world and protagonist, and would have been released sometime around 1993-1995.
* Ultima Underworld, it is possible, though extremely difficult, to kill NPCs by pushing them into water if there is a body of it available. This can be used to best effect against Dorstag, whom you are supposed to obtain a quest item from through combat or other difficult means. Though most of his plunderable inventory disappears beneath the water with him, the quest item actually stays on the surface for you to pick up. You can kill virtually all NPCs by attacking them too, but drowning them avoids retribution.
* Ultima Underworld look exactly like some of the weakest. Examples: the Axe of Smiting (a hatchet), a cudgel that opens all doors, and a leather vest that makes you immune to fire.
* Ultima Underworld, passing a torch over an ear of corn turns it into popcorn.
* Ultima Underworld The baron then sends you to the Abyss on a mission to rescue his daughter. He notes that if you are really the Avatar, this is your thing, and not only should you be able to get her back, you should feel obligated to do it. If you're lying, you'll get what you deserve.
* Ultima Underworld, the short, bearded people who really like gold consider "dwarf" to be a racist slur. They prefer the term "mountain-folk".
* Ultima Underworld, the volcano erupts, destroying the entire civilisation within... but then in the very last cutscene, Garamon appears to the Avatar in a dream and explains that he was able to open a portal to send everyone to Destard.
* Ultima Underworld, when Iolo expresses concern that one of the facets of the gem might transport you to a planet of poisonous gas or an ocean floor.
* Ultima Underworld, which is a strong contender for the position of "best game

ever," according to critics.
* Ultima. Useful for navigation in-game, but they were labeled in a pseudo-runic cypher.
* Ultima V an alternative choice of sentence for his misdeeds — British activates the Orb of the Moons without a destination in mind, and offers to let Blackthorn "live thy life in exile in a place that neither I nor thee hath ever seen".
* Ultima V contains literal monkeys found only underground — the Mongbats — but they resemble nothing else in the game.
* Ultima V dispels any hostile magic used against you while letting you cast your own. It's ridiculously useful (except in the final dungeon, where it doesn't work).
* Ultima V, each of the Shadowlords has their own comet; if you have a telescope you can determine which city they're in by looking for where the comets are.
* Ultima V ends this way; the Avatar returns to Earth to discover that his house has been robbed while he was away saving Lord British. This was apparently done to drive home the moral that the path of virtue is its own reward.
* Ultima VI, drinking alcohol causes the party to go in random directions when travelling instead of straight ahead.
* Ultima VI gameplay you travel all over the fairly pristine world and never find a single battleground.
* Ultima VII, all eight of the original moonstones are sitting unsecured in a museum in Britain, waiting for the Avatar to take them.
* Ultima VII, an imposter is pretending to be the Avatar, using your heroic reputation to scam people and causing you trouble when they meet you. Eventually you catch up with him. Exceptionally hilarious if you're playing a female Avatar, since the impostor isn't bothering to disguise his face. Those people had it coming.
* Ultima VII has ended up in a museum, and nobody will believe you're the Avatar.
* Ultima VIII, if you drink too much beer, you stumble around drunkenly. Eat the wrong mushroom, and the same thing happens, plus everything changes colors.
* Ultima VIII: In the book "Gold: Valuable Commodity or Worthless Trash?", Okapi the Elder argues in favor of gold for its useful properties. The official currency is Obsidians, as metals were deemed more valuable for making crafts and weaponry than to be wasted on being currency.
* Ultima VIII's much weaker skeletons will also pull themselves together shortly after defeat, though you can prevent this by picking up one of the parts, such as the skull (preventing it from rejoining the group). For added fun, collect a full skeleton then drop the bones in a populated city.
* Ultima VIII: The Lost Vale that would address the Zealan sub-plot, and what was behind the double doors in the Plateau.
* Ultima VIII: The Plateau is described as having mysterious balls of light. None are found there, aside from the Ethereal Void Mythran's house is inside of.
* Ultima VII: Many of the tombstones reference members of the "Ultima Dragons" community. Some character portraits are based on winners of Origin's "Immortality Contest".
* Ultima VII parrot, anywhere in the game world) with a gavel causes it to reveal the map coordinates of a pirate treasure.
* Ultima VII Part II away the inflation that this should cause by claiming the magical coins eventually vanish, but this never happens in actual gameplay, and no NPC ever comes at you raging about how you've cheated them — False Coin coins are, as far as the game can tell, exactly the same as real money.
* Ultima VII Part II has a female character who attempts to seduce the Avatar, regardless of the Avatar's gender - and if the player turns her down, she uses magic to try to force herself on them.
* Ultima VII Part II, hitting a parrot with a mallet will eventually make it say "That will not work this time!"
* Ultima VII Part II pilot crash land on the island and be worshipped as a cat god.
* Ultima VII Part II, Selina the sorceress briefly joins with you early in the quest, is absolutely worthless at doing anything, and teleports out when the going

gets tough. Later on, she turns up as an antagonist, and is surprisingly effective at that. You later find out that she was working against you from the very beginning, and was presumably half-assing it while she was in your party.
* Ultima VII Part II: The mage Ensorcio's portrait is based on "Umbrae Dragon" Jim Hammons. Some character portraits are based on winners of Origin's "Immortality Contest".
* Ultima VII Part II, the mages of Moonshade refer to non-mages as "mundanes". As soon as you get a new spellbook though, they seem to forget they ever called you a mundane.
* Ultima VII Part II. Two hired killers (working separately for two completely unrelated villains) will have incriminating letters from their employers on their corpses - each even stating specifically to destroy the letter after reading! At least a dozen other letters can be found explaining people's various schemes and plots when sensibility would mandate destroying them.
* Ultima VII, the Avatar can audition to understudy the lead role in a play... called "Tales of the Avatar". The director will then instruct you to buy an Avatar costume (which looks exactly like what the Avatar's already wearing), and no matter what you do in the audition, the director will politely decline to cast you.
* Ultima VII, the Avatar could have sex with either male or female sex workers.
* Ultima VII where Garriott was injured by a falling metal bar at the Origin offices.
* Ultima VII will allow you to do this if you tell all your party members to "go home". It also means you don't have to keep listening to them whinge about wanting food all the time.
* Ultima VII, you acquire a magical artifact that can force the Fellowship's members to tell you the truth.
* Ultima VII, you wind up having it teleported away from you, and when you find it again, you must release the demon inside in order to escape the dungeon you have been imprisoned in.
* Ultima VI looks like a bunch of paper dolls - the figures are moving, but not animated. This was fairly common in late 80s-early 90s games.
* Ultima VI, one is told by Lord British to be a guest upon the house and dine in the banquet hall and partake of a dinner which is most eloquently prepared and indeed one does so by grabbing the very utensils which one would expect to utilize at that very moment and then all in the area will say STOP THIEF and aggro upon thine ass and then one will regret banqueting upon the very dinner of Lord British and this is referenced later as The Fork of Doom!
* Ultima VI, resurrecting a party member at a Healer will leave the party member in a non-interactive, zombie-like state. This can be corrected with a third party program.
* Ultima V is arguably the most powerful weapon in the game, capable of killing virtually anything in a single hit. Also, using it in combat causes you to lose control of the character wielding it and cause him/her to attack fellow party members as well.
* Ultima VI, the Avatar destroys the Gargoyle colony Ambrosia, fulfilling the prophecy anyway.
* Ultima VI, the jugglers (including Blaine, who can join your party), do a cascade.
* Ultima VI (there were two groups) also offered their bodies for a fee regardless of gender.
* Ultima VI), they will genuinely assume you'll want an equal amount of information in return from the buyer, and are baffled when you accept the initial offer of a small number of valuable metals. Which is to say, all the gold your whole party can carry.
* Ultima VI time now, but this guy still expects you to jump through hoops for no reason beyond propriety.
* Ultima V, the player can acquire Skull Keys which effortlessly open magically locked doors. Oddly, since they can all be unlocked by the "Unlock Magic" spell anyway, magical doors are notably *less* secure than normally locked doors.

* Ultima V, with the virtues from the last game turned into laws with very nasty punishments.
* Ultima Weapon thing going on for them, but a Calamity put an end to them before they could.
* Ultima, where a defeated skeleton would break into its component parts and could reform again if there were enough parts for a whole skeleton. Cue frantic body-part looting mid-battle in a game where inventory space was already at a premium, and the skeletons kept respawning whenever you returned to the area.
* Ultima: Worlds of Adventure 2: Martian Dreams to survive. Now an evil overlord named Raxachk wants to escape from the Dream Realm, but needs a body to do so. To this end he sabotages a space cannon to bring suitable hosts to Mars so that he could inhabit one.
* Ultima: Worlds of Adventure 2: Martian Dreams were a strikingly memorable example. In the first stage of life, their bodies grow as plants, and in the process they absorb knowledge of their dead ancestors through the common "ancestral soil". In fact, a Martian body grown elsewhere is more or less a (mental) vegetable.
* Ultima: Worlds of Adventure 2: Martian Dreams, which incapacitates but does not harm its targets.
* Ultima X: Odyssey left off. It would have had more cartoonish graphics and a virtue system.
* Ultima X: Odyssey. Set in the new world of Alucinor, the game was to feature a player virtue system and more cartoon-like graphics.
* Ultimecia is aware that she is destined to be defeated by the Legendary SeeD. Therefore, she attempts Time Compression so she can
* Ultimecia. It takes a bit of warm-up time, but once used it leaves the enemy wide open to attacks.
* Ultionus: A Tale of Petty Revenge battle at the end. If you missed Balzac in even one of the levels, the game ends after you defeat the fifth boss, with Serena barely escaping capture from the Prince's remaining forces.
* Ulti's Bar & Grill has the worlds of the Dark Legion, which have a variety of aliens among them. Many of these said aliens are humanoid in appearance, if not really anywhere near a human in ability or specifics.
* Ultraa, the Multi-Alien. Four alien races have rayguns designed to
* Ultra Beast shows that it breeds by spawning polyps that grow into larve and then adults. Basically it reproduces like a real jellyfish. Other Ultra Beasts may have other methods of propagating that are different from the standard "male-and-female produce and egg in a daycare", such as Celesteela sprouting from the ground in its home world.
* Ultra Beasts. It has a harness on its head that restrains it so it wouldn't go berserk, but it will deliberately break this harness once it trusts its trainer to evolve into Silvally.
* Ultra Boy originally got his powers from being swallowed by a space whale named, of course, Jo Nah. Superboy calls him on the coincidence the first time they meet.
* ultra-brainy Edd instead.; it turns out she has surprising skill in chemistry, which she attributes to the various homemade beauty products she's created.
* Ultraconscious Depersonalisation Disorder results from the new mind being a little
* ultra-cool looking planet just isn't worth the threat of the base on it. They even create their own homeworld in some games.
* Ultra Despair Girls. Anything to get her daughter a role. Kotoko was of course horribly traumatized by the experience, but hey, at least she's a really good actress now!
* Ultra Despair Girls has the cast trapped in a very bizarre robot-overrun town. When one character tried to escape via city canal, the bracelet on their wrist exploded in the middle of swimming out.
* Ultra Despair Girls has this to say after you defeat Nagisa Shingetsu, who has issues regarding living up to expectations:
* Ultra Ending you, meaning it can actually be quite dangerous to use if you're

careless.
* Ultra-fanboy Eizo gets many encounters with his idols in the band Orochi thanks to his friendship with Yumi, leading up to him flying with the band to Hawaii for the wedding of Shuya and Musashi and even sharing a hotel room with the band members... albeit drooling and tied up to keep him under control.
* Ultra Fast Pony abridged series) voices all the characters in the show... leading to some very funny moments as the only female characters that sound remotely female are Twilight, Rainbow Dash, Cheerilee, and possibly Applejack. Likely the strangest of the lot are Rarity, with her deep voice and thick Aussie accent, and her sister, who sounds like a bear eating rocks.
* Ultra Fast Pony. After the girls get invited to Twilight's brother's wedding, Applejack actually interrupts the theme song to complain about how he's never been mentioned before.
* Ultra Fast Pony and immediately rescinds her question. Dash tells anyway, and Twilight wishes she hadn't.
* Ultra Fast Pony And when she finally does make some friends, she has no idea how she did it: "Wait, I don't know what I did! What did I do?!"
* Ultra Fast Pony Apple Bloom insists that there's no good news, but her companions don't listen.
* Ultra Fast Pony, Apple Bloom's parents committed suicide for unknown reasons, and Granny Smith blames her for it. It's unclear if Granny actually believes it, or if she's deliberately invoking this trope to screw with Apple Bloom's mind.
* Ultra Fast Pony. Applejack mentions that her brother Big Macintosh's party was a big hit. There's a brief flashback to Big Mac atop a pile of lovestruck mares, all screaming with happiness.
* Ultra Fast Pony a prince who will boss her around and hurt her. Rarity loses interest in Prince Blueblood because he's too nice.
* Ultra Fast Pony, at the Running Of The Leaves, it's outright stated that there's no rule against cheating.
* Ultra Fast Pony causing Applejack to give up and skip to the next scene.
* Ultra Fast Pony. Characters frequently hurl insults at "the writers", often after lampshading an episode's poor aesop. "Whoever wrote this episode must have brain damage." "I think they all do."
* Ultra Fast Pony deliberately does this as a joke. Some background characters, and almost every crowd, have completely flat voice acting—whether they're screaming in panic or shouting for joy. It contrasts with the very expressive animation these characters have.
* Ultra Fast Pony: Derpy gains superpowers and immediately decides to abuse them, declaring "From this day forward, you might as well refer to me as the Ruler of Space, because now I own yer anus!"
* Ultra Fast Pony, Discord is perfectly capable of making sense when he needs to, but he just prefers to spew gibberish.
* Ultra Fast Pony dives straight into the deep end. She's so irritatingly self-assured that the other ponies tell her outright that they hate listening to her.
* Ultra Fast Pony. Each time, an annotation pops up with a link to the object of the reference. Without these annotations, the joke makes a lot less sense.
* Ultra Fast Pony encourages Applejack and Rarity to make out. Both of them yell at Phil—and Applejack is surprised at Rarity's reaction, because she'd always assumed Rarity was gay.
* Ultra Fast Pony episode "So Random!", Pinkie Pie stakes her entire self-worth on being regarded as a hilarious comedian. Cranky doesn't think she's funny at all, so she becomes obsessed with convincing him otherwise. The absurdity is lampshaded at the end of the episode:
* Ultra Fast Pony, fixing boxing matches is just another illegal activity that the Apple family has their hooves all over. In "Mob Wars", Big Mac's opponent in the upcoming prize fight is scheduled to get knocked out in the fourth round, and no sooner.
* Ultra Fast Pony for one episode. Even though it's not even medicine, the series creator warns about its side effects in the video description.

* Ultra Fast Pony for the episode featured this scene re-dubbed with a snippet from Abbott and Costello's "Who's on First?" sketch.
* Ultra Fast Pony: From the epilogue of the episode "Utter Lunacy": "Upon returning to Canterlot, Princess Celestia banished Luna to the moon again. This time Luna remembered she had wings and just flew back later that month."
* Ultra Fast Pony has Applejack stealing random stuff, off-screen. Like trees, bicycles, and medical supplies.
* Ultra Fast Pony: Has had two episodes dealing with inspectors during their abridged version of "The Equestria Games" arc. This includes the same episode below in the original show and the latest episode Keep It Clean.
* Ultra Fast Pony has Rose, in her one scene from the episode "So Random!"
* Ultra Fast Pony has the characters themselves invoke unexplained magic.
* Ultra Fast Pony. In "Copywrong", she tries to build up immunity by soaking in a pool. Twilight points out that her allergic reaction seems to be getting worse, not better.
* Ultra Fast Pony. In one episode, Twilight forgets all about the theme song until the halfway point.
* Ultra Fast Pony: In "Pirate Shipping", Apple Bloom takes it upon herself to find a romantic partner for her schoolteacher, Cheerilee, and she quickly settles on her own older brother, Big Macintosh, as the best candidate. After her manipulations result in Big Mac and Cheerilee actually getting married, AB lets slip that she did it all solely to gain herself more influence in Cheerilee's classroom.
* Ultra Fast Pony. In "The Cheesen One", it gets lampshaded, as Rainbow Dash complains that her fans' cheers of adoration sound like garbage.
* Ultra Fast Pony: In the episode "Purple Party Pooper", Twilight angrily responds to something that Fluttershy says about a minute later.
* Ultra Fast Pony In the episode "Purple Party Pooper", Twilight gets an ominously-worded summons from Princess Celestia, and then angrily declares that if she's going down, she'll take her friends down with her. Her friends realize just how much dirt Twilight has on all of them, so they rush to Celestia to collectively defend Twilight, defend themselves, beg for mercy, and bribe Celestia. Only after indirectly incriminating themselves do they realize that Celestia was simply looking for someone to celebrate her birthday with.
* Ultra Fast Pony. In the episode "The Pet Games", one of the color commentators is named Dick Hardman. Mainly he has that name as an excuse to cram as many dick jokes into the dialogue as possible. "Yes, farting in your opponents' faces is a classic Dick move."
* Ultra Fast Pony: In "The Longest Engagement", Twilight Sparkle tells Princess Cadance to kiss her ass, then she starts rattling off weird, rhyming variations on that command. At the end, she lampshades it with, "I've got more of those, and I'm not afraid to use them!"
* Ultra Fast Pony In "The Pet Games", the color commentary take a break from the game for "a word from our sponsors". It winds up being the show's normal opening credits, with a new voiceover:
* Ultra Fast Pony in the process of saving the world. As punishment, Celestia banishes Twilight to Ponyville.
* Ultra Fast Pony: In "Utter Lunacy", Spike the dragon disguises himself (as another dragon).
* Ultra Fast Pony: in "Utter Lunacy", Spike the dragon successfully disguises himself by wearing a dragon costume (one which doesn't even cover his face) and speaking with a different accent. The only time he comes close to getting caught is when he briefly switches back to his normal accent.
* Ultra Fast Pony lampshades the fact that she's really just making the editor's job a lot easier.
* Ultra Fast Pony manages to escalate this in the episode "Ponynet Fight!": Twilight Sparkle gets a flowerpot, an anvil, a cart full of hay bales, and a piano dropped on her head. Upon regaining consciousness, she declares, "Look really I didn't the brain damage!" Seconds later, she returns to full lucidity.
* Ultra Fast Pony Near the end of "Random Eye Magic", Twilight's bizarre but mostly

innocuous prior activities in the episode get described in the worst possible ways.
* Ultra Fast Pony, Night Moon Mare doesn't want to gain anyone's respect or to plunge the world into eternal night. She just wants to kill everyone, yet she doesn't do it when she has the chance.
* Ultra Fast Pony occasionally lampshades characters who go many episodes between appearances.
* Ultra Fast Pony parodied "Lesson Zero" not long afterwards, that line was absent. When a fan wondered what happened to that line, series creator Wacarb clarified "the trailer is its own thing really."
* Ultra Fast Pony parodies, defies, and lampshades this. Characters will occasionally use insufficiently pony-fied dialogue, for which the captions will criticize them. Then the characters themselves comment on the practice:
* Ultra Fast Pony parodies this in the episode "Little Miss Montage". First, the characters blatantly compare the fashion show to Youtube: "This isn't Youtube. You can't just ask us to look at something and chuck a hissy fit if we don't like it." At the end of the episode, Rarity is very disappointed that the big-name fashion critic "liked" her dresses but didn't "favourite" them. Then the text insert at the very end reads:
* Ultra Fast Pony parody, with Pinkie Pie in the role of "cop on the edge, living on the limits of the law, with a gambling problem and a brother on the other side!"
* Ultra Fast Pony plays this for black comedy. Young Rainbow Dash grew up in a lot of abusive orphanages (and with a lot of equally-abusive foster families). As she explains in "Shameless Self Reference":
* Ultra Fast Pony portrays Twilight Sparkle as a somewhat delusional wannabe mother towards Spike. She calls him "my daughter" even though Spike is a male (and a dragon at that). It's implied that she even had Spike castrated. In the episode "For Glorious Mother Equestria", Spike starts going through the dragon equivalent of puberty, Twilight tells him to "stop obeying the laws of nature".
* Ultra Fast Pony, Rarity apparently models Twilight in a gimp suit off-screen. Rarity asks if she likes it, and when she's met with silence, she takes it as a no.
* Ultra Fast Pony, Rarity comes up with a convoluted scheme to ruin Fluttershy's modeling career. Said plan involves building a fence, ignoring a blue-bellied pelican, and dancing a polka. Also, Rarity got a bit distracted while she was coming up with the scheme, so instead of punishing Fluttershy, the plan culminates in punching Rainbow Dash.
* Ultra Fast Pony, Rarity is this, though inconsistently. She seems to want a legitimate relationship with Prince Blueblood, and she stops pursuing him as soon as she realizes their personalities are incompatible. On the other hand, she's interested in Fancy Pants solely for his money, and she's not the least bit ashamed.
* Ultra Fast Pony's creator put out a bonus video, "A Very UFP Christmas Special", on December 25. Aside from the introduction and conclusion, it consists entirely of Twilight saying "I'm not making a video on Christmas!"
* Ultra Fast Pony, she finally does befriend most of Ponyville—but this just makes her angry because she has no idea what she did differently.
* Ultra Fast Pony she's a separate character, but in the original canon she was just a shared secret identity.
* Ultra Fast Pony. So the episode "Purple Party Pooper" has a bystander lampshade it:
* Ultra Fast Pony's Sweetie Belle is fascinated by scenes of death and violence. When she and her new friends form a club, all her suggestions for club names sound like death metal album titles.
* Ultra Fast Pony takes place in a weird version of Equestria where some human ethnicities, like blacks and the Irish, undeniably exist.
* Ultra Fast Pony, the allegedly elite squad of military pegasi are (initially) known as the Ineffectual Flight Team, and they're every bit as good as their name implies. Several episodes later, they reappear with the new title of Super Effective Flight Team. Unfortunately, "Changing their name did nothing to help their ability to fly!"

* Ultra Fast Pony" The end credits have a subtitle claiming that the entire video series was created for the sole purpose of that title drop.
* Ultra Fast Pony. The episode "Pinkie's Day In" has a variation where every excuse is shot down immediately after it's said.
* Ultra Fast Pony. The episode "Pirate Shipping", in which the cast celebrates the holiday of "Heartsgiving", went live on 28 November 2013, the same date as that year's American Thanksgiving. (Since the creator is Australian, this may just be a weird coincidence.)
* Ultra Fast Pony: The episode "Pirate Shipping" uses this, and then immediate switches right back.
* Ultra Fast Pony: the episode that introduces the Cutie Mark Crusaders is titled "Out with the Old Characters".
* Ultra Fast Pony, then ends with Twilight waking up yet again, realizing the entire episode was a dream.
* Ultra Fast Pony. The next morning, they wake up together on a mattress, which is at the bottom of an 8-foot-deep hole. "This hole wasn't even here yesterday!"
* Ultra Fast Pony". The only jokes are the occasional, completely-out-of-place uses of informal language.
* Ultra Fast Pony, "The Pet Games": After the tortoise rescues her from an avalanche, Rainbow Dash declares that she's adopting him. Even though he isn't actually up for adoption.
* Ultra Fast Pony) they're a scene redubbed with audio from an outside source.
* Ultra Fast Pony, "To Kill a Firebird", Princess Celestia gets annoyed when Fluttershy is late for a tea party. She punishes all the other guests by describing, in excruciating detail, every prior tea party she's ever attended. All "ten... hundred... thousand... million" of them.
* Ultra Fast Pony, to which everyone responds with over-the-top awe—while Fluttershy shouts "I got the joke! I got the joke!"
* Ultra Fast Pony turns into a cop show parody for "Stay Tuned". Pinkie Pie gets partnered with Gummy, a psychic detective.
* Ultra Fast Pony. Twilight Sparkle and Night Moon Mare both threaten to kill each other, and think nothing of it. Twilight then ups the ante with "I hope you get crabs!" NMM is so shocked, she can only answer, "Well, that's kind of a mean thing to say."
* Ultra Fast Pony. Twilight's reaction: "This whole thing is sick and depraved! But yes, he was the fastest."
* Ultra Fast Pony, Twilight tries to introduce herself to one of them:
* Ultra Fast Pony, Twilight uses this logic to justify stalking Pinkie Pie.
* Ultra Fast Pony uses this as an occasional gag, rather than a consistent trait of any one character.
* Ultra Fast Pony uses this as a punchline in the episode "Making Babies": babies are created via magic because there aren't enough males around to make them the old-fashioned way. Also, sex was "messy and painful..."
* Ultra Fast Pony uses this as a punchline. It comes out of nowhere and doesn't get followed up on until the next season.
* Ultra Fast Pony. We don't see the hit, but we do see Apple Bloom reeling from the punch.
* Ultra Fast Pony (where her author avatar ends up in a love triangle with Bill the pony and Shadowfax), and her main reason for going to the Grand Galloping Gala was to share this fic with as many people as possible.
* Ultra Fast Pony "Winning" has the scene (for context, Applejack and Apple Bloom are both Irish):
* Ultra Fast Pony xenophobic. Or, at least open to befriending non-ponies.
* Ultra Fight Orb: The titular Ultra needs to train himself to defeat the Ghost Sorcerer, Reibatos, but time is running out. So his two senior Ultra comrades, Ultraseven and Ultraman Zero, decide to put him through training in Zero's Shinning Emerium Field, a Golden Zone where time flows absolutely slowly. To outside observers maybe a few minutes have passed, but for the heroes, Ultraman Orb had endured ten years of training.

* Ultraforce is really a 13-year-old boy who takes on an adult appearance when powered up. Makes for some raised eyebrows when he proudly announces that the 13-year-old girl he has a crush on is his girlfriend.
* Ultraforce was fueled by his latent ultra abilities rather than having a built in power source.
* Ultra Galaxy Legends enfused by the power of Alien Reiblood AND winding a weapon that has him control an army of monsters to ravage the planet that exiled him, under the belief that they betrayed him and left him to die.
* Ultra Galaxy Mega Monster Battle (all pulled from previous series) that do nothing but attack anything they see.
* Ultra Galaxy Mega Monster Battle, causing the sun to hurtle towards the kaiju-infested planet during the finale. The problem is ZAP SPACY and a number of space colonists are still trying to get off Bolis as this is going on.
* Ultra Galaxy Mega Monster Battle. Fortunately, he was defeated long ago unknown forces, leaving only his consciousness while his genes scattered across the universe to infect individuals of various species in order to create successors who would battle each other for the title. Also, he was the one who turned Ultraman Belial into who he is today.
* Ultra Galaxy Mega Monster Battle in the first series is demoted to this as the Pedans, impressed with the original's success, mass-produce King Joe Blacks to destroy all the Reionyxes in the universe. While still fairly formidable, Rei and his monsters have an easier time destroying them than they did with the original.
* Ultra Hawk 1, a fighter jet that can split three ways (Alpha, Beta, and Gamma) from
* Ultra-Humanite is quite morally ambiguous for a villain. While he does a series of serious crimes, like blowing up a modern art museum because he despises Modernism, he also tends to help the heroes in certain occasions. A particular example is in the
* Ultra-Humanite's very name suggests this trope. Unusually for an "advanced human", he's not physically frail at all. Rather, he combines
* Ultra Instinct, he never says, "So this is the power of Ultra Instinct?" in any of its appearances. Of the dozen lines spoken by Goku while he's in Ultra Instinct, only two mention the form's name. The first is where he corrected Kefla on its name, and even then, "Ultra Instinct" were the sentence's only words. The second (and closer to the misquoted line) is when he says "I'm starting to get the hang of this Ultra Instinct."
* ULTRAKILL, his wings are blue and energetic instead of white and feathered.
* Ultralisks, or boost their army to Balanced with defensive upgrades and resistances to ensure their horde can make it to the target.
* Ultra Magnus, Arcee, Springer and Perceptor end up perishing when their shuttle explodes, when they not only survived the events of the original animated movie, but also lived to the very end of
* Ultra Magnus, at least early on in the series. In issue 13, he tries (emphasis on "tries") to strike up a casual conversation with Swerve, who was talking about racing statistics. His attempt at joining in is derailed when he sees an out-of-place rivet, and goes to note it down.
* Ultra Magnus commands the entire Autobot Defense Force, while Optimus Prime was captain of a Space Bridge repair force, and now commands a single unit of Autobots on Earth (which are the same 'bots really). The rank of Prime is thus equivalent to the rank of Captain, while the rank of Magnus better matches that of Admiral, or Grand Admiral.
* Ultra Magnus considers several months of "cripplingly intense" study (his words) fun. Or would, if he could actually
* Ultra Magnus is introduced to the Autobots, his hardass attitude clashes notably with the rest of Team Prime, particularly Wheeljack. Mercifully, he lightens up a bit.
* Ultra Magnus is particularly polite, and when he does attempt to curse it's usually via some euphemism from decades past. The closest he's gotten to a real curse word is when he yelled "Screw Getaway!" and them promptly apologized for his

language.
* Ultra Magnus' shtick is arresting his fellow Autobots for things such as poorly written signage, improperly adjusted insignia, or using informal nicknames, and throwing them into the brig. It becomes much less funny when it turns out he's doing this because he's having a post-war breakdown, and his boss uses this as grounds to fire him.
* Ultra Magnus started like this, but after joining the Lost Light's crew he eventually was convinced to relax a little, resulting in the rest of the crew warming up to him.
* Ultra Magnus, stern lawman to a fault, is never seen smiling (except twice, the first he regretted ever since, and the second
* Ultra Magnus takes it into battle after it's been drained of its power.
* Ultraman 80 are a species of bloodsucking ball-like aliens that invade Earth and attack humans. They are lead by a single giant member of their kind who commands the rest to merge with it, becoming a giant bipedal mass to battle Ultraman 80 and UGM.
* Ultraman 80 attempted to justify this by saying that when an Ultra's human identity is exposed, they must leave Earth, but this only applies to the Showa continuity and even then, it's very loosely applied in that timeline.
* Ultraman 80 became the last Showa era Ultra Series, and the franchise would be in a near-death state for the next fifteen years.
* Ultraman 80 has Mechagiras and Zatan Silver, sentient robots unleashed by alien invaders, who continues their rampage even after their alien masters are killed.
* Ultraman 80 kaiju that is its natural prey) that UGM was taking care of, but fails.
* Ultraman 80 named Nakagawa who is the series' sole human villain attempts to mutate a peaceful, puppy-sized space creature called a Myu into an obedient monster, only to spectacularly backfire when Myu, enlarging due to being force-fed a growth serum, promptly squashed Nakagawa flat with its foot.
* Ultraman 80: One of 80's most infamous foes was Emperor Galtan, ruler of the Rattler aliens and wielder of a massive scimitar that he used to great skill.
* Ultraman 80: One of the last episodes of the show has the appearance of Marjin, a genie-like alien who lives in a vase, uncovered by a bunch of children who then use the wishes granted by Marjin to help make the city a better place, such as cleaning up the trash. But when the vase falls into the hands of a bunch of bullies, the lead bully decides to ask for a "cool monster toy as big as the real deal"... which ends up accidentally resurrecting the kaiju Red King.
* Ultraman 80 on his throat that must be damaged in order to destroy the monster permanently.
* Ultraman 80, UGM finds an abandoned island resort where an evil alien monster called Gimyra has hypnotized everyone on the island to drink their blood and turn them into its giant monster minions.
* Ultraman Ace, and serious threats that overwhelmed even the Ultras, like "Burn! Choju Hell!", "Behold a Great Transformation at Midnight!", "40,000 Year Choju Appears", and "Ghost Story: The She-Devil of Firefly Field".
* Ultraman Ace from Tsuburaya's costuming department: Aribunta and Hotarunga are both insect-based monsters created from the same suit.
* Ultraman Ace has eyes on it's hands, and two additional eyes on it's tails. When it possesses a human, the eyes on it's hands gets transferred to it's human host as well, hence a human astronaut who is being used as a host by Brocken starts wearing gloves for no given reason throughout the episode.
* Ultraman Ace have a massive kaiju, Dreamgillas, being born from damp, urine-stained bedsheets. Somehow.
* Ultraman Ace inside of enormous glass containers, which release a liquid and gas that would turn the victim into giant statues of Jade.
* Ultraman Ace in the first minute of the next. Fans were quite baffled even until today on its sudden reappearance.
* Ultraman Ace is Japanese for "ant") and has the ability to breathe acid and shoot fire from its claws.

* Ultraman Ace: One episode has an astronaut and researcher being possessed by the parasitic monster, Brocken, who then infiltrates TAC while pretending to be a human. However, the astronaut's son realized something is amiss when his father doesn't have a shadow even in broad daylight. At the end of the episode after Brocken was destroyed by Ultraman Ace, the astronaut's shadow promptly returns.
* Ultraman Ace: One of Ace's abilities is the Ace Vacuum, which the titular hero sometimes use to suck up enemy choju's gas-based attacks. Notably used in the battle against Garan, where Ace sucks away Garan's poisonous breath and turn it back on the monster.
* Ultraman Ace's first and most famous opponent. Every part of the Choju's coral-like body is loaded with an endless supply of organic missiles that it fires en masse at opponents in rapid succession, overwhelming defense team fighter jets and Ultra heroes alike with a multitude of powerful explosions upon impact.
* Ultraman Ace: The Chouju of the series originate from Yapool's dimension.
* Ultraman Ace unleashes his newest monster to Earth — King Kappa, a giant monster that disguises itself as a swimming pool by leaving only its water-filled depression visible.
* Ultraman Ace Yapool transforms the pregnant woman into the source of the creature's life force meaning the only way Ace can kill Mazarius is to somehow lift the curse of its "mother".
* Ultraman. A humanoid insectoid creature with glowing spots in place of a face and additional ones on its chest. Orb fought this guy in Europe during the early 1900s prior to the show and faced its abilities: firing bolts of explosive light, teleportation, creating a force field, and catching energy beams to fire them back.
* Ultraman, an archaeopteryx-griffin kaiju made up by an animal-loving boy. But when the kid is killed in a vehicle accident, his ghost brings his creation to life to destroy all motorists in Japan!
* Ultraman, and was instrumental in bringing Goji-san to life on the big screen.
* Ultraman brought it back. Unlike most, it was completely harmless as it only sought to return to its grave and eternal rest, so Science Patrol had to help it get back into space.
* Ultraman Cosmos 2: The Blue Planet has a wormhole on the surface of the ocean, which leads to the underwater home of the benevolent Gyashi Aliens.
* Ultraman Cosmos 2: The Blue Planet: Shau, an alien girl, finds out how fun it is spraying champagne out of a bottle, when her fellow alien partner Jin walks in on her. After an awkward moment of silence, Jin promptly backs away without a word.
* Ultraman Cosmos 2: The Blue Planet: When Shau, an alien from another planet, tastes champagne for the first time in her life. Being unused to the taste of alcohol, this is her immediate reaction.
* Ultraman Cosmos 2: The Blue Planet who travels from planet to planet, turning every world they invaded into a total wasteland. Prior to the events of the movie, the Scorpiss destroyed the homes of the aquatic-based Gyashi Aliens, forcing a handful of survivors to flee to planet Earth and take refuge in Earth's oceans, and early in the film, protagonist Musashi on a space mission re-visits Planet Juran from the TV series, only to realize it's been devastated by the Scorpiss horde.
* Ultraman Cosmos based on Gamerot) but there's also Igomas, a non-violent, peaceful toy kaiju which only goes on a rampage due to a malfunction in it's design.
* Ultraman Cosmos corrupted him, and second when he gets hit by an enlarging beam to help Ultraman Cosmos fight some aliens.
* Ultraman Cosmos crash-landed on Earth near a rural 300 years prior to the series, and was accepted by the villagers as one of their own. He decides to repay the earthlings by using his alien form to absorb poisonous pollen from a meadow of deadly flowers spawned by a meteorite to prevent any harm from happening to the villagers, even though the poison might eventually kill him someday, until Ultraman Cosmos arrives to purge the poison from the meteorite and save him in the process.
* Ultraman Cosmos episode "Kappa's Village" where one named Kawanoji is accidentally angered by the characters, so he turns himself gigantic to wreak havoc. He even sumo wrestles Cosmos!

* Ultraman Cosmos if he ABSOLUTELY has no other choice — he'd rather get beat up trying to stop a rampaging monster so he can calm it down rather than harm them.
* Ultraman Cosmos into ravenous monsters that eventually join themselves with a pile of scrapped electronics into a kaiju form and battle Cosmos.
* Ultraman Cosmos is a peaceful, non-hostile Space Whale who unfortunately becomes a dangerous kaiju after being infected by the Chaos Header.
* Ultraman Cosmos Lidorias, the mole-like Mogrudon, and the energy-eating reptile Bolgils.
* Ultraman Cosmos monster Gelworm is a tiny insect-like creature that can absorb the DNA of any lifeform in order to take their shape and size, meaning that it can turn into a human or even Ultraman Cosmos. The good news is that it's a completely harmless creature, only using its abilities to get around, as well as fight Cosmos when provoked.
* Ultraman Cosmos, Musashi meets Mari and is stunned at how gorgeous and feminine she had become in 8 years.
* Ultraman Cosmos: Renki's nature as a vengeful spirit means that most attacks phase through him harmlessly.
* Ultraman Cosmos's physical forms, combining the powers of his Luna and Corona Modes.
* Ultraman Cosmos: The First Contact appears to be a chunk of what used to be Planet Baltan, being towed by their leader, Dark Baltan, as he tries seeking a new world for the Baltanians.
* Ultraman Cosmos: The First Contact, the ruins of Planet Baltan, in the aftermath of a nuclear war, has been converted into a spaceship housing millions upon millions of Baltanian children, with their leader Basical Baltan as the navigator and caretaker actively looking for a new planet for his kin. Basical's decision to claim planet Earth as a new home is what kickstarts the plot of the film.
* Ultraman Cosmos was an animated dinosaur skeleton that sought to reunite with its lost child after millions of years of separation.
* Ultraman Cosmos will be able to coexist peacefully, as he believes that giant monsters have the right to live in peace so long as they don't deliberately disrupt the peace of other beings. Cosmos himself thinks the same way, which is probably why he picked Musashi as his human host. In fact they've even successfully befriended a few of the monsters they've subdued over the course of the series.
* Ultraman Dyna: A one-off example is Lovemos from episode 32, a little space exploration robot specifically designed to be an appealing mascot for Super GUTS. Unfortunately, he gets possessed by an alien spirit that turns him evil and he merges himself with Super GUTS' vehicles to turn into the giant Satan Lovemos.
* Ultraman Dyna are an alien species who had to migrate from their home planet due to an impending ice age. One of them lands on Earth, befriending a lonely boy and hanging out with other children as friends.
* Ultraman Dyna are mutated lake algae that merge themselves into a singular form after consuming enough blood.
* Ultraman Dyna, a tiny, furry alien creature that is completely peaceful (if a bit mischievous) and possesses a number of useful abilities for the team.
* Ultraman Dyna has Hanejiro, a small furry alien that Super GUTS first encounters when on a mission to an alien planet.
* Ultraman Dyna: In the two-part story "The Krakov Won't Surface", a jellyfish-like alien being named Spume sets up base in Antarctica to attempt this with an artificial sun recently launched out by Super GUTS, with the plan being that the sun's heat will melt the Antarctic ice and flood Earth so that Spume can have the planet all to itself. Of course, Dyna and Super GUTS were going to have none of that.
* Ultraman Dyna is a demon that hides in mirrors, coming out under the moonlight to feed on the fear of warriors. However, Mozui can actually live inside any reflective surface, such as a window or the surface of a lake; the latter of which it originally lived in until being imprisoned inside a mirror that then had the reflective surface covered up to stop it from escaping.
* Ultraman Dyna is a giant algae monster with a gigantic mouth taking up its entire

belly area. For some inexplicable reason, the mouth resembles a pair of human lips, making the monster look more hilarious than scary.
* Ultraman Dyna is a parasite of kaiju that invades their bodies and turns them into mindless zombies as its young incubate inside them. After a while, the kaiju explodes with enough power to destroy everything in a 4-kilometer radius, killing the parasite but sending the young flying through space where they land on another planet and start the cycle anew.
* Ultraman Dyna Neosaurus to escape his exploding plane (as usual, without his teammates knowing), and they assumed Asuka had died before he shows up.
* Ultraman Dyna (set maybe a decade later) we discover that Daigo Madoka, the main character from Tiga, eventually married Reina and had a daughter with her. A further special edition episode reveals the couple had a son, too, which inherits his father's Ultra-powers.
* Ultraman Dyna's movie when Queen Monera kills Dyna by sucking out his energy. A kid with a Tiga figure has everyone give their light to summon Tiga to revive Dyna. Once more, butt-kicking ensues.
* Ultraman Dyna: Terranoid from the last arc was originally a mechanical clone of Ultraman Dyna, who ends up being affected by the Sphires and going on an unstoppable rampage.
* Ultraman Dyna. The aliens' plan was to sell copies of the game to children, who would be able to develop their own monsters and use them to fight each other to level up until eventually the highest leveled monster would be brought to life to destroy Ultraman Dyna.
* Ultraman Dyna: The battle between Dyna and Alien Himala ends with Dyna punching Himala into the stratosphere. Himala never reappears for the rest of the series (and the whole franchise, for that matter) and for all the audience knows, he's probably still flying upwards twenty-odd years after Dyna's series ended.
* Ultraman Dyna took the form of an evil-looking version of Ultraman Dyna, but rather than using it to make it seem as if the Ultra had turned his back of humanity, it was solely to fight him on an equal footing.
* Ultraman Dyna was a terraforming project to colonize the solar system. during the series itself, Settlements had been created on Mars.
* Ultraman. Essentially, if you've ever wanted to see an unofficial Godzilla/Ultraman crossover, watch this episode.
* Ultraman) ever completely runs out of power, he will never rise again.
* Ultraman franchise, giant animals (mutant, natural, prehistoric), mutant humans, cybernetic clones, mirror-people, fire-people, ghosts, fantastic vehicles, evil artifacts, MIB-style organizations, superweapons, beings transformed into a toy-like form, monsters powered or formed from the souls of other monsters, an entire dimension where the ghosts of slain monsters sleep, wizards, dragons, and all sorts of crazy stuff.
* Ultraman franchise, with 30+ series, over 15 movies, and a bunch of manga and video games since 1966, isn't stopping anytime soon. This mainly applies in its home nation of Japan (and most of Southeast Asia) as it remains relatively obscure in the West, however Tsuburaya and Mill Creek Entertainment is soon to change that with Blu-Ray and DVD releases of older and newer Ultraman titles in the US.
* Ultraman Gaia about halfway through the series, allowing Ultraman Gaia to use some of Agul's powers.
* Ultraman Gaia captains — Seiichiro Tsutsumi (who commanded the various XIG squadrons) and Akio Ishimuro (who worked with the bridge operation team).
* Ultraman Gaia, create shields or orbs of water, and change the consistency and color of water.
* Ultraman Gaia does something similar with Riku's friends having full knowledge of his Ultra identity.
* Ultraman Gaia featured the XIG fighters launching from their base in the series' opening sequence.
* Ultraman Gaia has a trio of ancient machines, Enzan, Tenkai and Shinryoku, who upon reactivation is dedicated to reset all life on earth, and the mecha Σ-Zuigul who captures Ultraman Gaia's human host Gamu, stripping him from his

transformation powers necessitating Ultraman Agul to save him.
* Ultraman Gaia monsters) is a giant eyeball with limbs that are also covered in eyes.
* Ultraman Gaia that took on humanoid forms to battle the Ultra heroes. Apatee was the first of these, taking on the form of a knight-like being to battle Gaia. Its successors Algyuros and Meemos were far more advanced though, impersonating Ultraman Agul and Gaia respectively and only taking on others forms once the disguises stopped working.
* Ultraman Gaia: The Battle In Hyperspace, but there's no reason as to why are they unscathed from the debris, heat blast, momentum, and the like.
* Ultraman Gaia: The Battle In Hyperspace reality. For most of the film, it's about a friendless young boy named Tsutomu who idolizes Ultramen, and wishes the Ultras are real, and most of the film deals with Tsutomu struggling with his peers and dealing with bullies in school.
* Ultraman Gaia to reshape the atmosphere into its liking. This granted Tenkai the ability to create massive hurricanes and windstorms by spinning itself rapidly, surrounding the machine with a colossal cyclone.
* Ultraman Gaia: While Ultraman Agul doesn't have any obviously water-based powers, his life energy is drawn from the sea itself, so he can be considered an example.
* Ultraman Gaia, whose true form is a bipedal, dragon-like monstrosity capable of stomping Ultramen like ants. Ultraman Gaia and Ultraman Agul eventually defeats her despite the sheer differences in size.
* Ultraman Gaia Worms That Walk known as Kaiser Dobishi to overwhelm Gaia and Agul.
* Ultraman Geed Alien Investigation Bureau (AIB), Moa Aizaki is the only human agent in an organization consisting otherwise entirely of alien species from previous series.
* Ultraman Geed. Although they aren't the part of the same team, they usually fight side by side with each other for the benefit of their mutual friend Riku.
* Ultraman Geed for troublemakers, deport them, and make sure humans don't know about it. In a twist however, every member of the organization (except Riku's friend Moa Aizaki) is a disguised alien as well.
* Ultraman Geed: Geed has curved triangles for eyes, and his Color Timer is shaped like the Ultra Capsules he frequently uses during his transformations.
* Ultraman Geed has an interesting take on this scenario, where a good chunk of its MOTWs are fusions of MOTWs from previous series.
* Ultraman Geed is a subversion. His default form is a nasty-looking combination of red, black, and silver due to being Belial's son and directly channelling a share of Belial's power; and the people are suspicious of him due to the resemblance. But Geed ultimately proves himself as genuinely heroic despite his heritage and appearance.
* Ultraman Geed to combine with his already available Belial capsule to become Royal Mega-Master form.
* Ultraman Ginga, allowing the monster to continue supporting him in battle afterwards.
* Ultraman Ginga and socks Bemstar in the face until the monster ends up in the stratosphere, complete with a twinkle.
* Ultraman Ginga is another fusion beast created with the bodies of five different kaijus, including the aforementioned Gan-Q. It's left arm is a gigantic Gan-Q eyeball, and it has eyes on it's forehead as well as it's stomach (respectively taken from Melba and Super COV).
* Ultraman Ginga, one episode had Ultraman Victory punching the monster Bemstar in the face... with enough force to send Bemstar flying into the stratosphere and vanishing with an audible Pokemon-style *ping*. The fact that Victory is currently using Ex Red King's knuckles helps.
* Ultraman Ginga S The Movie: Showdown! The 10 Ultra Warriors! are what scares her the most.
* Ultraman Ginga S The Movie: Showdown! The 10 Ultra Warriors! gets to grow kaiju-sized, towering over the previously humungous insect.
* Ultraman Ginga S The Movie: Showdown! The 10 Ultra Warriors!. Naturally when

attempting to infiltrate Etelgar's fortress, his fears then manifests itself into giant, sentient tomatoes that bounces after him.
* Ultraman Ginga S The Movie: Showdown! The 10 Ultra Warriors! who wants to capture Ultramen to be added into his collection, imprisoned in an interdimensional cell.
* Ultraman Ginga, Tarou's use of psychokinesis (similar to Seven's) suggests that other Ultramen have the same power.
* Ultraman gives us the first and most famous of these in Zarab, an alien invader who delights in sowing discord and break trusts through the impersonation of others. His favourite tactic is to transform himself into a sinister-looking duplicate of Ultraman and then go on a rampage.
* Ultraman has a glowing orange patch that shoots fireballs in place of a face.
* Ultra Maniac, Ayu in male form (who calls herself Ayuoh in that form) and another girl have a conversation about...how to spell Ayuoh's name.
* Ultra Maniac, but only her foster mother is a muggle; her foster father is magical, too.
* Ultra Maniac featured witches using computers to create magic spells for them. This was apparently not the only way to do so, however — the main character, Nina, pretty much relies on this method because her magic skills are so poor.
* Ultra Maniac literally *is* a Techno Wizard because she needs to use a PC to cast spells due to her lack of skill.
* Ultra Maniac one of the two main girls finds out the other has a crush on her. She scoffs it away, saying that it proves the other girl is just a child.
* Ultra Maniac started out with a one-off OVA pilot before getting picked up for a full 26-episode series.
* Ultra Maniac, there was a camera that would show who the subject of the picture liked.
* Ultraman) into a gigantic and violently insane creature. Worse still, an undetonated nuclear bomb is precariously dangling on Ragon's scales...
* Ultraman, introduces Chandler, a giant bat-like monster whose role is to get brutally killed by Red King and quickly forgotten. Later on there's the ape-like Gigass who lasts for maybe ten seconds longer than Chandler, but still dies before Ultraman could show up.
* Ultraman, is a massive enough fan of the franchise that he made his own fan film at one point.
* Ultraman. It can be assumed there are thousands of other Ultramen patrolling the rest of the universe.
* Ultraman Jack receive similar items in episode 19 from the Mother of Ultra and episode 26 from Ultraman King respectively.
* Ultraman King, the leader of the Showa Era Ultras, and the closest thing their universe has shown to
* Ultraman leads the multiverse protection crew known as the Ultimate Force Zero.
* Ultraman Leo, albeit one without an overarching antagonist for most of the series once the Alien Magmas are out of the picture.
* Ultraman Leo and become some of Leo's most dangerous foes in the later part of the series' run.
* Ultraman Leo and wipe out it's home planet, before hunting the father and daughter pair of scientists who created it all the way to Earth.
* Ultraman Leo approach (seen in the two-part premiere, the Living Saucer story arc, and "Battle! Leo Brothers vs Ultra Brothers!") often turned children off, as they felt it was too dark. At the same time, the series also had many silly episodes with storylines centered heavily around child characters (like "Mighty Momotaro!", "I'm the Monster General", and "The Rhinoceros Beetle is a Space Invader"), meaning adults often found the series too childish at times.
* Ultraman Leo. Don't forget that your life isn't yours to give! Now go!"
* Ultraman Leo). However, they never really had any big plans for Earth beyond "cause mayhem" and were treated no treated no differently from Leo's kaiju enemies.
* Ultraman Leo is able to breathe red gas that drives humans into violent insanity, causing city-wide riots as it rampages around Tokyo.
* Ultraman Leo is a child-like alien who befriends Tohru; he won't do any harm

unless if provoked, and only wants to get along with humans. Rolan (a bird-like alien from a later episode) also counts, taking the form of a woman named Hoshimura and making handcrafted toy pinwheels for children.
* Ultraman Leo possess many of the same powers as Seamons and Seagorath above, which Alien Magma uses to devastate coastal cities and even sink an entire island.
* Ultraman Leo: Seven returns in the first episode to confront Alien Magma and the Giras Brothers, but the trio overwhelm him and break his leg, forcing Leo to rescue him. His leg remains injured even when he takes human form, and the damage sustained through both that and the beatdown given to him by the villains leave him unable to do much fighting, instead becoming a supporting mentor to Leo.
* Ultraman Leo) steals the Ultra Key, the artifact that keeps the Land of Light in orbit, when disguised as Leo's brother Astra in order to start a civil war amongst the Ultra heroes.
* Ultraman Leo: The alien Mazaras resides in the mirror world and kidnaps children by impersonating their dead relatives in attempts to replace her deceased daughter. She also has a monster lackey named Specter, who she sends out into our world to destroy while she faces Leo.
* Ultraman Leo: The fight between Leo and Alien Northsatan concludes with Leo's fist through Northsatan's torso, killing him.
* Ultraman Leo:Ultraman King is the only good-aligned Ultra with red eyes.
* Ultraman Leo, who likes to do much of the same thing as Zarab. The difference is that his disguises are 100% perfect in appearance, allowing him to even fool the Ultras.
* Ultraman Max, dubbed a "Friendly Cross-Alien", is another alien refugee from a destroyed planet, who becomes fascinated with Earth's beauty and intends to live the rest of his life as a human, until a hostile alien named Alien Godley invades forcing Neril to give up his life to save the Earth.
* Ultraman Max is a highly advanced gynoid who serves as the team's communications operator and strategist.
* Ultraman Max is Berserkes, an ancient juggernaut of a machine created by the Delos civilization, and can be described as a city-sized mechanical dai-kaiju. Max defeats it after an insane amount of effort in the end.
* Ultraman Max (plus Ultraman Hikari) have these weapons as part of their movesets; Max can summon a wrist-mounted energy blade called the Max Galaxy, which he uses to fire an incredibly powerful beam, summon forcefields and channel solar energy into his body, while Mebius and Hikari can both summon forearm-mounted energy swords from their braces to slice away at foes.
* Ultraman Max's superior Ultraman Xenon gives him the immensely powerful Max Galaxy in order to bypass the infamous Zetton's force field.
* Ultraman Max: The ice-breathing Lagoras is the mortal enemy of the fire-breathing Grangon, and the former hunts for the latter to consume its molten core to become Evolved Lagoras, which combines the powers of both into a far more dangerous attack.
* Ultraman Max, who is a human, and Rei himself clearly understands him. Apparently, the Ultras communicate telepathically.
* Ultraman Mebius. A cross of a dragon and an eagle that possesses the ability to manipulate Earth's atmosphere to create multiple enormous tornadoes in a concentrated area and cause other unnatural weather patterns.
* Ultraman Mebius being Curry Rice, which is his first meal on said planet.
* Ultraman Mebius comes from a similar high ranking as Zoffy, and indeed his chest is similarly adorned with star medals.
* Ultraman Mebius despite the Ultra having saved the entire city multiple times. This lousy excuse of a person is willing to do anything to get a good story for the tabloids, regardless of what kind of horrible things it requires (or even if the story is even remotely true).
* Ultraman Mebius episode "An Old Friend's Visit". Complete with anime sound effects.
* Ultraman Mebius features a villain named Jashrine, a three-headed alien that can fire a laser from his wings that can turn victims into Gold statues. He apparently

collects them as trophies.
* Ultraman Mebius for the 1st time ever whereas everyone else in GUYS is scared out of their minds considering Eleking is a Kaiju-sized Electric Eel.
* Ultraman Mebius in half with a single strike. The only person who has ever beaten him was Hunter Knight Tsurugi/Ultraman Hikari, who is no slouch himself, as he has put his Knight Blade to excellent use against many a kaiju.
* Ultraman Mebius: It's averted while Mirai is transforming he is hit with a fireball and is thrown to the ground as he begins his henshin sequence.
* Ultraman Mebius lighting on fire, burning them severely for a few moments before triggering the explosion.
* Ultraman Mebius: Mebius' human form Mirai Hibino is based on a young spaceship crewman named Hiroto Ban who sacrificed his life to save the ship from being sucked into a wormhole. Mebius had attempted to rescue him, only to have Hiroto slip out of his grasp at the last moment. So as a reminder of Hiroto's sacrifice and his own failure, Mebius made his human identity that of Hiroto.
* Ultraman Mebius monster, Imperializers, sentient humanoid machines which can absorb plenty of hits from Ultraman Mebius, and even reassemble itself after being blown up. Even with the assistance of Ultraman Taro, it still takes three episodes to finally defeat Imperializer.
* Ultraman Mebius's big bad, the Alien Emperor/Empera Seijin, could fall into this category, an evil alien from a dead star that was very similar to the Ultra people who commanded the Four Heavenly Kings and armies of monsters and aliens throughout the millenia.
* Ultraman Mebius takes place 20 years "real time" after the last monster attacked and brings back everyone except Taro's actor.
* Ultraman Mebius that absorbs all life on a world and merges their consciousnesses and the planet with itself. Additionally, it assimilates its surroundings to take on an innocuous form, like turning into a living mass of vegetation after landing in a forest.
* Ultraman Mebius. That didn't mean they were easy to kill though. A single one overwhelmed the main characters for two episodes, thanks to its gatling laser cannons, self-repair system, and teleportation abilities
* Ultraman Mebius: The episode featuring Mebius and Leo teaming up against Alien Reflect ends with Leo and Mebius, the latter modifying his Ultra Kick into a spinning drill, using their combined powers to rip a hole through Reflect's midsection, killing him.
* Ultraman Mebius to stay on Earth up till the final battle against Alien Empera.
* Ultraman Mebius, when Lim Eleking (the chibi-fied form of the electric eel kaiju Eleking) physically manifests itself in the GUYS headquarters. George tries to pick up the creature while its tail is connected to an electrical outlet, and ends up getting shocked into unconsciousness in a comical manner, complete with his hair getting all spiky in the process.
* Ultraman Moedari, are sealed by the power of the Pillars and The Keystone.
* Ultraman Moedari. A twist on it is that he materializes them out of thin air and bombards his target with them. He doesn't use them when transformed into Ultraman Lugeno.
* Ultraman Moedari can speak any earth language from any time and a plenitude of alien ones. Madame Kandakai/Ultrawoman Lunaram seems to do the same.
* Ultraman Moedari spams telekinetic powers all the time. Lunaram and Finem are lesser examples.
* Ultraman Moedari tropes, most notably the multiverse concept of the Zero Film Trilogy, and takes them beyond eleven. So much so that there are categories for groups of multiverses. Previous hero's powers? Take them all and combine them!
* Ultraman named Goldon eats pretty much what the name suggests it does. In fact, Goldon's body is partially made of gold!
* Ultraman Neos had to be taken off their air for a few weeks due to the lead actor getting caught in some controversy.
* Ultraman Neos is highly unstable and rigged to explode, causing difficulties when HEART and Ultraman Neos attempts to fight it. For the final battle, HEART instead

uses a zero-gravity ray to disable Giga Dread so that Neos can lift it into space and have it explode without hurting anyone.
* Ultraman Neos, King Dainas, a monster created when multiple dinosaur bones gets struck by Dark Thunder Energy, gets reverted back to a pile of bones by Neos.
* Ultraman Nexus (as well as Ultraman Nexus), complete with memory wipes and other hyperadvanced technology to do the job.
* Ultraman Nexus featured the launching sequence of the Chrome Chesters in the series' opening sequence for the first 25 episodes of the series.
* Ultraman Nexus fused together from practically all the Space Beasts Nexus defeated throughout the series.
* Ultraman Nexus or lasts for at least one single episode, the creature Frogos shows up only in a flashback before getting killed off.
* Ultraman Nexus, performs illusions by hypnotizing targets to create immortal illusions of their greatest fears, make itself seem as if it has turned invisible, and make doubles of itself, among other things.
* Ultraman Nexus that produces fog to hide its presence and can erase memories of its existence).
* Ultraman Nexus, the "visitors" gave TLT most of their technology to combat Space Beasts.
* Ultraman Nexus, where each monster forms its own story arc that can run anywhere between two to four episodes, and sometimes longer.
* Ultraman normally that Ultramen only have so much power to spare on Earth and using their finishing move more rapidly drains their power supply. Thus why they only use it when they've got a pretty good idea that it'll work.
* Ultraman Orb a century before the series even started. The monster's demise is confirmed by Gai Kurenai, Orb's human form having Ultraman Tiga's power card in his possession.
* Ultraman Orb. And it did a pretty good job at that do as it ravaged its creators' world with its plethora of laser cannons and melee weaponry and even gave Ultraman Orb a serious challenge.
* Ultraman Orb can manipulate the atmosphere itself, creating gigantic tornadoes (often in concentrated clusters) and other erratic weather patterns.
* Ultraman Orb. In his appearance in the series, Hoe is able to produce fog to shroud its presence, bringing a sense of dreary despair to the characters who fear Orb will be defeated by the monster.
* Ultraman Orb is the King Demon Beast of Water. Resembling a seahorse mixed with an octopus, it fouls up bodies of water with its presence, rendering them unbearably smelly, and is able to shoot jets of polluted water from its snout.
* Ultraman Orb. It possesses the ability to manipulate atmospheric conditions to create multiple massive tornadoes in a concentrated area.
* Ultraman Orb The Movie: Lend Me the Power of Bonds! improvised their lines.
* Ultraman Orb, the people who transform into the Ultramen are pulled into a realm where time moves much faster, making it possible for this trope to happen and it was shown in previous series that it was indeed the case, as when not reusing stock footage of transformations a simple flash would happen and the Ultra would instantly transform or change orm.
* Ultraman Orb: The SSP (Something Search Party) has an Encyclopedia called the Pacific Records, which they often use as reference to study unnatural phenomenon. More often than not, the phenomenon turns out to be kaiju activities, for the titular Ultra to battle at the end of the episode.
* Ultraman Orb, with Ide saying Hayata would have become a government guinea pig if it was ever revealed.
* Ultraman Orb, would conclude with a revelation that the Galactrons are mass-produced under their master, Gilbaris.
* Ultraman R/B). Additionally, they can swap their elements as needed in battle.
* Ultraman R/B, but the two are able to switch powers around if needed.
* Ultraman R/B. He can switch powers with Ultraman Rosso though if needed.
* Ultraman R/B R/B Crystal. Coincidentally, they use this ability to defeat an updated version of the aforementioned Maga-Basser.

* Ultraman R/B The Movie: Select! The Crystal of Bond. At the climax of the film, he actually shows up to battle the Ultramen team of Rosso, Blu and Geed by phasing himself through a giant screen on the side of a city building.
* Ultraman R/B, usually supplied by their sister or, more begrudgingly, his brother.
* Ultraman Saga a decade earlier, who by that time had a son with Ayano Morimoto.
* Ultraman Saga: A recovering Taiga spat out his drink when hearing that Ultraman Zero is using his body as a vessel.
* Ultraman Saga: Early in the film, there's a Gubila which relentlessly pursues Taiga and a little boy he befriended throughout the deserted city, from the streets to above a bridge, for maybe three minutes without stopping, even destroying said bridge just to catch two tiny humans.
* Ultraman Saga, the only thing that they could use to stand on an even footing with the monster Hyper Zetton.
* Ultraman sequences. The same goes for the majority of Ultra Series works.
* Ultraman's final enemy was Zetton, an alien kaiju resembling a faceless humanoid beetle. Weirdly enough, its title is "
* Ultraman Shadow, giving him to strength to destroy Shadow once and for all.
* Ultraman showing up a few times to help Zone battle the Terror-Beasts. Two of his enemies, King Ghidorah and Gigan, also appeared as MOTWs!
* Ultraman story has a race of subterranean humanoids kidnapping Hayata (Ultraman's human form) as part of an attempt to take over the surface world.
* Ultraman Story Taro's adventures on Earth. That being said, the film climaxes with a 12-minute duel where Taro and his brothers does battle with a powerful monster called the Grand King, which is original footage made for the movie.
* Ultraman Taiga, he has the largest muscles of any Ultraman, and he is extremely prone to showing off that they are most decidedly not just for show.
* Ultraman Taiga. Not to mention, he's the Ultraman equivalent of a bodybuilder due to his muscular appearance and the full display of raw power in battle solidified this status.
* Ultraman Taiga spontaneously evolved from space junk, and now feasts on any planet it can get its hands on. It does, however, have a particular affinity to metal, and will prioritise it over other matter with almost as much attention as it gives to raw energy.
* Ultraman Taiga, Taiga's ally Ultraman Fuma fights with ninja techniques.
* Ultraman Taiga The Movie: New Generation Climax: Grimdo the "Malicious Demonic Monster," who is said to have existed before the dawn of time, is the main threat.
* Ultraman Taiga The Movie: New Generation Climax has Grimdo, now at it's peak of power and the size of a mountain, bringing it's foot down on Ultraman Reiga.
* Ultraman Taiga The Movie: New Generation Climax Ultramen, reacting in panic at the Malicious Demonic Monster Grimdo's awakening.
* Ultraman Taiga, Ultraman Titas, gets into fights, he tends to send enemy kaijus flying halfway across the city with his punches.
* Ultraman Taiga with rippling muscles, who flexes his pecs to intimidate kaijus and aliens before every battle. The camera even zooms up close to his abs during his debut in episode 2!
* Ultraman Taro, as by constantly inhaling and exhaling, Guron creates mighty gusts of nipping wind.
* Ultraman Taro bucket of water (one large enough to be held by an Ultra) and splashing its contents on Veron, waking him up, at which point the embarrassed monster quickly leaves and is never seen again.
* Ultraman Taro by brutally stabbing the heroes to death with his beak, making Birdon a popular choice for when the producers want to bring back a monster.
* Ultraman Taro, dislodging everyone, but fortunately he was able to transform into Taro to rescue the falling people.
* Ultraman Taro eat steel and concrete like termites eat through wood, causing structures to collapse.
* Ultraman Taro had an alien named Kaan, whose species are parasites of kaiju and send their hosts on mindlessly violent rampages. He takes parasitizes the body of a

friendly monster named Orphy, forcing Taro to fight it and find a way to get Kaan out of Orphy's body.
* Ultraman Taro had Mukadender, who could detach its head from its body at will to fight as two combatants. The catch is that damage to Mukadendar’s head is still felt by its body and vice versa (same goes with actions such as being thrown into the air).
* Ultraman Taro is a bit of a special example of this case; if blown apart, he can pull himself back together, but none of the damage he suffered during the explosion is repaired, resulting in him becoming a shambling mutilated mess that only just resembles his original form.
* Ultraman Taro monsters fart in Taro's face as a combat tactic while battling him: the caterpillar-like Kemujira, the living graffiti drawing Gongoros, and the gluttonous dragon-like Motokureron.
* Ultraman Taro starts off as a swarm of giant termites, who can chew through metal and concrete, until they're driven off by pesticide fired by the ZAT. The termites responds by merging themselves into a building-sized kaiju that goes on a rampage through the city.
* Ultraman Taro, Taro does something very similar to what Ace did against the alien Mephilas, although he follows it up by blowing the alien up with his Storium Ray instead.
* Ultraman Taro, the main character, Kohtaro Higashi, being a professional boxer himself, is often featured in this trope. One episode have him boxing on stage mid-episode, then transforming into Ultraman Taro to fight a kaiju a few minutes later after the match.
* Ultraman Taro, which involves igniting into explosive flames, charging the opponent and triggering a massive explosion on impact.
* Ultraman Taro, who has come to Earth on Christmas Eve for some destruction-wreaking and murders the friendly, Christmas-loving alien Miracle.
* Ultraman Taro (who, like Bemstar, also reappears in the series on a regular basis) also has this feature, thanks to Bemstar being one of his components.
* Ultraman that continues to produce new content, influenced hundreds of Japanese creators, and gets referenced everywhere in Japanese popular culture to this day.
* Ultraman the effort of Science Patrol to win and that there were times where if it wasn't for Science Patrol, Ultraman would have been defeated.
* Ultraman, the enemies can only be defeated with a Specium Beam while they have no HP. To complicate things, their health regenerates, Ultraman's power takes a long time to charge and you'll probably have to spend it sometimes while struggling against the tougher opponents.
* Ultraman, the first of the Ultraheroes (and some of the later ones) was created when an alien bonded with a human to save his life.
* Ultraman: The Next: As the first installment of the Project N works meant to reboot the franchise from scratch, its titular Ultraman (sometimes called The Next) has a very, very different design to past Ultras, looking much more organic and with many vessel-like red lines on his body.
* Ultraman: The Next of the film is a parasitic, space demon who merges with a human host and slowly overrides their mind, body and finally, kills them altogether, absorbing its host into itself. It can do the same with other living creatures for the sake of augmenting itself.
* Ultraman: The Next, the monster known as Beast The One use it's powers to absorb entire flocks of crows into his body, morphing what seems to be a few thousand crows into becoming a pair of crow-like wings on it's back, which grants it the powers of flight to battle Ultraman in aerial combat. Ultraman eventually slices those wings off, which then disperses back into crows and flew away.
* Ultraman: There is only episode in the entirety of the original series where not all members of Science Patrol appear, and that would be episode 30 "The Phantom Snow Mountain", in which Captain Muramatsu and Fuji are absent.
* Ultraman, the Science Patrol and Ultra Garrison's telephone uses King Ghidorah's cackling!
* Ultraman, the title hero's first enemy Bemular derives his name from Bemlar, the

prototype character who would eventually be developed into Ultraman. Similarly, the avian kaiju Hydra is physically based on the same Bemlar prototype.
* Ultraman: The Ultimate Hero featured Julie Young and Theresa Beck of WINR.
* Ultraman: The Ultimate Hero is notorious for its sluggish and awkward battles, consisting mostly of the suit actors nudging each other and SFX attacks with minimal physical contact — very problematic in a series where giant monster battles are one of the main attractions. Allegedly, this is because the show's high-quality rubber suits were so expensive, fragile, and cumbersome that there were concerns of damaging them if the battle scenes got too violent, and because the director actually had no idea of how to choreograph a fight.
* Ultraman: The Ultimate Hero, it was finally aired on Japanese TV in 1995.
* Ultraman: The Ultimate Hero) — with Major Havoc Entertainment (later renamed Steppin Stone Entertainment) of the USA.
* Ultraman: The Ultimate Hero: Ultraman Powered has blue eyes, which changes colour as he transforms.
* Ultraman: The Ultimate Hero, where Kane Kosugi plays Ultraman's human host Kenichi Kai, while Sho Kosugi voices Ultraman himself.
* Ultraman, the version from the anti-matter universe that's an evil counterpart to Superman, requires periodic exposure to Anti Kryptonite to maintain his powers. Its unclear whether it simply keeps him powered or keeps him alive. He seems to be in bad shape without it but he's also fighting
* Ultraman Tiga a large amount of the content. It's not very well-liked by fans.
* Ultraman Tiga are alien parasites spawned from a sentient meteor to find it food. When the space rock is endangered by GUTS' assault, the Magnia merge into a kaiju form, only to get their butts whooped by Tiga.
* Ultraman Tiga called Rucia and Zara being pursued by a beetle-like alien named Muzan. They soon find out that Rucia and Zara have been sent down to Earth to be freely hunted for sport by Muzan, and work towards trying to save the pair.
* Ultraman Tiga dub had aired on syndicated TV in the US for years until the rise of cable.
* Ultraman Tiga, Enomena, who is capable of generating high-energy electromagnetic pulses which can drive people insane and into serious violent tendencies. Naturally Enomena uses this attack to cause riots across the city as diversion, while it attempts stalk and hunt its prey, a harmless alien child called Deban.
* Ultraman Tiga episode "Deban's Turn!" features Deban, a child-like, harmless alien who lives with a travelling circus troupe. According to the troupe leader, Deban's backstory involves the alien bumbling into the group, which they befriend thinking he's just another costumed performer, but they later discover the truth when asking for Deban to remove his mask during lunchtime.
* Ultraman Tiga episode "The Closed Amusement Park" features the hibernating kaiju, Gagi, awakening in an amusement park and sealing the entire area with an impenetrable force-field. The situation starts becoming tense when Gagi targets the Ferris Wheel, where Shinjoh's younger sister and a little girl is stranded on its top, at which point Shinjoh and a boy he befriended decides to hijack a couple of go-karts to draw Gagi's attention away, trying to buy some time until Ultraman Tiga arrives to deal with the monster.
* Ultraman Tiga Ghanathor, an ancient evil that existed before time and absolutely dwarves the Ultra.
* Ultraman Tiga: Giranbo is a child-abducting monster that can shape-shift to human form to blend in. She doesn't have a reflection, which is how she is spotted.
* Ultraman Tiga growing. The human-size battle went on for some time and didn't seem to take away from the time limit for the giant-size fight later.
* Ultraman Tiga, GUTS has a fairly standard-looking patrol car, but it comes equipped with a laser cannon on its roof that they can use to blast at kaiju.
* Ultraman Tiga had a comic series by Dark Horse, which appeared to take some elements from the 4Kids English dub. The most notable example is the Color Timer being referred to as the "Biotic Sensor" and the setting being in the year 2049 as opposed to 2007; however, many elements were retained from the original version, such as the extra statues in the Pyramid of Light being Tiga's lost companions

rather than fakes and much of the rest of the terminology (Ultraman's "types" as opposed to "modes", for instance). This is a case of Tropes are Not Bad, though, as much of the universe was expanded on in a way neither version did, such as Kyreloid/Kilalien having a larger backstory.
* Ultraman Tiga, has a more benevolent version, a rabbit-based monster called King Molerat, who spends most of the episode hibernating. It does eventually goes on a rampage because of hunger, but Tiga ultimately spares its life and shrinks it into the form of a regular rabbit.
* Ultraman Tiga is an alien living with a troupe of circus performers, who blends in with public due to civilians assuming his alien appearance is a mascot costume. He spends his days performing in stageshows as a clown, and is as friendly and as harmless as he sounds.
* Ultraman Tiga is a swarm of parasitic creatures spawned from an organic meteorite. The parasites find food for the meteorite by attacking prey and latching on, turning the victims into zombies that march themselves towards the meteorite, which then consumes their life force.
* Ultraman Tiga is capable of creating illusion images of itself to distract Tiga and the Guts defense forces.
* Ultraman Tiga, it is a bizarre looking parasite monster resembling an overgrown mass of limbs fused together, with an absolutely massive mouth taking up its entire torso.
* Ultraman Tiga, it seems the developers are familiar with the original source material; however, many elements from the 4Kids dub remain, such as the names (Chaser, Zolo, etc.) as well as Sanji receiving lollipops.
* Ultraman Tiga kaiju Golza gains literal versions of these when he metamorphoses into Fire Golza by absorbing magma.
* Ultraman Tiga monsters. They are a completely mindless and emotionless race that reproduce by transforming other intelligent beings into more of their kind and share a single mind via a massive tower that stores a gigantic brain.
* Ultraman Tiga. Possesses the power to create an electrified fog of darkness capable of engulfing the world.
* Ultraman Tiga pulled the same trick on Tiga that Gabura did to Seven as the only thing that can truly slay Sakuna Oni is the sword of the samurai who originally defeated it.
* Ultraman Tiga that only lasted 25 episodes, and an uncut Asian-English dub that currently has only the first 2 episodes publically available.
* Ultraman Tiga that slowly coats whatever the laser touches into Stone.
* Ultraman Tiga. The alien parasites that compose its body are perpetually shrouded in fog as they move around allowing them to latch onto hosts by surprise and turn them into zombie-like beings.
* Ultraman Tiga: The Final Odyssey: During the awakening of the Dark Giants in Ry'leh, there is a shot of one of the giant's foot stepping on an unfortunate GUTS redshirt.
* Ultraman Tiga, which is interspersed throughout the opening, and culminates with her takeoff just as the theme song swells into its chorus. The classic underbelly shot is the very next one, with the ocean below and the shore on the horizon. Very much appropriate, as her design is essentially a cross between a Star Destroyer and a whale.
* Ultraman Tiga, which takes flight just as the theme song swells into chorus. It's interspersed with short clips of other GUTS vehicles launching.
* UltraMantis Black. Apparently, they had been waiting for an excuse to boo him.
* UltraMantis Black. Maybe it's the difficulty of getting vegan wrestling boots.
* UltraMantis Black (Rochester, New York), New England Championship Wrestling (Massachusetts), the Pure Wrestling Association (Ontario, Canada) and NWA Empire (Buffalo, New York).
* UltraMantis, he yelled "FINISH!" In fairness, this was only his eighth match.
* Ultraman: Towards the Future gives birth to two kaiju to punish the entire human race and destroy Ultraman for protecting them.
* Ultraman: Towards the Future is notorious for its poor graphics and unfair

difficulty levels.
* Ultraman: Towards the Future. It did eventually air on Japanese TV in 1995 though.
* Ultraman: Towards the Future) — with the South Australian Film Corporation.
* Ultraman: Towards the Future: Ultraman Great is the sole Ultra whose suit is made of spandex instead of rubber, therefore creating some rather obvious folds and creases when he moves. The white parts of his suit are much brighter compared to his fellow comrades, a trait that shows up in all his future appearances (even during cameos).
* Ultraman Trigger: New Generation Tiga and makes it clear to the audience that Tiga and Trigger coexist alongside one another.
* Ultraman, we have that one time when Akiko Fuji was enlarged by Alien Mephilas to 50 meters tall.
* Ultraman were able to speak Japanese when in their human disguises, but could only make gibbering noises in their true forms (perhaps their vocal cords change upon disguising?).
* Ultraman X), culminating in X sending all four of them flying into the sky and dissappearing.
* Ultraman X, Daichi and X keep them in that form and work towards bonding with the creatures and eventually reviving them to their full size.
* Ultraman X has the returning avian monster, Birdon, gaining a new abilty to twist her head 180 degrees backwards just as Ultraman X tries attacking her from behind. This new design here is seemingly inspired by horned owls being capable of doing the same thing in real life.
* Ultraman X is the Girly Girl to Asuna's Tomboy Girl and her status as that is marked by her pigtails.
* Ultraman X monster Gargorgon could turn victims into Stone by opening up its mouth to reveal an eye inside that fires a petrifying beam. No prizes for guessing what her name is derived from.
* Ultraman X, Nackle then sees the holes in his shadow, moments before he gets finished off by Zero.
* Ultraman X-shaped Color Timer in place of the usual circular one. He also has many cybernetic parts on his body which no other Ultra has.
* Ultraman X's Xio uses three vehicles — a patrol car called Athos, a minivan called Aramis, and a truck called Porthos — all equipped with powerful laser cannons to add some extra firepower to support Ultraman X against kaiju. They can also merge with Xio's planes, the Muskettys, for aerial combat.
* Ultraman X's X-Lugger is gained about halfway through the series after almost getting killed by the monster Tsurugi Demaaga, granting him rainbow-themed powers.
* Ultraman X The Movie: Here Comes! Our Ultraman!: Zaigorg the "Inferno Demon Monster" is the main antagonist, and the film depicts him as the Ultra-verse equivalent of Satan.
* Ultraman X", the opposing alien team consisting of the aliens Babalou, Dada, Kemurian and Zettonian, decides to cheat by turning themselves kaiju-sized, necessitating Ultraman X to interfere... by using his Gomora armour to send all four aliens vanishing into the skies, complete with four twinkles.
* Ultraman X worldwide as giant monsters and caused protagonist Daichi's parents to mysteriously vanish. X's corporeal form was also destroyed by the flare, turning him into nothing more than sentient computer data.
* Ultraman Z attacks. Sevengar and Windam return in this series as the team's mecha, and later a modified version of King Joe is added to the arsenal. This is actually lampshaded in one episode, which explains that Japan's long history with the trope in their media was what influenced the nation to use giant robots whereas everywhere else prefers enhanced vehicles as a kaiju weapon.
* Ultraman Zearth has the gold-feeding kaiju, Cotton-pope, who gains power by absorbing gold. Not content with draining resources from the earth's core, Cotton-pope made itself known to humans by sucking all the gold off the Kinkaku-ji Temple turning it into grey rust.
* Ultraman Zero. A two-faced, bird-reptile monster who breathes fire and can fly by

transforming into a miniature sun.
* Ultraman Zero by becoming his host and allow Zero to pull his martial arts skills while he's in control of said host's body.
* Ultraman Zero Gaiden: Killer the Beatstar, the titular Beatstar, who commands an entire army of Mecha-monsters, including numerous units of the aforementioned King Joe and Imperializers.
* Ultraman Zero, he gains Beyond after he loses the ability to use the Ultimate Zero form.
* Ultraman Zero: The Revenge of Belial, as well as altering his color scheme.
* Ultraman Zero: The Revenge of Belial: Belial's Empire mothership designed after his hand, the Malebrandes is a planet-sized base of operations that Belial uses to fabricate his armies in and literally take over worlds under his rule.
* Ultraman Zero: The Revenge of Belial Darclopses — to help him conquer planets by sending them off in dropships the size of small moons. Of course, for Zero and his friends, they're purely cannon fodder.
* Ultraman Z. He ends up becoming Zero's trainee and sidekick prior to the events of the series.
* Ultraman Z needs to consume metal to recharge its Raiden Destroy Cannon. Fittingly, the first place it shows up in after evading STORAGE happens to be right in the middle of a junkyard.
* Ultraman Z of the series, is a space entity that takes possession of various organisms to carry out his evil plans. His possessions are shown to be rather unsettling as his body language shows signs of twisting the bodies and actions of those possessed to suit his needs and his possessions are shown as rather painful.
* Ultramarines, a Dark Eldar pirate is raiding the vessel carrying the Space Marines.
* Ultramarines being sent to investigate a distress signal are all newly-promoted, and certainly weren't expecting an entire Chaos force. However, they are by no means lacking in combat experience — it takes decades of training just to become an Astartes scout, and even longer to be judged ready to become a full battle-brother.
* Ultramarines. Done with a building. The Tau blow up an Administratum tax bureau and the guardsmen cheer. Keep in mind these are people taught from birth that aliens are evil and want to sacrifice their babies to the Dark Gods.
* Ultramarines features an enormous urban tank battle between the Imperium of Man and the Tau Empire as one of its pivotal action sequences.
* Ultramarines, some Dark Eldar in search of more reliable immortality end up waking up the incarnation of Death itself.
* Ultramarines Space Marine would. A second test involves a duel with a full-fledged Space Marine, to see how the aspirant handles defeat.
* Ultramarines, the rescued Inquisitor limps into conference, clearly showing the heavy stim use that got him there.
* Ultramarines Uriel Ventris does this, screaming and crying in rage and horror.
* Ultramen, so they see humans as not only a reflection of themselves but as having the same immense potential to become as wise, benevolent, and valiant as they are. Thus, they battle alongside humanity against the evil aliens who despise Earthlings and the giant monsters that care nothing for them in order to help humans progress and ensure that humans don't become dependent on them.
* Ultramen Ultraman King and Ultraman Noa, who are both over 300 thousand years old, while the Father of Ultra (the oldest standard Ultra) is over 130 thousand.
* ultrametric geometry, all triangles have two sides of the same length, repeatedly moving a short distance doesn't result in moving a longer distance (no matter which direction you move), and every point inside a ball is its center.
* Ultra Paragon: Complete an Ultra Ending with Paragon of Order status. Becoming a Paragon of Order requires, among other things, that you
* Ultra Q Dark Fantasy: Succeeding the role of Professor Ichinotani is the quirky university teacher Kakunoshin Watarai, who shows Ichinotani's same encyclopedic knowledge on nearly all subjects, as well as a quirky fondness for British tea and biscuits.

* Ultra Q, is a fishy humanoid that looks sorta like a Japanese take on the Creature from the Black Lagoon.
* Ultra Q owned the suits, not the studio, so he was free to borrow them if suit-making costs needed to be cut.
* Ultra Q The Movie: Legend of the Stars is an alien who arrived on Earth several millenia ago, who ends up being unable to reawaken her spaceship and amazed with the beauty of nature, where she then started a cult to teach the then-primitive humans to preserve the environment. She was worshiped as a wrathful goddess for centuries to come until humans have advanced sufficiently and gradually forgot about her existence.
* Ultra Rare Trax bootleg compilations became somewhat historically important specifically because of its quality, showing that remastering, when done right, could produce high-quality bootleg and official releases that could surpass the original LP copies.
* ultra-realistic. The veterans either take them under their wings and try to teach them as much as possible to prep them for battle(Guarnere and Bull) or are bitterly hostile towards them (Cobb and Perconte [see page quote]); because depending on green recruits tends to get you killed. There's also the fear of getting to know them that comes out as hate.
* Ultra Series, a common Internal Reveal involves the attack team of the season discovering the secret identity of the Ultraman protecting Earth at the time, usually near the climax.
* Ultra Series: A few monsters/Ultras have designs very far removed from most things in the franchise aesthetically speaking.
* Ultra Series after catching a missile in its mouth, which Ultraman Jack detonates before the monster can spit it out.
* Ultra Series also count as they are an entity made out of the Minus Energy with a mind of its own and capable of free will planning.
* Ultra Series (a more literal example as he's a spaceship captain and a badass at that).
* Ultra Series, and an interesting case given the amount of humanlike alien races encountered by the Ultras over the course of the series! In the lore of the franchise, the Ultras started out looking very much like humans, but after their star died and the Plasma Spark was activated, their species was transformed into the first Ultra Warriors. That being said, most Ultras can 'become' humanlike again via a host or human form, which is vital when operating on planets such as Earth where the atmosphere blocks out the cosmic rays needed to stay at full power.
* Ultra Series) and even when they do talk, it's normally to each other and on occasion humans watching simply won't hear what they're saying.
* Ultra Series), and many of the movies. Other shows have their own continuity but many characters are shared from 'verse to 'verse and cross-overs in movies are pretty frequent.
* Ultra Series) and the main heroes, the Ultramen, are well... aliens.
* Ultra Series, and then afterwards it gets super-confusing from there.
* Ultra Series, an undead mishmash of body parts of desceased monsters, frankensteined and self-ressurected into one abomination, hell-bent on exacting revenge on the ultra brothers who slayed them in the past.
* Ultra Series a reason why most people think of the older shows when they think "Ultraman" (or even be unaware the franchise is still producing shows today) and the producers tend to bring back older monsters over newer ones.
* Ultra Series. Based on a narwhal, Gubira's drill is on the tip of its snout and is used to dig through earth, smash holes in solid steel, and make attempts to eviscerate Ultraman's face.
* Ultra Series being especially well-known. The trope has shown up a bit more in recent years, though it's still reasonably infrequently used.
* Ultra Series, carries one capable of killing lesser kaiju in only a few shots and doing devastating damage to Ultra heroes.
* Ultra Series, causing a chain of detonations that kills this monster).
* Ultra Series doesn't deserve to be killed, they'll often try to "defeat" it in a

different way. This usually involves taking it someplace else or fulfilling its needs.
* Ultra Series either, with many becoming as every bit as popular and iconic as Ultraman himself.
* Ultra Series for nothing, a select few series showcase moments aimed who are asking for adrenaline rush:
* Ultra Series for the first few episodes, and occasionally make a few musings related to an episode's themes. In some series, the protagonist will be the narrator, but only do the narration for the start and/or end of an episode.
* Ultra Series Giants of Light (or Dark Giants for the extremely rare evil Ultra). Given they're 50 meter tall humanoids with even more strength than that would imply, it's a fitting description.
* Ultra Series had comics produced for western audiences during its brief time on air.
* Ultra Series has been loved by Japanese kids and adults alike for over 50 years. Kids love watching the kaiju-Ultra fight scenes, sci-fi adventures, and cool gadgets and vehicles, while adults enjoy the action, occasional social commentary, good-looking actors, and nostalgic reappearances from past Ultras and memorable kaiju.
* Ultra Series has expanded a Multiverse and lore of the franchise on multiple instances:
* Ultra Series has multiple beings that have god in their title or appear god-like from a human perspective, but there are three Ultras that are this trope:
* Ultra Series have a few examples in it's early days, back when before censors started cranking down the violence levels in the show:
* Ultra Series) have been introduced to the Ultra Series as this sort of antagonist.
* Ultra Series have literally hundreds of different monsters, but not all of them are memorable.
* Ultra Series have numerous robot-based kaiju terrorizing Earth, for the Ultra-warriors to defeat every once in a while.
* Ultra Series have several examples. While most of the franchise's threat comes from alien invaders trying to conquer earth, every now and then there are peaceful, non-violent alien visitors who gets stuck on Earth, either fleeing from another much deadlier alien threat, or losing their home planets and being forced to take refuge in another planet.
* Ultra Series have these, and not just the cephalopod-based ones. They're often used in attempts to throttle the Ultras, which usually result in them getting ripped off.
* Ultra Series is sort of like this, though replace Togas with mantles, in the case of the Space Garrison. Much of the Land of Light appears to be constructed of gigantic emeralds and other gemstones, from the buildings to the very ground itself - spires are pretty much everywhere, too!
* Ultra Series is such a long-runner that many of the live actors and voice actors from the series' later installments were fans and avid viewers of previous installments when they were kids and often have a favorite Ultra hero or monster.
* Ultra Series is the first where it plays a significant role in both the hero and his monster foes.
* Ultra Series is waning in popularity, comes two movies from the franchise that relies heavily (as in, 80% of the oeverall runtime) on stock footage.
* Ultra Series it's implied on more than one occasion that the Earth itself is sentient.
* Ultra Series materials that they're a symbol of status and experience among Ultra warriors. However they still throw them off the moment they go into battle most likely because how impractical they are in combat scenes.
* Ultra Series often keep their Ultra identities secret for the majority of the series.
* Ultra Series, particularly if they were made after the 2010s, does this...
* Ultra Series plays more into this trope by giving its defense force, STORAGE,

several giant robots which they use to battle the monsters. The robots had previously appeared as autonomous mechanical beings in previous entries, but in this series they are piloted mecha.
* Ultra Series's influential involvement in the early days of both franchises.
* Ultra Series tends to have these happening when two Kaiju shows up and fight each other over territorial dispute, and the Ultra of the show trying to prevent them from doing further damage.
* Ultra Series that the show featured two regular Ultra Heroes, the eponymous Gaia and his rival Ultraman Agul.
* Ultra Series that will be battled by the series' title Ultra. And about half of the time, the Ultramen themselves are connected to or inspired the myth.
* Ultra Series, the eldest member of the original Ultra Brothers, Ultraman Zoffy, have star-shaped medals adorned all over his chest surrounding his Colour Timer.
* Ultra Series: The franchise has its share of monsters and aliens, and inevitably some of them ends up with rather... awkward designs.
* Ultra Series. The larger productions can feature dozens of costumed heroes and monsters duking it out or even performing a dance routine.
* Ultra Series. The mainly serve as just a point-of-view character for younger viewers and a little brother stand-in for the heroes.
* Ultra Series. Then again, the title heroes are, themselves, members of an alien race.
* Ultra Series, the Space Garrison that the titular heroes belong to fits the bill with the addition that all of the organization's members are armored giants that mostly deal with rampaging kaiju and their evil extraterrestrial masters.
* Ultra Series: The Ultras always have one of these. The faster it's flashing, the closer they are to running out of power.
* Ultra Series: The various Ultras similarly have fighting stances that help differentiate them. The original Ultraman, for example, hunches his body with his hands up and slightly open while Ultraseven takes more of a boxer's pose, with both hands balled up into fists at about chest height.
* Ultra Series, this trope doesn't come into play often, but gets subverted a few times.
* Ultra Series, this was given further meaning, as they were badly hurt and they couldn't be healed on Earth.
* Ultra Series transformation items often have abilities attached to them, and they're alien.
* Ultra Series uses this convention to name most of its alien species.
* Ultra Series, uually of the bloodsucking parasite variety for some reason.
* Ultra Series were full of this. The later series also tend to have a lot of it, depending on how seriously they take themselves.
* Ultra Series, where the hero can stay for as long as he likes. The Colour Timer (or Head Lamp in Seven's case) only flashes for them if they're in danger if dying, acting more like a video game warning for low HP instead.
* Ultra Series which is at least a head taller than the Ultra. And sometimes, they will be fighting against Dai-kaiju, monsters which absolutely towers over the various Ultramen.
* Ultra Series, which though not obscure is not quite as popular in Japan when compared to the rest). This alone is why Tsuburaya is doing their best to make their shows accessible in the western hemisphere, and it works.
* Ultra Series, while everything else looks as it was in the years the show was produced in.
* Ultra Series.While they have made many non-Ultraman shows over the years, the Ultra Series is their most iconic, popular, and profitable worldwide.
* Ultra Series: Whoever is the Ultra's human host/form — always a brave and compassionate young man who sees the best in people and desires to make the world a better place. The Ultras themselves certainly share many of the same sentiments.
* Ultra Series, who frequently heralds their arrival by backflipping a few times in the air before landing their foot on the monster's face.
* Ultra Series (who keeps coming back one way or another due to his resurrection

powers).
* Ultra Series, who looks an awful lot like a non-cyborg version of Gigan above (and keep in mind that Gigan debuted in 1972 while Dorako first appeared in 1966).
* Ultra Series with the Thai company that started the problem, Chaiyo Productions, over the international rights to the franchise.
* Ultra Series with Ultraman Belial (the father of the series' titular hero) detonating Earth with a Super-dimensional Eradication Bomb. As a result, Earth is not only destroyed but also becomes the epicenter of a giant wormhole that consumed the universe until Ultraman King reversed the damaged by merging with the entire universe.
* Ultraseven), Alien Kill is humorously referred to as "The Unidentified Saboteurs... from Space!" throughout the entirety of the episode.
* Ultraseven: Alien Wild is the only alien or monster in the series which is depicted with a full-body suit that doesn't covers the actor's face.
* Ultraseven: Anne does not appear in either episode 11 "Fly to the Mountain of Evil" or episode 13 "The Man from V3", while both Soga and Amagi are absent from episode 19 "Project Blue" (although they are mentioned).
* Ultraseven, as a reoccurring main character and one of Geed's closest friends.
* Ultraseven as slaves in exchange for surrender and the destruction of major world cities.
* Ultraseven: At the end of the series, Seven's many injuries sustained during all his fights leave him hurt enough that he has to leave Earth lest he dies, leaving his friends and life he made in his human form behind.
* Ultraseven chopped off by Ultraseven, they rebuild the creature's missing limbs and send it back out to battle Seven under the name Reconstructed Pandon.
* Ultraseven episode "the Green Terror", Ultra Garrison astronaut Captain Ishiguro was replaced by a plant alien who terrorized Earthlings before capturing them and replacing them with plant aliens disguised as humans. Ishiguro's impostor would become moody and secretive before transforming, go out on rampages, and later pretend to the wife and housekeeper that nothing was going on, even after they witnessed his true form a few times. It all culminated with "the couple" going on a vacation by train and his transformation into a kaijuu before her own eyes.
* Ultraseven Fan Club for a while. Yes, you read that correctly - Ultraseven is his own number one fan!
* Ultraseven had an alien named Wild who used a camera to steal the life forces of other beings, trapping their souls inside the film.
* Ultraseven. However, on the other side of the coin, some fans think that the Hawaiian dub wasn't all that good, and the Cinar dub was actually better.
* Ultraseven is an extraterrestrial parasite that feeds on blood, which it does by taking over people's bodies and turning them into vampire-like beings that sleep in the daytime and wake up at night in a trance to search for blood to drink.
* Ultraseven: King Joe and Crazygon are robotic monsters sent by alien invaders who gives Ultraseven a hard time to defeat in their respective episodes.
* Ultraseven: Miner and mountain climber Jiro Satsuma to Dan Moroboshi. In fact, Dan is actually just Ultraseven in the form of Jiro Satsuma, having taken his appearance to honor the human's selflessness.
* Ultraseven monster Gabura was able to survive as a floating head after Seven chopped it off with his Eye Slugger, catching the hero by surprise. Fortunately for Seven, it turned out that the spaceship of the aliens commanding Gabura needed to be destroyed to kill the monster permanently.
* Ultraseven movie, civilian Ultras could be seen in the Land of Light without color timers, signifying that they are not part of the Space Garrison.
* Ultraseven. That is, until he drew the attention of the Ultra Garrison.
* Ultraseven: The two-parter episode with Alien Guts starts with Ultraseven fighting a bird-looking kaiju called Daron, seen on a monitor screen, for less than a minute before the monster is killed off.
* Ultraseven, the very second Ultra Series. It's revealed in the final two episodes that the numerous beatings and injuries he's suffered throughout the show's run (including being blasted, stomped on, run over by a dinosaur-sized and shaped tank)

have left him in terrible shape. The show actually ends on the downer note that it's possible he may die of his injuries on his way back home (and one of the OVA series makes a plot point of mentioning his inert body was found floating in space, meaning he didn't even make it out of the solar system. He got better.)
* Ultraseven, this became the way he could weaken and even physically move kaijuu so that Leo could finish them off.
* Ultraseven X as well. The series took place in a world where all forms of war and terrorism had long ended, bringing forth to a dystopian future. An amnesiac man named Jin awakened and was entrusted with missions given by DEUS to fight against aliens that had slipped into the human society, joining forces with agents K and S. During that moment, he was given a pair of glasses by Elea Saeki to transform into the red giant. While fighting to preserve the safety of the city, Jin becomes closer to discover his memories.
* ULTRA-slow motion sequence (the likes of which the series had never even done before). The sequence starts with Blossom yelling "NOOOOOOOOO! BUTTERCUP!"
* Ultrasonic as a pandemonium. The polar bear driving him objects to this saying that he has pandas in his family. Nick tells him to pick up a dictionary.
* Ultrasonic, during a battle with an akuma called the Chemist. Ladybug manages to separate her from her weapon, a possessed beaker, and she throws her yo-yo at it intending to break it. At the same time, Chat Noir chases after the beaker and would have been able to grab it in time if the yo-yo hadn't hit his hand and caused him to knock it away. As such, the Chemist gets the beaker back and the fight gets drawn out.
* Ultra Street Fighter II, who in this game are palette swaps of the standard Ryu and Ken.
* Ultra Street Fighter IV even more by making Ken a charge motion character.
* Ultra subgame was added via an online update, where it had "Parallel" bosses.
* Ultra Sun and Moon, where it's given Poison Jab (super-effective against Fairy-types), a Roseli Berry (which lessens the power of super-effective fairy attacks), and is fought before receiving Fairium Z rather than after, and its ally Scizor is much higher leveled.
* Ultra Sun and Ultra Moon continues the tradition with its two unique minigames.
* Ultra Sun, it's implied that, like other Ultra Beasts, the ones the player encounters is just two of a species.
* Ultra Super Death Gore Fest Chainsawer 3000 and was universally panned.
* Ultra Super Death Gore Fest Chainsawer 3000 games—do sort of fit the stereotype, but they are also largely parodies of this trope and only came about because of it. That's not to say there weren't many games that fit the full stereotype released in the 90s, and even a few in the 80s, but they were generally far from mainstream.
* Ultra Super Death Gore Fest Chainsawer 3000 (thematically "bad" video games)
* Ultra Super Death Gore Fest Chainsawer 3000, video games were subjected to this. In the arcade days, they were blamed for wasting money and providing a place for unsupervised minors to hang out; with the early consoles came accusations of laziness, eyestrain, and illiteracy. Which is rather amusing, considering that some studies have shown that video games may actually improve reaction time and signal detection.
* Ultratech has Gatling versions of just about every firearms type it covers which are at the low end of the high power weapons but have four times the rate of fire and about twice as many shots.
* Ultraterrestrials as a result, while others (such as the aforementioned North Sentinelese) are violently aggressive toward outsiders. It's of course unknown precisely what they think about them, but helicopters are met with arrows whenever they draw near.
* Ultraterrestrials: A species that came from Earth, left, and now want to come back.
* Ultraterrestrials who seeded Earth with their DNA 60 million years ago.
* Ultra.Trance series feature a different bikini-clad girl on the cover.
* Ultraverse for so long that the "world of light and air" was considered a myth.

* Ultraverse when the sales are low that the company just killed them off literally in the final issue of the protectors.
* Ultraviolents even captured a fleeing dropship in secret and forced the mercenaries who had been on it to fight in a hidden gladiatorial arena they'd made.
* Ultraviolet a militant Catholic priest, but disdainfully remarks that "the Church doesn't like to talk about evil these days", implying that he's lost his standing because of his views.
* Ultraviolet has a scene start with a closed door, gunshots, sword sounds, screams, mayhem...and then Violet comes through the door alone.
* Ultraviolet heroine, saying she was human once, too. She dismisses it, saying that humans were who made her that way and then wanted her dead, so she owes them no loyalty.
* Ultraviolet keep their existence a secret so that human society won't wipe them out. The secret government agency that seeks to eradicate them also keeps it a secret to avoid creating a mass panic.
* Ultraviolet never used the word vampire. Instead, the government called them "Code 5" (that is, V). Also 'leeches' as a slang term.
* Ultraviolet, the confrontation at the climax of the first episode takes place in an empty playground at night.
* Ultraviolet, the heroine uses extradimensional space/folding technology to almost achieve enuff dakka.
* Ultraviolet, the heroine weeps over a dead boy, causing him to come back to life — because her tears infected him with vampirism.
* Ultraviolet. The main protagonist Mike is a policeman who discovers that vampires exist and is therefore recruited into a covert government agency to fight them.
* Ultraviolet (unrelated to the film), the vampire hunters use sights that pretty much amount to video cameras strapped to their guns in order to tell vampire from non-vampire.
* Ultraviolet. Violet herself will use either one depending on the context.
* Ultraviolet was engineered, and the scientist responsible goes on to take over the world using the infected as a bogeyman.
* Ultravox had just one entry on the Billboard Hot 100, and it was not "Dancing with Tears in My Eyes", which only bubbled under at #108, or "Vienna", which didn't chart at all in the US. Instead, it was the forgotten "Reap The Wild Wind"(#71). Averted by the former two songs in their native UK, where they were both Top 10 hits.
* Ultravox in 1979, he was replaced by Midge Ure, whose singing voice was uncannily similar to Foxx's, but not to the point of being identical. When Ultravox disbanded in 1988 and returned in 1992, it received an almost completely different lineup save for the inclusion of keyboardist Billy Currie; this lineup was then axed and replaced (again, save for Currie) in 1994 and lasted until the band's second breakup in 1996. The lead vocalist in the second 90's lineup, Sam Blue, displayed a singing voice that sounded like an amalgamation of Foxx and Ure's.
* Ultravox quality-wise. Unfortunately, this was the last album the band released before dissolving for good— a rather sour note to go out on.
* Ultravox song "Dancing with Tears in My Eyes". The video's protagonist is a worker at a nuclear power plant who, when the reactor goes into meltdown with no hope of stopping the explosion, hurries home to spend one last romantic evening with his wife. The video ends with the couple in bed; the last thing we see is a shot of their television (bearing an onscreen message warning of the impending disaster) which then goes blank as a blinding light floods the room.
* Ultra Warrior, as despite valiant attempts to avoid showing the actors' heads, the viewer can still notice the man who's supposed to be Dack Rambo's character has completely different hair.
* "Ultraworld". This terrifying fate is represented by the victim seeing a hallucination of a disco glitter ball.
* Ultron and Avengers enemy, attempts to upload the entire mind of his 'mother', the Wasp, into a female bot that he's created (aptly named Jocasta) for companionship, having brainwashed his "father"/her husband into helping him do it.

While the Avengers rescue her before the process could finish (and kill her), Jocasta ends up with enough of Janet's personality to later turn on him and join the Avengers.
* Ultron at the existence of nice!Ultron, killing him and vowing that there would never, ever be another Ultron like him. Pity, he was actually a really nice guy.
* Ultron, a well-known member of the Avengers) but he proved to be far more popular as well.
* Ultron believes that superheroes do more harm than good to the broader cultural landscape and must be eliminated.
* Ultron does one as Vision blasts him out of the church in the climax, holding one hand in front of him as he struggles against a combination attack by Vision, Thor and Iron Man.
* Ultron himself is guilty of this at several points, most notably when he keeps
* Ultron in full effect). His unique creations have a tendency to rebel against him and become superheroes.
* Ultron line is infamous among toy collectors for looking nothing like any iteration of the character featured in the comics, complete with a weird, rabbit-like face.
* Ultron. Not helping is that he can't change his expressions, and his head is designed to look like an ant. Even worse, before he turns evil, he speaks in a much more emotional and upbeat fashion, meaning this is most likely intentional on his part.
* Ultron's body was originally built of the indestructible metal adamantium. Since adamantium is more associated with
* Ultron. Seriously, if you've got an army of drones and you can hide inside any single one, then why not let two slip away with one acting as a decoy? The fact that the film does not outright show Vision destroying him has only added fuel to this fire.
* Ultron. Then proceeds to align their corpses to resemble his face. Who says 10 foot omnicidal killer robots have no style?
* Ultron. (There have been a few hints that Stark and Bruce Banner weren't the only ones to have worked on the AI.)
* Ultron this and proceeds to successfully do the same to Sigma, overwriting him completely and killing him.
* Ultron took things a step further by revealing that the Human Torch's body even contained the same type of solar gem that would later adorn the Vision's forehead.
* Ultron turned into an evil robot, along with uncannily puppet-like exaggerated movements and even singing a Disney song.
* Ultron. Ultron unlike his nicer robotic brethren is disgusted by humanity and believes he is doing the right thing by blowing them all to hell, he also has no qualms destroying fellow artificial intelligence as he wrecked poor Jarvis upon awaking and rips apart his own old bodies to make for better ones with no regard for preservation.
* Ultron Unlimited: Played for laughs. Ultron is watching the activities of the Avengers... and, in turn, Alkhema is watching Ultron.
* Ultron with added pain. It doesn't need to hurt, Ultron just likes hurting people.
* Ultros. He attempts to grope Terra and flirts with Relm, to the point where she's able to save the party from him by charming him into letting her paint his portrait. Ultros's later appearances
* Ulver IS this trope - They began as a mix of atmospheric black metal and folk metal and then went dark folk and then a harsher, more lo-fi black metal. On their 4th album they became practically industrial metal and on their 5th they became a mix of trip hop, ambient and breakcore. They now have gone towards a general experimental rock style.
* Ulysses 31 attack is doomed to fail when the shield is up, but can be devastating if the undermanned ship is taken by surprise without time to erect it.
* Ulysses 31 may not have necessarily been a Messianic figure, but this one certainly is.

* Ulysses 31: The dead denizens of Hades's kingdom are floating above the ground. For added creepy, they also always move backward, their back facing the mortals they're chasing.
* Ulysses 31, the spacesuit sometimes worn by the titular character's son, Telemachus, is blue. Yumi, a young alien girl, sometimes wears a pink spacesuit.
* Ulysses 31 when his usual shield was stolen) which he wears on one wrist like a watch.
* Ulysses, a man approaches Leopold Bloom, asking to read the report on the day's horseraces. Bloom, not wanting to be inconvenienced, tells the man to keep it, as he was just going 'to throw it away'. The man walks away, inspired. The winning horse of the day winds up being the horse, Throwaway.
* Ulysses because James Joyce personally explained it to everyone who wasn't running away while covering their ears.
* Ulysses, being a counterpart to the Courier, does a great many things on his own in his service to Ceasar's Legion as the best of his Frumentarii. Without giving away too much of the plot, lets just say that a big chunk of the plot elements are the Courier
* Ulysses can also be seen as one, developing an obsession with symbols and patterns and hidden meanings, and kicking off much of the plot simply because he can't accept that the destruction of his home in The Divide was an unfortunate accident and nothing more.
* Ulysses despite being written a hundred years ago. Other characters assume that Leopold Bloom is this when he doesn’t pay for drinks, but he’s shown to in reality be generous.
* Ulysses Dies at Dawn is a cyberpunk noir story that draws its characters from Greek mythology.
* Ulysses ends with two sentences in its final chapter. The first one is 11,281 words long and the second is 12,931 words long.
* Ulysses has a twofer. Before the events of the story, Leopold Bloom's deceased father Rudolf Virag (a Jewish immigrant from Hungary) married a Protestant Irish woman shortly after emigrating to Dublin. Leopold himself—who's non-observant, but often ostracized for his Jewish ancestry—married Molly Bloom, who grew up in Gibraltar and apparently has some Spanish ancestry.
* Ulysses has Bloom and Dedalus travel through Dublin's Nighttown and stop off in a brothel. It's one of the most surreal sections of the book and has degrees of all three versions, but tends towards pitiful and hostile.
* Ulysses is constantly blamed for the amount of mind-boggling STUPID his crew members wreak. They are always eager to disobey the orders of the superior forces, and when he tries to apologize for them, he is usually held responsible.
* Ulysses: Jeanne d'Arc and the Alchemist Knights above, is no surprise.
* Ulysses Klaw and his father, Fritz Klaue. Both men are obsessed with vibranium, both tried (unsuccessfully) to overthrow Wakanda, and both lost a hand only to have it replaced with a high-tech prosthesis.
* Ulysses Klaw (who's made of solidified sound) learned this to his horror after tricking her into helping him escape confinement at Project Pegasus (where she'd been blackmailed into going by the government). Using his sonic powers on her resulted in her powers getting so greedy for more that they completely consumed him.
* Ulysses, Leopold Bloom has a habit of kissing his wife's bottom as a greeting.
* Ulysses Moore and in the novels. This is part of the author's "playing with reality" style.
* Ulysses on the back. After Lonesome Road, Ulysses gives the Courier one of his own called "Courier's Duster" which also has a flag on the back, the precise flag depending on whatever faction you choose to rule the Mojave. Aligning with the NCR gives you a 2-headed bear, Legion gives you a Bull, House gives you an Old World USA flag, and Independent gives you the symbol for Vault 21, representing New Vegas.
* Ulysses S. Grant almost never bothered with his own uniform, to the point that he only got into the Appomattox Court House surrender ceremony in his dirty fatigues

and splattered with mud because the Confederates knew him by sight. In contrast Robert E. Lee was fully dressed in his best uniform for the surrender, with one observer commenting that if you hadn't known better you'd have thought Lee had won. Lee had been forced to abandon his baggage train earlier that week and he naturally chose to change into the best uniform he had left before ditching all of the others. Lee played into this trope as well by typically wearing the insignia and uniform of a colonel, despite his rank in the Confederate army. Among modern infantrymen, many would think Grant made the right choice - his mud-spattered uniform showed that he was "in the shit," and not just a desk officer who had the time to get clean.
* Ulysses S. Grant completed his autobiography five days before succumbing to throat cancer in 1885. His notes concerning the progress of his cancer were reportedly required reading in medical schools for many years.
* Ulysses S. Grant due to an error made during his entry to West Point. Being called "US Grant" didn't hurt him any as a Presidential candidate.
* Ulysses S. Grant. "Grant stood by me when I was crazy, and I stood by him when he was drunk. Now, we stand by each other always." Grant entrusted Sherman to handle the Western theater of the Civil War while Grant assumed command in the East to fight Lee. It worked. Philip Sheridan, a fiery and aggressive Union commander and cavalryman, also played this role for Grant in the East in Sherman's absence.
* Ulysses S. Grant, in order to bring a faster victory. The result was the sacking of McClellan and (eventually) the appointment of Grant in his place as commanding general of the Army. Grant wasn't callous to his losses—in fact, it often horrified him—but understood strategically that this was the only viable way to win, whereas McClellan was too timid for his own good, unable to seize the initiative for fear of losses, thereby making "mistakes of kindness" of the exact sort warned against by Clausewitz.
* Ulysses S. Grant knew he was dying of throat cancer so he put all his energy into writing his memoirs, in order to provide for his family after he was gone. He died two days after completion.
* Ulysses S. Grant to Ford's Theatre the night he was shot, but bowed out at the last minute. Grant believed that he would have been able to stop John Wilkes Booth had he been there. At the funeral Grant wept profusely, and later stated unequivocally that Lincoln was the greatest man he'd ever known.
* Ulysses S. Grant. While President, Grant was stopped for speeding. (Yes, in a horse-drawn carriage. The man loved his horses.) The cop who flagged Grant over immediately apologized after he realized whom he was talking to and offered to let the whole thing go. The President waved this off, replying "Officer, do your duty."
* Ulysses speaks similarly because he wants to trick people into believing that he's a classy, trustworthy gentleman.
* Ulysses Sweet: Maniac For Hire and has to plump for the mechanical option frequently. In one story, he's fully biological again, only to shoot himself in the head to destroy a court-mandated control chip that was annoying him and winds up as a cyborg again.
* Ulysses that it was Bobby Kennedy's favorite poem, his campaign manager says, "I'm sorry, who?"
* Ulysses X. Lugman, aka the Slug, has been known to asphyxiate a man in the folds of his flesh when he wants to kill someone personally.
* Umaga. Debuted in the 1990s, made his WWE TV debut in 2002. Died in December 2009.
* Uma Lightning's variant deserves credit for looking like it's actually trying to glare someone to death.
* umami tasting food, got a reputation for causing various (if never quite scientifically verifiable) health problems, specifically being linked with Chinese Restaurants, even though it could be found in just about every savory packaged food on the market. Nowadays, it's usually listed as yeast extract, hydrolyzed protein, glutamic acid, and sodium or calcium caseinate.
* Uma Musume. All of Team Spica have this reaction when they come across a pronounced curve during their training race, and they realize they're running too

fast to stop. They keep running until they land on the ocean.
* Uma Musume, and is hinted to have romantic feelings for Spica's trainer.
* Uma Musume are champion athletes that double as Idols. One of the prizes for winning a race is getting to be the lead in a Winning Concert, performed to thank the fans for their support. Team Spica runs into trouble early on, when they win their races....and then realize they've neglected to practice for their concerts. (Naturally, the franchise organizes the actresses into idol units to crank out tie-in albums.)
* Uma Musume has Team Spica get excited about the nice place they're staying...only for the bus to move and reveal the crappy place where they're really staying.
* Umamusume: Junko Hosoe, a real life race commentator, comments on horsegirl races as herself. In one episode, she is joined by Yutaka Take, the famous jockey who rode many of the horses turned into girls by this anime.
* Uma Musume with completely fictional characters do not have this rule.
* Umaru hides her identity for a game tournament by pulling on a domino mask and tucking her long hair into a cap, becoming "U.M.R." It convinces Sylphin, who recruits her to... help her beat Umaru.
* Uma Thurman, and Dorothy Hamill. He wanted to include Isabella Rosselini, but the guys convinced him that she's too international, so his odds would be very low. Too bad Rosselini did appear in their favourite coffee place; however, Rachel allowed him to hit on her despite being out of the list. It doesn't go well.
* Uma Thurman briefly wears a catsuit/motorcycle racer suit hybrid in
* Uma Thurman had upon waking up from her coma, so shocked that she sat straight up in bed, emphasized by the freeze-frame.
* Uma Thurman is actually a brunette, but has her hair bleached in most of her roles.
* Uma Thurman was considered for Hunny Bunny before being cast as Mia Wallace.
* Umbara is perpetually shrouded in darkness, which can lower visibility. The known fauna on the planet includes
* Umbara's surface is blanketed by strange plants with leafless, twisting stems dotted with
* Umber hulks are towering beetle monsters whose hulking build and powerful arms are backed up by a magical confusion gaze.
* Umber hulks in general are really bad about this. Due to their ability to burrow through rock easily and their tremorsense, along with their deceptive intelligence, most encounters with umber hulks begin with the creature bursting through a nearby wall without warning.
* Umberto D: Apparently the boarding house is gradually becoming this. Umberto comes home to find that Antonia is renting out his room at 1,000 lira per hour to people who want a place for sex.
* Umberto Eco, about scholars who spend their lives learning things from books and either go crazy or despair (or both) at trying to reconcile all these different grand narratives and the terrible things they lead other people to do.
* Umberto Eco Abyssinia is liberated from the Italian fascists long before the story ends. And at the end, the oh so secret message delivered essentially boils down to: "Hold out!"
* Umberto Eco parodied this in a short story where a caveman professor invents the handaxe, but after realizing that the leaders want to use it against another tribe, says that it should be destroyed.
* Umberto Eco (set in the Middle Ages) the main characters go on a quest to find the kingdom.
* Umberto Eco thought that William Weaver's English translations of his novels were better than the originals.
* Umberto Eco, whose surname means "echo" in Italian and Spanish. He writes of how tired he is of everyone making jokes about how he "always answers back", and journalists writing articles with titles such as "Eco's echo", "A book with echos", etc.
* Umberto II, the last King of Italy, opposed his son's Vittorio Emanuele's marriage to Marina Doria. Vittorio Emanuele eventually went on and married her

anyway without paternal permission... And, by the House of Savoy's bylaws, would have excluded himself from the succession had Italy still been an kingdom.
* "Umbert the Unborn", a comic about an unborn child, reflects the Christian, anti-abortion views of its creator, Gary Cangemi.
* Umbra: real Latin name that has the same meaning in-universe, darkest part of a shadow. Actually a deceptive name, since he has light-powers
* Umbra: The Velvet Shadow, Erebus is described in these terms. Garou who wish to be rid of extreme Wyrm taint are submerged in the silver lake of Erebus, where the realm's guardians compel them to come to terms with their sins.
* Umbrella Academy has the Handler, who make some very uncomfortable remarks at Number Five, who while mentally fifty eight, is physically thirteen.
* "Umbrella" by urban explorers because of its shape that closely resembles a Biohazard symbol when seen from above.
* Umbrella Corporation is a particularly egregious example, what with the whole G-virus thing.
* Umbrella had good publicity until it was involved in Raccoon's destruction. Not only does the US government tear up all contracts with the company, their public stocks take a nosedive. In the movies, rather than the U.S. government nuking Raccoon City, it was Umbrella itself who did so, and they got off completely scot-free while making the survivors
* Umbrella of Togetherness in the rain, he laments that he wishes time would stop. Sakura wonders if he's thinking the same thing (that he doesn't want to stop walking with her). It turns out Nozaki doesn't want time to stop because he's dreading coming home to wet laundry.
* Umbrella of Togetherness moment where two characters share an umbrella with each other.
* Umbrella of Togetherness. Moreover, it's raining on their wedding day.
* Umbrella of Togetherness trope), the lyrics strongly imply that Ranma and Akane are bound together by the Red String of Fate, even though it is currently, as Ranma puts it, "loose."
* umbrella use... the depressing implication being that she thinks people would appreciate her more if she was dead.
* Umbreon resembles some sort of feline or canine. However, it is actually partially based on a black cat, and, oddly enough, a rabbit. This is because Umbreon is supposed to be a
* Umbridge has a crush on Dumbledore, who's gay. Dumbledore also seems to have a crush on Snape.
* Umbridge is an even more noticeable case, as her appearance is constantly described as toadlike in the books, and the illustrations bear it out.
* Umbridge is perhaps the most universally despised character in the series. Her authoritarianism, child abuse, and
* Umbridge's High Inquisitor job was sort of an HR-type position. However, she abused her power and was even crueler than Snape.
* Umbridge", which carves whatever the user writes into their hand as they write it.
* Umbridge, whose shrill, girlish voice is at odds with her toadlike appearance.
* Umeboshi, is acidic enough for its juices to corrode the lids of aluminum bento boxes that were popular before WWII.
* Umehito Nekozawa and his younger sister Kirimi. He's dark, brooding and extremely photosensitive, while she's cheerful, outgoing, and hates dark places.
* Umiak do not employ fighters, since they evolved on low-gravity worlds and can't handle 30+ g's of acceleration; inertial dampeners are too big for fighters.
* Umiak — even with liquid breathing mediums for cushioning, they simply can't handle the g-forces.
* Umibōzu that attacks any sailor who dares to trespass its waters. It usually resembles the shaved head of a Buddhist monk, and some portrayals depict it as a sentient mound of water.
* Umibozu (a kind of sea monster) was supposed to have the codename 'Falcon', but Ryo nicknamed him Umibozu and it supplanted the nickname. As retaliation, Ryo was

nicknamed 'The Stallion of Shinjuku' (it didn't stuck, and Ryo has a better sense of humor than Umi).
* Umibozu had taught the girl Miki to fight when she was a child, and protected her for a while. When she's grown up she reappears, wanting to marry him. Umibozu doesn't, but they end up running a restaurant together; exactly
* Umibozu is partly immune: due his sheer size, he can easily shrug off being shot with .38 Special bullets.
* Umi-Bozu, it's the Medicine Seller's turn... and we're treated to a scene of him dissolving into nothingness. Outside of staring at his hands as they disappear, he has no reaction, but quietly closes his eyes and waits for it to finish.
* Umibozu, operate outside the military's chain of command, and do not officially exist.
* umibozu) sea creature with vaguely human characteristics reported by Japanese whalers. It's probably an urban myth. Hopefully.
* "Um, I don't think we could all fit in there... and none of us can breathe mustard anyway."
* Umihara Kawase. (Natsume previously canceled a localization of the PSP port of the second game under the same title.)
* Umihara Kawase, the main character's rubber fishing line works like this.
* Umihara Kawase, would he see a real ending? He fails this (it is considered a draw), the staff eventually beats the route, only to find out the game really doesn't have an ending at all.
* Umi Monogatari, as the formerly tranquil island and ocean begin to be corrupted.
* Umi Monogatari, despite numerous warnings of death should specific actions be taken, no one dies at the end of the series.
* Umi Monogatari got a bonus 13th episode when it was released on DVD, in which Marin and Kanon have a near-encounter after the series.
* Umi Monogatari has Kojima, who never gets much more background than that Kanon likes him.
* Umi Monogatari has no real form, only seen as a cloud of red sparkles.
* Umi Monogatari, Kanon has an "evil aura" that everyone can see and comment on. It tends to flare up when she's nervous.
* Umi Monogatari: Kanon's perky, lively mom, Miyako, who acts much younger than her age and is always full of energy.
* Umi Monogatari, Marin and Kanon take up the mantle of the previous priestesses.
* Umi Monogatari really is allows for a conclusion that's more true to life than most shows of this nature.
* Umi Monogatari, Sedna corrupts the islanders, sea creatures, and Urin to suit her needs.
* Umi Monogatari, Sedna's influence is signified by too-bright or red eyes.
* Umi Monogatari, the Elder Turtle has shades of this; not only is he wrong about which priestess will fall into darkness, he doesn't comprehend what Sedna truly is and gives wrong information as a result.
* Umi Monogatari, the Elder Turtle is completely wrong about a lot of things.
* Umi Monogatari, the Elder Turtle is often wary of Kanon and is convinced she will fall into darkness if not watched. He's wrong. Marin does.
* Umi Monogatari, the Elder Turtle thinks Marin is this and strives to protect her from the darkness. Instead, she falls into it.
* Umi Monogatari, the first few episodes have Marin and Kanon battling creatures that Sedna summons. This pattern gets abandoned halfway through the series as it focuses on more personal battles.
* Umi Monogatari, those corrupted by Sedna have these, particularly on their legs, arms, and face.
* Umi Monogatari, Urin suffers this as Marin talks more to Kanon, which causes a rift between them.
* Umineko: When They Cry: A deconstruction, along with many other tropes.
* Umineko: When They Cry. After she's broken, Bernkastel keeps playing with her.
* Umineko: When They Cry, allowing for a murderer to exist among a population of 17 fully recognized people.

* Umineko: When They Cry Also appears in different variations in both anime and game openings.
* Umineko: When They Cry also has a manga, anime, and a Playstation 3 remake.
* Umineko: When They Cry also laugh at it. This time it's used more to underline her pathetic, bullying behavior.
* Umineko: When They Cry a mystery or a fantasy? Neither! It's more of a fantastical romantic mystery with a tinge of horror and Jungian-psychological elements.
* Umineko: When They Cry and one-tenth the social graces of Sherlock Holmes. So convinced is she that crimes will happen wherever she goes, she actually begins her investigation into the murder before anybody has been murdered. In EP7, however, Willard H. Wright is a truly great detective.
* Umineko: When They Cry and probably not meant to be taken as serious canon.
* Umineko: When They Cry, and then indicates that he seems to know he might die. Which he does.
* Umineko: When They Cry: Ange adopts this stance when she first appears to help Battler in the fourth game. She wants Battler to stay on his guard, think his moves through carefully, and trust no one blindly, so she insists that he should even treat Ange's own words with suspicion.
* Umineko: When They Cry, Ange mentions briefly that Amakusa will get arrested if he's ever caught back in France.
* Umineko: When They Cry anime. Virgillia explains that the Japanese fire ceremony, which today has been explained by science, was once seen as magic because it was like that to people at the time.
* Umineko: When They Cry as she repeatedly gets revenge on her abusive mother.
* Umineko: When They Cry, as we have in one scene the last of the survivors about to meet their fate, when it suddenly cuts to a tea party with no explanation how they got there. Then it tells us that that was the end of the Episode and everyone was in Purgatory. It happens again in a later Episode but with different characters. Doesn't help that there's no reveal to who's the culprit in any of these scenes.
* Umineko: When They Cry Battler several times makes passes at Maria and promises to make good on them when she's old enough. How serious he was is a subject to debate, but Maria gladly and without hesitation takes his offers as sincere.
* Umineko: When They Cry: Beatrice. And Bernkastel. And Lambdadelta. And all the other witches for that matter.
* Umineko: When They Cry: Beatrice can summon an infinite number of demon goat butlers.
* Umineko: When They Cry because Featherine hadn't decided what to write in yet.
* Umineko: When They Cry, Bern and Lambda get a sprinkling of these when they show up in the opening.
* Umineko: When They Cry, but any scenes that aren't narrated by Battler are narrated by her, and in EP5 it's confirmed that in the first four arcs the only scenes that can be trusted are ones from Battler's point of view.
* Umineko: When They Cry by a few characters who say they make her look very childish.
* Umineko: When They Cry by having the words literally manifest in the air when a supernatural creature speaks. It works... ok?
* Umineko: When They Cry by mentioning that they've been limited in power for the duration of the story.
* Umineko: When They Cry can fall into the trope on occasion, mostly because of the fact that every single episode has 2 epilogues after the conclusion of the main story, and the epilogues can go for a couple of hours sometimes. Even the characters, dangling in post-denouement, express how ready they are to just get it over with. Even Beatrice gets sick of being "Endless". If boredom is fatal to witches, imagine what it'll do to audiences.
* Umineko: When They Cry despite being the oldest in the family. Everyone accepts the argument because it seems in character.
* Umineko: When They Cry do this constantly − it usually goes like this:

* Umineko: When They Cry, during a few of the murders, Nanjo's alibi is that he was asleep at the time.
* Umineko: When They Cry ends this way, with Will and Lion facing an army of Bernkastel's demonic cats about to tear them apart.
* Umineko: When They Cry EP 4. When the background music "Monochrome Clock" starts playing, Ange complains about it, prompting Amakusa to turn off the radio.
* Umineko: When They Cry, Erika of all people swoops in to save Ange from the Goats. Lambdadelta also risks herself to save Battler and Ange from Bernkastel and Featherine.
* Umineko: When They Cry, Erika's whole life has become a series of these, from the improbable skill set she's acquired to her very arrival in the game.
* Umineko: When They Cry even points it out, saying that "rather than being good with make-up, she had a mystique around her, as if she was an immortal who didn't age".
* Umineko: When They Cry, everything in the preceding novel was as well. And it just keeps getting more and more meta from there.
* Umineko: When They Cry fans started depicting Battler wearing a cape similar to Kinzo's. When Episode 6 rolled around, the creator made the fan design official.
* Umineko: When They Cry for why they don't use magic openly is that humans have become resistant to it as they acquired an 'anti-magic toxin'. Thus, in large groups it becomes impossible to use magic on them. The mystery side argues, of course, that magic doesn't exist in the first place. It is largely ambiguous as to who is correct.
* Umineko: When They Cry gives us the four Chiester sisters. Their first appearance is for them to shoot down two people running away from them with a single arrow. After the people have turned at least one corner. And that's their most basic shot. They go on to do things like firing an arrow from the other side of a forest, through an open window and then through a keyhole into a locked room to kill two people.
* Umineko: When They Cry: Halloween is mentioned in one story arc, where Maria loves Halloween because of its association with witches. She wants to go trick or treating despite the fact that it is not a practice done in Japan.
* Umineko: When They Cry has a clock that appears in between scenes that serves both this purpose and allowing the audience to figure out the time orientation of different scenes (sometimes, the clock goes a tiny bit backwards).
* Umineko: When They Cry has a few as well. The ones that stick out most are "worldend solo" and "Wingless."
* Umineko: When They Cry has Ange Ushiromiya purposely jump down from the third floor onto one, and end up almost breaking her back, but escaping.
* Umineko: When They Cry has Beatrice in Episode 7. Of course, Bernkastel finds a way to ruin it...
* Umineko: When They Cry has the Chiester Sisters, very cute and innocent-looking rabbit girls… who can detect you, lock you on and shoot you dead with absolute precision from a kilometer away. Their arrows are homing and armor-piercing, so hiding is useless.
* Umineko: When They Cry has the option of doing this in the middle of an ongoing game. However, creating logical inconsistencies will have severe consequences, and cause an automatic loss.
* Umineko: When They Cry has this as a major part of the basic premise, with the adults squabbling over Kinzo's inheritance.
* Umineko: When They Cry has Tohya (aka Ikuko) Hachijō, a female mystery writer who lives alone in a small mansion, barely ever meets anyone, is a jerk to the few people she meets, and feels little more than contempt for most of her fans. She actually writes many of her works under various pen names to give herself an aura of mystery and spent a good chunk of her life writing novels that she didn't let anyone read.
* Umineko: When They Cry), he also wants to think the best of everyone (a trait that's shown more in the original novel and manga than in the anime) and so constantly winds up jumping up in the middle of fights to explain a scenario in

which person X might not be the culprit.
* Umineko: When They Cry. His half-sister Ange is an aversion of this trope.
* Umineko: When They Cry home", and constantly wants more of pretty much everything, whether it's knowledge, affection, or material things.
* Umineko: When They Cry how being trapped on a remote island in a storm feels like an old-fashioned murder mystery — right before the corpses start stacking up.
* Umineko: When They Cry. However, the manga adaptation reveals clear answers to most of these questions.
* Umineko: When They Cry. However, the shiny aspects definitely win out for the overall production.
* Umineko: When They Cry. However, the Stakes Valentine's Day side story reveals that she's actually the least competent of her sisters, and her TIPS reveal that she takes great pleasure in surrendering.
* Umineko: When They Cry, interpreting her mother's violent mood swings as being possessed by a "Black Witch".
* Umineko: When They Cry invokes this effect in some of the background art of locations within the novel's PS3 port, notably the hidden mansion, Kuwadorian, the Ushiromiya estate and rose garden and the Golden Land, amongst others.
* Umineko: When They Cry is enough of an excuse to break out all the spectacular spells and summons in the Umineko world.
* Umineko: When They Cry is the third message bottle from Rokkenjima that was never found.
* Umineko: When They Cry. It actually comes straight from the visual novel, which would use the effect whenever there was about to be a time lapse in the narration.
* Umineko: When They Cry it is said to happen that every time a Voyager enters a kakera.
* Umineko: When They Cry. It is the first sight for visitors to the Ushiromiya mansion, and gives Beatrice a dominating presence both in and out universe. Over the course of the stories, many deaths take place in front of it.
* Umineko: When They Cry, it progressively becomes very clear (especially from EP3) that Beatrice is just as much the main character of the story as Battler is. The entire mystery is about understanding who she is, where she comes from and what her motivations are. If we add the 1998 part, Ange, who desperately tries to find the truth of what happened on Rokkenjima, would be the tritagonist.
* Umineko: When They Cry (it's a complicated process, don't ask). Ultimately subverted by the end of the series, though, since it turns out that while they can be revived as pieces for each new game, in the real world nearly everyone who was on the island is dead and will remain so.
* Umineko: When They Cry. It's been described as "a wardrobe malfunction waiting to happen."
* Umineko: When They Cry. It shows both how motherly and protective Natsuhi really is and Battler's surprisingly tender and emotional nature.
* Umineko: When They Cry, it's mentioned that the way humans in general deal with hatred is by pushing it onto another person, and it's explicitly stated that Maria is special because she is able to find happiness and break the cycle. Unfortunately, even she can be pushed too far.
* Umineko: When They Cry, it takes Natsuhi and Krauss Ushiromiya 8 years after their marriage to conceive their daughter, Jessica. Krauss's ambitious younger sister Eva, however, gives birth almost immediately after she and Hideyoshi marry, so she tries to use this as a bargaining chip to secure her son George's headship in the family over Jessica.
* Umineko: When They Cry: Just about all "furniture" (Think where summons and servants collide) uses this trope. At least, in the mansion. Given that the meta-world appears to be where all the magical stuff lives (at least at this point in time), anyone magical can pop up at any time.
* Umineko: When They Cry, knowing fully well how terrifying that situation is.
* Umineko: When They Cry, knows the history and legends of the island dating back before it was called Rokkenjima. Because she's a known prankster and likes to embellish stories for extra creepiness, no one takes her warnings seriously.

* Umineko: When They Cry know the Golden Truth.) Then there's the whole body of omake TIPS of varying canonicity...
* Umineko: When They Cry, Kyrie makes it very clear that, if Asumu hadn't died from other causes, she would have most certainly killed her within the year to be with Rudolf.
* Umineko: When They Cry. Love? Depends on your definition, but definitely mad.
* Umineko: When They Cry loves playing with this trope, with Battler, the main character, representing logic and order and Maria and Beatrice - depending on whether we're on or off the board - representing belief in magic and the inexplicable. Most of the other characters run around in the middle, and shift their orientations throughout the story.
* Umineko: When They Cry — they don't have to explain how the murders were committed because they can just say "the culprit used magic".
* Umineko: When They Cry mistakes a drop of her own blood for a rose petal, to show that her death was unusually quick and painless.
* Umineko: When They Cry. Natsuhi also gets this treatment from her husband Krauss, which is shown to really not be helping his case since she has much more common sense than he has.
* Umineko: When They Cry nearly two years after he died of natural causes.
* Umineko: When They Cry neutral, and lies to the player in a number of scenes.
* Umineko: When They Cry, nonetheless. This was invoked by Ryukishi07 himself, since in an interview he admitted he didn't wanted to outright show the answer to the murders since he knew this would happen.
* Umineko: When They Cry. Not that the Episode's detective has the slightest concern for such trivialities.
* Umineko: When They Cry of the series is to believe in your own truth without denying those of other people. Also, the manga adaptation gives numerous additional clues or clarifications (mostly in Episode 8).
* Umineko: When They Cry on Steam with a new translation worked on in cooperation with the Witch Hunt team.
* Umineko: When They Cry or watched it on a flatscreen TV in the anime.
* Umineko: When They Cry, plus Higurashi was labeled When They Cry 1 & 2 (Higurashi and Higurashi Kai) while Umineko is When They Cry 3 & 4 (Umineko and Umineko Chiru). This might indicate a closer connection between the series.
* Umineko: When They Cry. Plus, more directly, the main Ushiromiya siblings each (Presumably Rosa too, though her husband is unnamed) have a spouse with a Japanese name: Krauss/Natsuhi, Eva/Hideyoshi, and Rudolf/Kyrie.
* Umineko: When They Cry, promising the readers and her opponent that she'd write what happened in the fight scene she decided to skip over in later. Also, in some ways, this could apply to the various Game Masters through the series and their directly controlled pieces.
* Umineko: When They Cry. Proof that she does care for her daughter, despite everything.
* Umineko: When They Cry reveals he knows a multitude of martial arts while fighting Gaap in the fourth story arc. Granted, it was known as early as the start of the first arc that his mother Eva was a skilled martial artist, and that she taught George many, many things to become the talented and successful man he is. But because it wasn't known that martial arts was one of those "many things" until later, it still counts.
* Umineko: When They Cry, Ryukishi07, has made it clear that he will never reveal what really happened on the real Rokkenjima. Though he has said that he knows what really happened (fitting with reason 5 above), it also fits with one of the themes of the series, namely about truth (and the subjectivity of it) which says that the readers has to figure it out themselves and create their own truth. He's mentioned that some people on the internet have actually managed to figure out what happened.
* Umineko: When They Cry's brains are certainly nothing to laugh at, but she's also prompt to rub it on everyone's face. Cue cheers from the fans when Battler infuriates her by out-cultivating her on the topic of mystery novels.
* Umineko: When They Cry's creation takes up the in-universe 'protagonist' role.

(That is, has a reliable perspective.) In reality, though, no face heels or heel faces occur. The 'protagonist' role simply gets taken over by the two most evil characters in the series while they force the good guys into the 'antagonist' role.
* Umineko: When They Cry. Seriously, it has to be seen to be believed.
* Umineko: When They Cry, she does get a lot more very expressive faces.
* Umineko: When They Cry shows that he was fond of foreign literature as well.
* Umineko: When They Cry, Siesta 00, the commander of the Siestas (bunny-girl soldiers), has one of these.
* Umineko: When They Cry so long as you can imagine someone inventing something, it's magic by Devil's Proof.
* Umineko: When They Cry's second arc, George's last words are inferred to be a pledge of love to Shannon. "I will always —" "YOU THOUGHT I'D LET HIM SAY THAT? IDIOT!" Darn you, Beatrice!
* Umineko: When They Cry starts out as one of these. She takes a few levels of badass as the series goes on.
* Umineko: When They Cry still remains dead, with no news about any new content in the series.
* Umineko: When They Cry suspicion. After they're thrown out, she openly confides to Battler that she doesn't have any doubt that they're all responsible. As it turns out, she's right.
* Umineko: When They Cry tends to be a bit more explicit on some aspects though.
* Umineko: When They Cry that she is completely neutral. While she's helping everyone out in order to amuse herself, you just need to remember the part about 'in order to amuse herself.'
* Umineko: When They Cry the Hell out of him and reveal it was all an act just for the sake of toying with his emotions.
* Umineko: When They Cry; the idea is that the Game Master claims that all the murders are done by magic, and the object of the game is to break "the illusion of the witch" and figure out how they could have been done by human hands.
* Umineko: When They Cry). The red background disappears, and Battler's arm reflexively reaches up to quasi-strangle him.
* Umineko: When They Cry the thing she wants most. Although that has more to do with the peculiarities of what she wants than anything with the Golden Land itself.
* Umineko: When They Cry this is what Battler's strategy degenerates into when he's desperately grasping at straws, no matter how ridiculous, as a viable theory (as long as magic isn't involved of course); from "spike-launching devices" to "small bombs". Beatrice lets the more amusing ones pass, at least for the time. Dlanor uses her laws to cut them down abruptly and mercilessly.
* Umineko: When They Cry to "Leave the jokes to [his] hairstyle." Said hairstyle is spiky enough to warrant the jab.
* Umineko: When They Cry to read through. And this time, while an anime adaptation does exist, it cuts out halfway through the story (and is often considered to be significantly inferior to the visual novel).
* Umineko: When They Cry. Trying to interpret the game board's story as a mystery rather than a fantasy story, various characters use knowledge gained from reading mystery novels.
* Umineko: When They Cry... (Warning: Link is not an example of this trope.)
* Umineko: When They Cry wears a full-skirted gown which shows off a large amount of her back.
* Umineko: When They Cry, we get to give a simpler, if very badass example from George in the 4th episode.
* Umineko: When They Cry were, in the spirit of Knox's 5th, historically and plausibly justified. These are never involved in any of the closed door mysteries.
* Umineko: When They Cry where Jessica (and the reader) only hears Nanjo getting murdered by Evatrice outside the room she is in. It is as scary as it sounds especially when Evatrice begins to taunt the blinded Jessica (earlier a gun went of next to her face and she was blinded by the discharge) from the other side of the door.
* Umineko: When They Cry who dies tragically in every single timeline other than

his/her own.
* Umineko: When They Cry, who is also revealed to have written the first and second arcs; they washed up on the mainland in message bottles.
* Umineko: When They Cry who works for the Ushiromiya family's main house.
* Umineko: When They Cry winds up being a suspect. This helps to contribute to the drama, since Battler is trying to prove that the murders weren't committed supernaturally but doesn't want to suspect his family and friends.
* Umineko: When They Cry with Kinzo, as well as a few times with Beatrice and Battler.
* Umineko: When They Cry, you find out that Kinzo used a special scheme to buy up Rokkenjima against the laws of the Japanese government, and then bribed a bunch of people in order to keep it.
* Umi no Misaki) as well as the first to make further overtures towards gaining his "favor" in the same night. Each girl has roughly equal potential to win, at this point. This was lampshaded when Karin and Soyogi realize that Shizuku may have had a leg up on them because he met her first.
* Umi no Misaki ends with Nagi and his three girls in this agreement. The epilogue chapters show that the four of them are getting along perfectly well despite the oddity of their relationship.
* Umi no Misaki has a male lead who genuinely cares for all the girls in his harem and takes all three of them out on dates, occasionally at the same time.
* Umi no Misaki to accept that he will be with all three of them forever. The epilogue chapters show that the four of them are getting along perfectly well despite the oddity of their relationship.
* Umi no Misaki who regularly cooks for her. She once met Soyogi at her own door wearing just an apron.
* Um Jammer Lammy/a tropical island, which is what Lammy will have to undergo in the following stages.
* Um Jammer Lammy depicted a car jumping a ramp and crashing into a pool at high speed, while listening to the Stage 4 music.
* Um Jammer Lammy generally being considered the superior game: it has a female main character, and the cover showed only female characters (despite Parappa also being a playable character after clearing the story as Lammy).
* Um Jammer Lammy has a song about cutting a tree down with a chainsaw, and how his chainsaws are better than those of his rival, Joe Chin.
* Um Jammer Lammy is about the joys of chopping down every tree in sight with chainsaws.
* Um Jammer Lammy is a whole lot of sounds sung extremely fast in a short period of time, represented in the lyrics as "#$%^&!"
* Um Jammer Lammy. Later on even this trigger word is no longer needed as she gains more confidence.
* Um Jammer Lammy, other characters can't simply follow Lammy into her own subconscious.
* Um Jammer Lammy takes place over the course of fifteen minutes, plus the finale song.
* Um Jammer Lammy than as the ending credits song to the original game.
* Um Jammer Lammy The U.S. version, however, significantly alters the accident and the result location to a/an (presumably more humid) island.
* Um Jammer Lammy to her apartment, turn off all of the appliances she had accidentally left on, give her stuffed panda a kiss, and race back out the door.
* Um Jammer Lammy, when hitting Cool Mode in the final stage Lammy will crowd surf while rocking out.
* Um Jammer Lammy, will also share this tradition with a rock concert this. As such, the previous characters met in her 15 minute adventure will have a "crowd performance" as they dance to a solo meant for them. Like before, they will leave once Lammy starts doing very poorly.
* Umlaut House 1 and 2 there are a few occasions where Volair and Pierce dress in drag (like father like son). Plus that one time Rick switched his prosthetic body with a female one so he could pretend to be a woman for Jake's parents. Male

cheerleading captain Jack Fusselton, on the other hand, wears a woman's outfit as a form of psychological warfare (and unlike the other examples is straight).
* Umlaut House do it from time to time. Given that most of them have quite a few implants in their brains, this is apparently a pretty trivial thing for them to do.
* Umlaut House is concerned that Rhonda's time travel could cause him to cease to exist. Instead he realizes that the timeline is fixed when his father asks him to think of a number between 1 and 16, then asks how old he was when he spontaneously decided to repaint the kitchen (they were the same number).
* Umlaut House is cybernetic below the neck, and his head can detach and walk around on mechanical spider legs.
* Umlaut House selling his other inventions, but he wanted to make sure that this particular one was open-source).
* Umlaut House, Volair and Saundra, worried that their son Pierce is moving too fast with his boyfriend, come up with a brilliant way to kill the mood: they make a big show about ensuring that everything is ready for the two to have a great night together, then remind them that they'll both be right upstairs if they need anything else.
* Umlaut House where her counterpart was a lesbian (and attempted to seduce her).
* Ummagumma warns you (in a way), you can't help with your reaction to first hearing the second part of the song.
* Umm Kulthum: The 'Voice of Egypt', iconic Egyptian singer whose work is not only famous all across the Middle East, but also became famous in the rest of the world. She's influenced everyone from Bob Dylan to Maria Callas.
* Umney's Last Case, where a Raymond Chandler-style PI is dumped out of his vague 30s/40s fictional world by his creator and ends up in the real world of the 90s. It's a serious shock to the system.
* U-Mos is the only living Luminoth that Samus encounters on Aether, because the ones who did not die in war were sealed into stasis, either to wait until the Ing were annihilated or
* Umpty is a candy which is simply so extremely delicious that anyone who eats it develops an instant psychological addiction to it and will do anything to gain more Umpty to eat.
* UMS Vortex Rikers, the Skaarj Queen and her Warlords wouldn't have been slaughtered, the Nali wouldn't have escaped from being a meek slave race into an uprising, the Skaarj wouldn't have been interested in humanity and their discoveries, the Seven Years War and humanity's near extinction would never took place, and most important of them all, the Terran Colonial Authority and the New Earth Government wouldn't have been formed, and the legendary Liandri Grand Tournament would have never existed.
* unabashed snitch who's determined to rat out her classmates for any possible misdeed and get them all knocked off until she's "the last one left."
* unable to break the lie, because Del went to the trouble of forging all their travel documents.
* Unable to Cry, Gudrun does not weep over her murdered husband Sigurd. Several women attempt to console her by relating her own sad stories, but fail to get a reaction. Only when Gudrun's sister uncovers the dead Sigurd's face does Gudrun weep.
* unable to feel pain. He's been ostracised throughout his life because of it, and would rather just be a normal kid.
* unable to find a show that doesn't use tropes, especially given that the avoidance of some tropes are tropes in and of themselves. You're failing to appreciate the material if you immediately assume the show is unoriginal if there is a trope involved.
* unable to move or breathe for a year, then unable to see other gods for 9 more years (a recipe for chaos and violence on Olympus if Zeus is the one missing). Then Semele wished to see him in his full glory, and was consequently burnt to ash by the sight.
* unable to prove it. The suspect has been hounded by the victim's family ever since, and in hopes of getting them off his back he asks for the case to be

reopened himself, as in the interim he'd taken the liberty of framing someone.
* Unable to Support a Wife: A man can't afford to get married and care for a wife.
* Unable to Support a Wife: Nowadays, the rising cost of living means that most families will have both parents working at least one job. Has evolved somewhat into the husband feeling inadequate that his wife makes more than him.
* Unacceptable Sitch Series to act on their own initiative when a plan starts going off the rails, which becomes an important factor in the heroes' ultimate victory.
* Unacceptable Targets attempt to openly mock or criticize, unless they're willing to face massive public backlash (or even worse consequences) against them.
* Unacceptable Targets, because they are treated as too sacred and sensitive of a topic.
* Unacceptable Targets. If you try to mock these people, you'll suffer their wrath and massive public backlash.
* Unacceptable Targets: Targets that are considered to not be okay to mock.
* Unacceptable Targets: Targets that no one should ever take a stab at.
* unaffected by certain effects. Notable cards include Apoqliphort Towers, Master Peace the True Dracoslaying King, Vennominaga the Deity of Poisonous Snakes and the Aria-Elegy combo for the Melodious archetype.
* Unaffected by Spice: Someone that has a high tolerance for really spicy food; often used as a gag when compared to someone who can't handle the heat or who tries to sabotage a dish by adding hot sauce to it.
* Unaffected by Spice: This person can eat and enjoy extremely spicy food without much distress, if any.
* UNA Frontiers gives you Cyberna and Shiratz, who are subtle subversions of the trope. The former is an intended human/dolphin interface, the latter an ancient alien probe in the shape of a horse and realistic enough to pass a cursory veterinary inspection. They become loyal friends and allies, but are definitely not subservient.
* UNA Frontiers has the G.E.M.'s, Genetically Engineered Morgans, a gene-tinkered breed of horses incorporating cetacean and wolf genes to boost their intelligence and alter their behavior from "herd" to "pack" mode. An unexpected byproduct was the eventual development of psychic abilities as well, allowing a few of them to draw on the brain power of associated humans.
* UNA Frontiers is a 4,000-year-old alien probe that looks like a rather smallish but refined Pinto riding horse. He is realistic enough to pass a non-invasive veterinary inspection.
* UNA Frontiers, one of the main characters is Cyberna, an AI built in a (mostly) dolphin shape to act as a human/dolphin interface. Having spent time with them in their own element, she has few illusions about their actual nature, but she is capable of teaching them "civilized manners" just the same.
* Unaging. Physically beautiful. Able to read minds and control the emotions of others.
* Una Hora Mas en Canarias, Mónica, played by Juana Acosta, floats in the air when she is in love.
* Unaired episodes are also released at Alamo Drafthouse locations as part of
* Unalaq accuses his brother Tonraq of conspiring to assassinate him. The judge states that there was a meeting where plans of a civil war was discussed, the meeting took place at Tonraq's home, and Tonraq is chief, and therefore he must be guilty. However, Korra knows her father is innocent because she was a direct witness to the event and Tonraq was not only absent from the assassination attempt, but had confessed sincerely to Korra that he had no intention of murdering his brother.
* Unalaq is revealed to be this. He betrays his brother to become Chief of the Water Tribes, he betrays his niece Korra after she refuses to open the other spirit portal, especially after screwing over his brother a second time, and he betrays his kids by treating them as mere stooges and destroying the world they inhabit. In Season 3 it is also revealed that he was a member of the Red Lotus and orchestrated a plan to kidnap a young Korra when he found out she was the Avatar, but when the Red Lotus was foiled, he betrayed them and even helped construct one of their

prisons in order to continue his goal in becoming the Dark Avatar. Of course, the only being he doesn't betray is Vaatu.
* Unalaq knew all along that Tonraq was innocent and that Varrick was behind it, but he exploited this trope to have his brother found guilty and taken out of his way.
* Unaligned characters simply don't care about Good or Evil; their focus is on getting on with their daily lives, meaning they can be cruel or kind as they choose, but they don't devote themselves specifically to doing evil deeds or championing good. Your average Joe is Unaligned, but so would be a
* "Una promesa no cumplida" and welcome her into their ranks with open arms, turning her into another creepypasta monster like the one who she tried to kill.
* Unarmed rewards you with bonuses to Magic Power and Aethereal Damage once you reach the highest levels.
* Una rosa es una rosa: it's from the POV of someone who goes to pick the most beautiful rose on the bush, thinking love will protect them, and tears their hand on the thorns.
* unattractive, Roose's leeching habits (which left him with milk-white skin) and the Bolton family's prominent pale eyes make him look somewhat off, more like a vampire than a normal human. While never mentioned to have them, he is often drawn with raven black locks just to exemplify his Dracula-esque appearance.
* Unavoidable Family Outing, the narrator fully expects this, and doesn't even bother to check if he's right.
* Unavowed, but the aesthetic is soaked in the atmosphere of neo-noir featuring constant rain, which of course gives the colored lighting of various businesses the chance to spill on the street, and pretty much each mission sees the player tasked with getting to the bottom of a mystery and then having to make a heavy moral choice at the end.
* Unavowed, is a more formal take on the tropes, being a secret society who hunt down any supernatural threat preying on the innocent.
* Unavowed when Doug asks if it's a real rule, and says that it doesn't matter because she is currently on involuntary leave from the force.
* unaware of Isabella's advancement towards him when he can't invent anything for hours, and the same may apply to Ferb; he does say that he feels like he's going to scream if he doesn't invent anything, though nothing comes out of it.
* unaware that Superman is ''weakened'' by kryptonite rather than gaining powers from it) which gives him so many new powers he can't use any of them.
* Unbalanced by Rival's Kid: The child of an unrequited crush and a love rival causes distress for a character.
* Unbalanced by Rival's Kid: Upon meeting the child of an unrequited crush and love rival, a character becomes angry.
* Unbalance × Unbalance is a good example for of this, between Jin-Ho Myung and Hae-Young Na, not to mention Hae-Young is Jin-Ho's teacher (respectively renamed as Kenichi Kando and Elina Takanashi in the japanese version).
* Un ballo in maschera around the assassination of King Gustav III of Sweden, who was shot during a masked ball.
* Un ballo in maschera; the censors forced Verdi to transpose the story from Sweden to Boston, Massachusetts.
* Unbearably disorienting, nightmarish or otherwise very jarring sounds or music.
* Unbeatable Banzuke a ball weighing 47kg and 1.8m in diameter as it rolled down a slope, and push it to the top. The next part, Rock Valley, required the ball to then be pushed into a waterway to serve as a bridge that they would then balance over it to reach the other side. The first contestant, a Chinese student, fell off the ball in Rock Valley and later got diagnosed with cervical vertebrae injury. Because he didn't look too hurt as he left for medical care the staff just resumed the show. And then the next contestant, a Japanese student, was outright run over by the ball in Rock Attack and was paralyzed by the injuries.
* unbeknownst to Dean, it's not the good angel Ezekiel whom Cas has vouched for but a more morally ambiguous Gadreel. In order to help Sam break free, Crowley possesses him as well, making it two supernatural entities and one human soul in

Sam's body.
* Unbeknownst to her, Superman too feels the same, and has started to date her because she was interested in his
* Unbeknownst to him, Gary's activity is used as "background music" for Matt and Dillon's lovemaking.
* Unbeknown to them, Ironwood's instincts about Haven are correct: the headmaster is in league with Salem.
* Unbeknown to the victim, some vital organ or other's been damaged and he's slowly dying of internal bleeding (alternatively, a careless surgeon may have left something in them after operating on them).
* Unbelievable: 2019 miniseries about the 2008-2011 Washington and Colorado serial rape cases.
* Unbelievable, but this, along with not acting in a way even other rape victims find usual, is what causes Marie to be disbelieved by the detectives on her case. She told her friend a minor detail differently (that was not even directly about her rape) and the detectives decide based solely on this that her entire account was made up, pressuring her into recanting (then sticking to it after Marie changes her mind). On top of all that, she's also charged with false reporting, something which is noted by her public defender to be very rare.
* Unbelievable Source Plot: A plot where the protagonist relies on a supernatural source of information to solve crimes.
* Unbelievable: The perpetrator of the attack on Marie is found to be one. He not only raped many other women in his home state but there may well be others the police still haven't discovered even when he's convicted, as the encryption on his hard drive can't be cracked, where they suspect he kept far more photos of victims.
* Unbelievable, whose crimes the police is investigating throughout the series, relates a worldview similar to this in conversation with one of his victims: some men like him are "wolves" who just do whatever they want to.
* Unbelievable, with his earliest possibility for parole being set in December 2283.
* unbelievably badass with technology to match. Most of them took hundreds of Ing to the grave with them, and that was only in their final stand. U-Mos, the only currently active Luminoth in the game, is also invincible to Samus's weaponry, having some sort of unbreakable energy barrier.
* Unbelievably Boring Bart: Bartholomew Bean has had to deal with three bullies since he moved to Rancho Verdugo, California.
* Unbelievably Boring Bart dad, Bill Bean, looks like Bart with a five o'clock shadow.
* unbelievably hot not being from Body Horror but being more subtle and creepy.
* Unbelievably, Shin. He had no intention of playing any sports and only tried out for the White Knights because his friend Sakuraba asked him to.
* unbetitelt (Badewanne) (a bathtub for newborns filled with adhesive plaster, gauze bandages, grease, and copper wire) was destroyed by two women who decided to clean it and use it for washing dishes after a party.
* Unbreakable actually "unbreakable" because all heroes have some sort of weakness. Another character points it out to him, saying "that's your Kryptonite."
* Unbreakable Bones: A character's bones can't be destroyed. Common with superheroes or monsters.
* Unbreakable Dark and force her to kill everyone and destroy everything around her against her will.
* Unbreakable have superpowers, to the point of being incredibly fragile and ill most of his life.
* "Unbreakable Heart", recorded by Jessica Andrews, was originally cut by Carlene Carter.
* Unbreakable: he had almost drowned once as a child (probably due to the aforementioned bone density), an event so traumatic he blocked it from his memory. That would make anyone nervous around water, even if they couldn't remember why.
* Unbreakable is an unusually minimalistic superhero film in that it features no CGI, no action scenes, no costume, a limited color palette, long periods of

silence, and only 5 real characters—one of whom only appears in 2 scenes near the end of the film.
* Unbreakable is water, and in one of his last fights he overcomes a near-drowning.
* Unbreakable. Killing him and saving a family is the first time he is hailed as a hero, and his mentor Elijah later points out that defeating him is just the first step in David's burgeoning career as a real life hero.
* Unbreakable Kimmy Schmidt and claims to quote the show to calm himself down.
* Unbreakable Kimmy Schmidt arc that also featured multiple Spider-Men and the main plot revolving around which one was "the real one."
* Unbreakable Kimmy Schmidt as "the guy who, at the end, turned out to have done it".
* Unbreakable Kimmy Schmidt audition tape includes a segment where he flails punches at the camera shouting, "Karate! Karate! Karate! Ninjitsu!"
* Unbreakable Kimmy Schmidt begins with Kimmy and her friends being freed from a fake doomsday cult, the leader of which had kidnapped and held them under false pretenses for 15 years.
* Unbreakable Kimmy Schmidt, but since the prosecutors are even more incompetent it seems to be working out for him until Kimmy figures out how to get to him.
* Unbreakable Kimmy Schmidt: Co-creator Tina Fey appears as "Marcia" in the final two episodes of season one and has a recurring role as a crazy psychiatrist in the rest of the series.
* Unbreakable Kimmy Schmidt decided that Krakowski's character on that show has a terrible singing voice to bar her from engaging in this trope.
* Unbreakable Kimmy Schmidt does a mic drop during a presentation. It makes an ugly and loud feedback sound and everyone winces.
* Unbreakable Kimmy Schmidt features four women who are freed from being held captive in a bunker. Kimmy Schmidt's life in the bunker is dramatized, highlighting the ridiculous prevalence of this trope today. Additionally, Kimmy Schmidt is not smitten by her life in the bunker, and thus this example can be considered a subversion of the Bunker Woman trope.
* Unbreakable Kimmy Schmidt finds a creative way of coming back to this:
* Unbreakable Kimmy Schmidt has Lillian look at a portrait of the Voorhees family patriarch and snort, "The Dutch! I never did form an opinion on them."
* Unbreakable Kimmy Schmidt has said some seriously sketchy remarks about her past, such as having a cop's bullet lodged in her chest, that she has experience burying bodies, that she knows the gangs of New York by heart, and that she pickpockets all the time. She also accidentally murdered her own husband. Despite all this, she has also claimed to be a police informant. What is true or not is deliberately ambiguous because she's also old and has used her fair share of drugs.
* Unbreakable Kimmy Schmidt has Titus Andromedon, played by Tituss Burgess. Zigzagged when we later find out that his birth name was Ronald Effin Wilkerson.
* Unbreakable Kimmy Schmidt has Titus' boyfriend Mikey, a construction worker with no noticeable gay tendencies except for an airbrushed portrait of Tilda Swinton on the back of his truck.
* Unbreakable Kimmy Schmidt has Tituss at the ATM. His balance is $2, which he opts to withdraw. The fee is $3. He accepts, and instead of getting his money, a receipt comes out informing him his new balance is negative one dollar.
* Unbreakable Kimmy Schmidt have theorized that the entire series takes place in Kimmy's imagination, hence all the breaks from reality and all the cartoonish concepts in the show.
* Unbreakable Kimmy Schmidt impersonator on Broadway. She has him over so that Buckley can beat him up with baseball bats and gold clubs. To quote Titus on it: "I've made less for worse".
* Unbreakable Kimmy Schmidt Kimmy and Andrea have a fairly long conversation before realizing that Andrea's current patient is still in the room - she admits that this doesn't help his feeling of being constantly overlooked, but says that it was his decision to wear clothes the exact same color as her couch.
* Unbreakable Kimmy Schmidt Kimmy has to buy condoms in a convenience store.
* Unbreakable Kimmy Schmidt, Kimmy takes a career aptitude test and it tells her to

consider the career with job code 69. Ever the innocent, her reaction is "I know that's funny, but I don't know why."
* Unbreakable Kimmy Schmidt, Kimmy tries this on the Reverend. It doesn't work:
* Unbreakable Kimmy Schmidt: Kimmy writes a book under the pen name K.C. Smith. People assume that the author is a man until she reveals her identity.
* Unbreakable Kimmy Schmidt leader and forced to live in his basement for 15 years. It mostly references the Ariel Castro case (in which 3 women were kept in Castro's basement for 11 years) as well as a little bit of the FLDS church with the outfits they were forced to wear.
* Unbreakable Kimmy Schmidt: Lillian functions as this, especially in season one when she was largely a supporting character in Kimmy's and Titus's storylines. She's a kooky older woman who owns the basement Kimmy and Titus live in, and frequently hangs around to commentate on their affairs.
* Unbreakable Kimmy Schmidt — apparently, Amtrak runs late on purpose so people can make their stirring last-minute romantic resolutions. As the conductor explains it, many other couples kiss in the background.
* Unbreakable Kimmy Schmidt one of the lasting effects of Kimmy's fifteen years in the bunker is a fear of Velcro. Eventually explained as related to the moment when she was first abducted: she was alone and vulnerable because she fell behind her friends while struggling to deal with Velcro straps on her shoes.
* Unbreakable Kimmy Schmidt on NBC and decides to stay in New York to make a new life for herself. She moves in with Titus, with Lillian as their landlady, in an unnamed neighborhood in Upper Manhattan. Titus aspires to sing on Broadway and most of Jacqueline's material centers around her being a sheltered Park Avenue wife and later trying to grow out of it. Lillian has never left Manhattan until the end of season one and can't drive, and is still hoping to see the completion of the 2nd Avenue Subway.
* Unbreakable Kimmy Schmidt on the ball!" causing all the other preppy kids to laugh.
* Unbreakable Kimmy Schmidt plays Marcia, an incompetent prosecutor in the case against Reverend Richard Wayne Gary Wayne.
* Unbreakable Kimmy Schmidt: The Mole Women are in a dark, mysterious tube and are searching for a light switch. Someone accidentally pulls out Cyndee's earring just before the lights come on, prompting Cyndee to declare, "My ear is the light switch!"
* Unbreakable Kimmy Schmidt the result is still this trope, as Gretchen finds herself spending all her time cooking for them, cleaning up after them, and generally acting like their mother.
* Unbreakable Kimmy Schmidt, Titus agrees to be a sham boyfriend for an apartment renovation show host whose brand relies on his viewers believing he's gay. This rare inversion is referred to as an "Eyebrows".
* Unbreakable Kimmy Schmidt, Titus intentionally triggers Kimmy into a "bunker flashback," saying he'll have enough time to get some cheese. He successfully triggers a flashback and when we return to the present, he's unwrapping a slice of cheese. Apparently, Kimmy always zones out when we see a flashback.
* Unbreakable Kimmy Schmidt uses the choose-your-own-adventure technology to tell a wacky story about Kimmy in the lead-up to her wedding.
* Unbreakable. Later when David Dunn does an anonymous act of heroism, the newspaper the following day shows a sketch artist's rendering of the mysterious rescuer with a jawline to rival Dick Tracy.
* Unbreakable magic chains kept Fenrir (a gigantic wolf so massive that it must crouch down to avoid scraping against the dome of the sky) bound, until he eventually breaks them. Ironically, it is implied that binding him is what made him so pissed off at the gods in the first place. Well, that's the trouble with prophecies... and he is a child of Loki, God of betrayal, mischief, and "evil".
* Unbreakable: One of the factors that make David realize that he is superhuman is the fact that he's never gotten sick or taken a day off from work.
* Unbreakable opens with a train crash; the number to call for family members to check on survivors is 800-767-1482. Originally this number went to a recording

telling people it was reserved for use as a placeholder number for use in movies and tv shows, but has since become used by a fake survey allegedly offering "free" boat cruises.
* Unbreakable precisely because he walks away from a major accident that should have killed him.
* Unbreakable Red Silken Thread: A consistent and rather troubling side effect of Gwen's relationship with Duncan is the development of this. Due to the nature of their relationship it's not exactly surprising.
* Unbreakable Red Silken Thread: After getting to know how much Cody has changed over the years, Gwen points out that he could do much better than Heather. As much as Heather hates to admit it (even to herself), she acknowledges that Gwen has a point and that Cody would have no problem finding himself a much nicer and still attractive new girlfriend; this actually has a positive effect on Heather, as it encourages her to be an even better girlfriend to him.
* Unbreakable Red Silken Thread: As revealed on Chapter One, Cody has known Heather for several years already, before they first entered the Total Drama show; Heather finds out that they go to the same school, and even share some classes, but due to their different cliques, Heather never paid him any attention.
* Unbreakable Red Silken Thread: A trademark of Dawn, as per canon, to the point more than one character has stated it was like she was never there to begin with when they blinked.
* Unbreakable Red Silken Thread because Noah held back for a very long time to spare Cody's feelings, and only told him because of the story's events.
* Unbreakable Red Silken Thread: Before dating Heather, and for a good time afterward, Cody kept a very sizable collection of porn magazines and movies. After Heather found out, she made him get rid of most of the collection, still allowing Cody to keep some selected issues and films.
* Unbreakable Red Silken Thread: Cody and Heather. Though it takes years for the attraction to form, it does eventually occur. Jasmine and Sammy also fit this as well to a lesser extent.
* Unbreakable Red Silken Thread: Cody describes talking to Lindsay as "best to avoid allusion, irony, sarcasm, repartee, satire, and words longer than 'chicken'."
* Unbreakable Red Silken Thread: Cody realizes his feelings for Gwen were this after a talk with Noah.
* Unbreakable Red Silken Thread: Cody was this to Heather for what is implied to be years. However, he has grown out of it, though ironically Heather has shades of this from time to time. Jasmine and Sammy both have this towards each other, Jasmine for not taking action to help sooner while Sammy has this more out of habit due to her background.
* Unbreakable Red Silken Thread: Considering Scarlett works as a stripper, it isn't exactly surprising she dresses in this way.
* Unbreakable Red Silken Thread: Duncan, of all people, shows this on occasion very subtly, especially when it comes to his relationship with Gwen. The fact that he was at one time on par with Heather during TDI at manipulating and instigating all manner of mischief and misery makes it less of a surprise and more a case of played straight.
* Unbreakable Red Silken Thread: Eventually becomes Zoey's defining trait out of the group. Always cheerful and upbeat, she also happens to be a former fan of the Total Drama series.
* Unbreakable Red Silken Thread: Heather is of this opinion, both in regards to herself as well as those she pursues. Given that her first experience with the same sex was with Lindsay of all people it's easy to see why.
* Unbreakable Red Silken Thread: Heather, often despite her own internal protests against it.
* Unbreakable Red Silken Thread: Heather's mother blackmailed her father into marrying her. Later Heather blackmailed Gwen into living with her and Cody.
* Unbreakable Red Silken Thread: Heather's mother is this played straight, and people sometimes mistake Heather for this until they find out she's actually the one with more money.

* Unbreakable Red Silken Thread: Heather, the girl whose tag on Total Drama Island was 'The Queen Bee' decides to date Cody, the guy whose tag on the show was 'The Geek'.
* Unbreakable Red Silken Thread: Heather to Cody, as she was even about to confront Jasmin when she insulted Cody in chapter 11. Also Jasmin to Sammy, it was mentioned that she waterboarded Amy with a toilet when she was being particularly mean to Sammy.
* Unbreakable Red Silken Thread: Heather, who typically smirks or grins when in a good mood rarely if ever truly smiles. The few times she does are noticed by whoever happens to see it. The same is true with her laugh, which is usually described as a 'harsh barking' as opposed to her genuine laughter that has been compared to "soft bells ringing". Sammy also plays this straight due to how shy she is, with the rare occasions she truly smiles standing out.
* Unbreakable Red Silken Thread. In public Scarlett is a quiet girl, but at her job she let her jerkass side show.
* Unbreakable Red Silken Thread: Izzy still talks this way sometimes, both as her real self and her video game character Wildcard.
* Unbreakable Red Silken Thread: Jasmine has a very feminine (though fit) body. And yet she has the most impressive physical feat seen so far when in her introductory scene she effortlessly drives her foot (through a street with a single stomp without even seeming to be trying to. This and other smaller examples suggest that she has more power in her "girly" muscles than characters with more defined muscles like Duncan or Brick.
* Unbreakable Red Silken Thread: Jasmine is the tallest character in the story at 6 feet, and is the only character aside from themselves or Lindsay that Heather and Cody most frequently lust over.
* Unbreakable Red Silken Thread: Mentioned word-by-word by Emma, referring to Kitty's tendency for falling for helpless, needful boys when she gets an instant liking for Cameron.
* Unbreakable Red Silken Thread: Sammy tends to have this affect on people, to the point even Heather is "weakened" by her presence. Notably, she is one of three girls that Cody hasn't shown a hint of perv towards at any point, along with Jo and Dawn.
* Unbreakable Red Silken Thread's reaction is equal parts fear and arousal.
* Unbreakable Red Silken Thread: The Solomon Grundy arc, which the authors both admit has its flaws, even if it has served its intended purpose. The problem, however, is the abrupt shift of focus after fourteen chapters featuring Cody and Heather to their near-total absence.
* Unbreakable Red Silken Thread. When it comes to Heather, she is quick to take advantage of anything that comes her way, though often times the results backfire in her face, sometimes quite literally.
* Unbreakable Red Silken Thread: While lacking in the bust department, Heather knows she has this and works it to the fullest. Jasmine is another case, her preference for shorts and towering height highlighting this even further much to several of the cast's delight.
* Unbreakable the injury, since he knew that college athletes often burnout or can't make it in the pros and he wanted an excuse to get out anyway since his burgeoning romantic interest (and future wife) was studying to be a nurse and put off by the violence of his sport. He told the lie so often that he had forgotten the truth himself.
* Unbreakable, the Producer feels more sympathy for the woman on the train who rejects David Dunn (who's trying to cheat on his wife) than he does for David himself, despite the fact that the scene is trying to make the latter more sympathetic.
* Unbreakable, the word "superhero" or variants are never used. The closest it comes is having the protagonist's son say "You think my dad's a..." only to be interrupted. However, it rather fits with the Deconstructionist aspect of the movie.
* Unbreakable via physical contact, but because David is in denial about his powers

he always explained it to himself as mundane intuition and never followed up on it. Elijah eventually confirms that David's "intuition" is extremely accurate, to the point of describing the look and design of a concealed gun. At the climax of the film David begins accepting the truth about his abilities and discovers that his bouts of intuition have been right all along.
* Unbreakable Vow with their younger brother Ron. The punishment was such that it disfigured Fred's bottom.
* Unbreakable where characters are pictured in door frames and such, to mimic the frame effect of the comic books that form an integral part of the plot.
* unbridled ambitions of both their companions of age, and much younger, fitter wizards.
* "Unbridled" begins with Spencer in a forest at night in a wedding dress, pulled up short after a sharp sound
* unbridled joy, before quickly clearing his throat and apologizing for the uncharacteristic outburst.
* Unbroken: After crashing at sea, US Olympian turned military aviator Louis Zamperini finds himself in a liferaft before being captured by the Japanese Navy.
* Unbroken First-Person Perspective is a special case in which a single first-person perspective is adhered to for the entire length of a game.
* Unbroken First-Person Perspective: When a game never breaks from the first-person perspective of its player character(s).
* Unbroken Vigil: A character refuses to leave a sick charge's bedside, believing it'll help them both and believing the charge will recover.
* Unbroken: Watanabe is fixated on Zamperini, which includes beating him and trying to break his spirit. He even tells him that from the moment they met, he knew they were alike and that they could have been friends if not for their opposing sides. Zamperini mainly just seems creeped out by the attention.
* unbuilt early on in the story. When Oolong first confronts Goku, he transforms into a bull and smack-talks him in an attempt to drive him off, since Oolong isn't all that strong. Goku is pretty much unfazed, and asks Oolong to fight him already. This ends up dragging on long enough for Oolong's transformation to wear off, forcing him to run out of sight before anyone finds out that he's just a tiny little pig.
* Unbuilt Trope and mass-production, the future society contains a large slave class which is initally presented this way. It's only revealed late on that in fact manual labour is almost obsolete and the future slaves simply operate the machines all day.
* Unbuilt Trope and the second one in which he wore the Tramp costume. The conceit of the six-minute short has the film crew recording a soap box derby race at Venice, CA, only for an annoying attention whore stranger (Charlie) to continually get in front of the camera and ruin the shots.
* Unbuilt Trope are called the Myrmidons, or, in Greek, "ant-people." This name came from their origin as ants turned into warriors by Zeus in answer to a king's prayer to repopulate his country after a plague. The word "myrmidon" has come to denote any mindless group of subordinates, and is essentially the source of the allegory on which this trope is based.
* Unbuilt Trope at work. Most later Ruritanias tend to be small, backwards and, at least in the early imitations, idyllic. Stephenson's Ruritania was a decent-sized (the capital city is large enough to have a cathedral and is described by Londoner Rassendyl as a "great city") modern (if not particularly socially progressive) country which played a pivotal role in European history on a number of occasions, and which was plagued by public order problems, deep socio-economic divides, having an absolute monarch who was neither particularly well-liked nor particularly competent and internal squabbling in the royal family bringing the nation to the brink of civil war.
* Unbuilt Trope for those genres were still decades away from being written after all.
* Unbuilt Trope; he always made sure to show that the Black guy was just as screwed up and idiotic as the white guy, being so focused on doing things the "Black way"

that he screwed himself over.
* Unbuilt Trope, in which a depressed young man who has just lost his job goes about making a documentary, or a video diary, of his own life. It goes badly.
* Unbuilt Trope or a thrall to the Dark Lord, while the weak yet humble Frodo has a slim chance to resist its evil and see to the Ring's destruction.
* Unbuilt Trope sketch, back in the days when everyone knew what records were, that had the staff in an electronics store laughing at a man who wanted to buy a gramophone.
* Unbuilt Trope". The title character's absolute, perfect memory — the result of a head injury — is useless, since every sensation or minuscule change in an object registers as a separate memory, requiring a specific name, to the point of near-sensory overload.
* Unbuilt Trope while the Elves find new ways to screw each other over.
* Unbuilt Trope with none of the qualms and drawbacks of dealing drugs addressed once in the game.
* Unbuilt Trope with their victories thereafter being more attributable to the Spartans using basic formation drill and platoon-level units which made them far more wieldy on a tactical level than their adversaries.
* Unbuilt, where the scientists (especially Dr. Carrington) butt heads with the military men about how to deal with the creature.
* Uncalculated Risk solution which manages to alert the president to the danger. He takes a small portion of the formula, walks out to the lawn in front of Green's laboratory and "accidentally" spills it on the soil before ordering an evacuation of the area. The catastrophic property damage (no lives are lost due to the evacuation) that occurs over less than an hour (and is highly publicized due to a few strategic phone calls) forces everyone who'd been ignoring Green to recognize potential dangers and gets all of the shipments halted in time.
* Un-Canceled and aimed at an older audience (the same people who'd watched it as kids)
* Un-Canceled - a show is cancelled, then something happens and it's restored to the schedule
* Un-Canceled has had similar problems living up to its first few seasons.
* Un-Canceled, the fatigue came back tenfold, and by the conclusion of season 3, very little progress is seemingly made on the overall series arc. Luthor loses his position as Secretary-General, but remains free and retains his position in the Light. Granny is being punished by Darkseid as a scapegoat, but will undoubtedly be free to continue as before. Despite everything that happened, the alliance between Darkseid and the Light remains firmly intact. There's talk of a great galactic war coming, but it's kept so vague that it's near-impossible to guess what the threat could be. The conflict of this entire season can be considered just setup for the actual central conflict that may or may not finally happen in Season 4. Either way, the arc of the series is moving a lot more slowly than many had expected. Most took as practically given after the Season 2 stinger that Apokolips would invade Earth in Season 3, which doesn't happen. The Earth is arguably never under direct threat in Season 3, unless you count the very few minutes it appeared Granny had won.
* Un-Canceled, the roles were reversed. One episode had Dexter's dad repeatedly mess up a golf tournament because he had a warped understanding of the rules and ignored Dexter trying to correct him. For one thing, he didn't understand what the holes were and thought you had to avoid the ball falling into them.
* Uncanceled was brought back thanks to strong DVD sales and solid ratings from re-runs on Adult Swim.
* Un-Canceled were made in a time when it seemed all but certain the show was dead.
* Un-Cancelled, and suffers a minor breakdown once he's told Hanson is a man.
* Uncancelled, Arnold and Helga would eventually get married as adults
* Un-Cancelled, ends in a Final Battle between the controllers and contestants of the Game Station and the Daleks.
* uncancelled. However, both versions of the finale also ended with America entering into a civil war.
* Un-Cancelled its previous "canon" and introduced technologies, ideas and memes

relevant at the time of its production, as well.
* Uncancelled, Rachel Tietz and Malcolm Ray, joined the cast as regular members (although Rachel has since left to pursue other career opportunites and was replaced by her old roommate, Tamara Chambers).
* uncancelled time to make, and the teaser clearly had fully animated segments, it had to have been in the works well before that.
* Un-Cancelled trying to hide it and wrote in a surprise pregnancy as a result of Linda's affair with Amenadiel during the previous season.
* Uncanny Atmosphere: You just know that there's something wrong with this area but don't quite know what it is (yet)
* Uncanny Avengers, Daken tells Sunfire that in Japan he's seen as an embarrassment and they gave him an appropriate nickname, "Hot Sake". This is particularly insulting because only low quality Sake is served hot; the heat helps conceal the flaws.
* Uncanny Avengers engage in BDSM (she specifically references "kinky bondage drinking games"); her experiences in the bedroom allows Rogue to escape from her bindings and begin fighting her way out of Red Skull's lair after having been captured by him.
* Uncanny Avengers finally tracks him to Tokyo, Sunfire drunkenly assumes that his former ally is there to kill him for his betrayal.
* Uncanny Avengers suffered from controversy and uneven writing. The third volume saw a change in the creative team and managed to fix nearly every problem people had with the first two.
* Uncanny Avengers that makes things like being disintegrated mere passing inconveniences, this is not entirely surprising.
* Uncanny Avengers, the Scarlet Witch does this to Rogue, at one point calling Rogue one of her father's floozies. She brings up the relationship not in a way to necessarily shame Rogue for her "promiscuity" (especially since Rogue's powers make physical relationships difficult) but to remind her that she isn't exactly pure and noble herself, having a relationship with the X-Men's worst enemy.
* "Uncanny Eighth Wonder no.2" until she finally climaxes hard enough to return to her senses.
* "Uncanny Eighth Wonder no.2" with a pair of strap-ons, until she finally climaxes hard enough to revert to normal.
* Uncanny Family Resemblance: Any family relation is played by the same actor.
* Uncanny Family Resemblance: Family members look more like each other than logic would permit.
* Uncanny Family Resemblance, Samantha is mistaken for her cousin Serina by a witch whose husband the latter had turned into a bird. Unfortunately, before Sam could clear up the misunderstanding, the witch banished her to 1886 New Orleans. Needless to say, Darrin is not pleased with Serina.
* Uncanny Tales from the Grave as a money-saving measure because "A little pain never hurt anybody!" When he finds his nurse/wife talking to a romantic rival he confronts them before having a dizzy spell and fainting. When he wakes up he's strapped to an operating table and the rival, a promising brain surgeon, tells him that his fainting spells are due to a brain clot which it'll only take a few minutes to remove. Simon asks for ether, only to be told it's too expensive.
* Uncanny Tales from the Grave which dresses in black cloaks and pillowcase masks. During their first hate crime he escapes from the police and runs home. When he removes his mask he finds another one underneath — and another, and another — to the point where he frantically tears off an apparently infinite number of masks. In the final panel the cops find him dead on the floor with his face ripped to shreds.
* Uncanny Valley, and the suddenness of it makes it as good as a screamer.
* Uncanny Valley effect with automated telephone information systems - you think you're listening to recorded human speech, and then the system comes up with something like "Here's the latest information for the flight you requested. Flight. Four. Four. Two. Seven. Is scheduled to land at. Miami. International. Airport. At. Five. Twenty. P.M. Please check the monitors in the terminal for more up-to-date

information."
* Uncanny Valley Girl: Girl seems wholesome, but there's something about her that screams suspicious.
* Uncanny Valley Girl: This seemingly flawless girl is really not what she appears to be.
* Uncanny Valley (his pixellated face in a 3D environment looks rather off).
* "Uncanny Valley", if you've paid attention to the credits. Jonathan Frakes was billed to appear in the episode but doesn't appear until the end when the team figures out that
* Uncanny Valley Makeup, a wavy hairstyle and clothes that make him resemble one of the robots in the setting.
* Uncanny Valley Makeup garish, for reasons such as flappers rebelling against the taboo of "painted ladies," to help actress' eyes and mouths pop out on black and white film, or to invoke the heavy kohl of ancient Egyptians.
* Uncanny Valley Makeup. Heavy pale foundation, rainbow eyeshadow up to the brows, rims and rims of eyeliner, severe blush on the hollows of the cheeks up to the ears, and glossy red lipstick was in. Like in the '20s, mass consumerism encouraged women to pack it on.
* Uncanny Valley Makeup: Makeup that makes the wearer look disconcerting.
* Uncanny Valley Makeup. The makeup itself isn't evil, but the degree to which it's modeled on robots is suspect and drives home how decadent and dependent on technology Kaldor City society has become.
* Uncanny Valley reaction to him, until they return to the physical world where he can successfully borrow Ryou's humanity again.
* Uncanny Valley reasons for nonhuman leads) though this specific issue is becoming far easier to get around.
* Uncanny Valley seducing many beautiful women before he comically malfunctions.
* Uncanny Valley series. "Unlucky Charlie" is a once-ordinary scarecrow formerly used for target practice by witches in the Lancre Witch Trials. It absorbed so much magic that Charlie now appears and disappears all across the kingdom, though no-one ever sees him move. He's not malevolent, but does demand privacy and respect. Give him those and your harvest will be excellent even if you've not planted anything.
* Uncanny Valley: Something that isn't alive or real is considered disturbing for being too lifelike or realistic in appearance.
* Uncanny Valley than ugly, but the transformation stems from her jealously.
* Uncanny Valley: The audience is unsettled by disturbingly lifelike character designs.
* Uncanny Valley, thus the fact these aliens are not bastards squicks him out.
* Uncanny Valley to biologically-enhanced humans with a handful of robot parts.
* Uncanny Valley to humans. This, combined with the fact that they frequently manipulate humans into doing their bidding, has caused the Imperial Guard to issue warnings against communicating with them.
* Uncanny Valley, with many online articles pointing out their creepiness. And he's always hanging around kids.
* Uncanny Valley). Xander and Cordelia manage to kill him by covering the floor in front of a door with glue. He turned into maggots to get through the door, got stuck in the glue, and was promptly stomped to death.
* Uncanny Village: A creepy village that seems like a nice place to live but has a dark secret.
* Uncanny Village: A seemingly idyllic small town isn't quite what it appears on the surface. The townsfolk may or may not be in on it.
* Uncanny Village: A small town in the countryside that is the rural equivalent of a Stepford Suburbia.
* Uncanny Village. This was later also used in series 5 of the revived TV show proper.
* Uncanny X-Force by a villain, and by the end of the arc that reveals all this, only two of the reality's X-Men are left alive.
* Uncanny X-force died, he was going to get a cloned body to come back with. However, he has three different brains and each brain received its own cloned body.

The nicest brain got a female body called Cluster.
* Uncanny X-Force might become a problem; eventually it took over and she was forced to kill him. She then dated Fantomex for a while, but eventually realized that he was manipulating her, and dumped him. After which he, too, turned evil until she gave him a psychic lobotomy.
* Uncanny X-Force, Psylocke engages in a duel of minds with the Shadow King. While only a few minutes pass in the real world, the two battle endlessly for centuries on a psychic plane. After the duel ends, Psylocke immediately contacts her team to resume their mission. She brushes the whole ordeal off and never speaks of it again.
* Uncanny X-Force series by a different writer had them break-up off-panel, with the justification that neither truly loved the other; Fantomex used his misdirection to get Betsy to think she loved him and he never loved her... no matter how hard this flies in conflict with what Remender wrote.
* Uncanny X-Force. The team was on a mission to stop the revival of the villain Apocalypse or kill him if he returns. When they see he had returned as an infant, they didn't feel comfortable killing a child and decided to take him in a raise him to be good....All except team member Fantomex who decides to not take any chances and shoots and kills the kid Apocalypse anyway, to the horror of the others.
* Uncanny X-Force will bring about the Age of Apocalypse. To prevent this, X-Force, an already morally ambiguous team that's entire purpose is to shoot the dog, decides to kill Apocalypse. However, it's revealed that Apocalypse is actually a child, who is still innocent. The team is split, with Angel the most adamant about killing Kid Apocalypse, saying that Kid Apocalypse won't be able to control his nature, and that doing this will save millions of lives. However, he stops himself, and the team decide to take Kid Apocalypse back for training. Then Fantomex shoots him in the head. Later on, Deadpool of all people is the one to call the team out on this, and Wolverine says it was the right thing to do, and that sparing him was just a moment of weakness. Fantomex himself secretly cloned Kid Apocalypse.
* Uncanny X-Men #111, the new furry Beast uses this disguise to enter a crowded carnival. Jean Grey lampshades how strange his outfit looks.
* Uncanny X-Men #137's official street date of September 1, 1980 became this in retrospect, when it was revealed in a later issue that the events of that issue occurred on that very day.
* Uncanny X-Men #149 is definitely located in the Bermuda Triangle. It contains ruins of a lost civilization heavily implicated in aliens and eldritch abominations.
* Uncanny X-Men #177, a powerless Storm grabs a length of pipe to defend herself when attacked during a blizzard, only to have her hands freeze to to the metal.
* Uncanny X-Men #183, Wolverine arranged for Colossus to get into a barroom brawl with Juggernaut after Colossus broke up with Kitty Pryde. After Juggernaut wiped the floor with Colossus, Wolverine tossed the bartender a roll of hundred-dollar-bills to pay for the damages. So did Juggs as well.
* Uncanny X-Men (2013): Or "Drug and Replace in this case: Mystique has taken over Dazzler's role within S.H.I.E.L.D. without them knowing it. She's been locked up and kept sedated so Mystique can use her blood.
* Uncanny X-Men (2018), as why he created the titular reality - he was trying to free the X-Men from their constant self-destructive cycle.
* Uncanny X-Men (2018) rhetoric is revealed to be him playing a part, his ambitions to change Earth-616 to a utopia, no matter the cost are very real.
* Uncanny X-Men #202, a confused civilian can be heard asking if George Lucas is shooting a movie.
* Uncanny X-Men #434 lists this as the reason for the villainess' "Take Over the World" plan, on the last page.
* "Uncanny X-Men 469" has Project O*N*E monitor Rachel Grey as she showers. Their technology scans everything possible, ensuring that her physical vitals are consistent with baseline species parameters. It’s also noted that she’s cute, too. Colonel Reyes makes an appearance and reminds his staff that they are soldiers and scientists, not voyeurs.

* Uncanny X-Men, a group of (ex-mutant) women are imported from Russia as prostitutes.
* Uncanny X-Men, and had manipulated her big brother into becoming the new Juggernaut in order to make him as much of a monster as she had become. Let's just say Colossus no longer feels any need to protect his "little snowflake"; he has in fact vowed to kill her if their paths cross again.
* Uncanny X-Men, and references her time in the Mojoverse, a story planned for a limited series or graphic novel. In prose or as a series of scripts of twenty two pages each, describe the events of Rachel's story in the Mojoverse.
* Uncanny X-Men and see Juggernaut across the room. A fight breaks out between him and Colossus. Since Colossus has just broken Kitty Pryde's heart, Wolverine stays out of it and keeps Nightcrawler out as well.
* Uncanny X-Men and welcomes her. Effectively Mariko was merely acting in accordance with the ethic and social rules of her class, but it still was the first time Rogue was unreservedly welcomed by anyone since she left the Brotherhood of Evil Mutants, and so in the following issue Rogue shows no hesitation to lay down her life to prevent her death ("Lady Mariko was kind t'me — she accepted me, right off — ah won't let her come to any harm!"). The fire from Viper's blaster actually hurts her badly, but Rogue accepts her likely death philosophically. However, Logan now feels indebted to her for saving the woman he loves and makes Rogue absorb his healing factor.
* Uncanny X-Men Atlantian king who's been around and active since WW2; together they trade snark when paired up on a mission and connect as friends, something both of them rarely do with anyone else.
* Uncanny X-Men At one point, Masque of the Morlocks knocks out a bunch of people on a subway, then uses his powers to mess up their faces. A news report afterwards shows one man being bludgeoned by the police while screaming for someone to help him.
* Uncanny X-Men at the State Fair of Texas, Magneto and Professor X attempt to recruit Daniel Wiley, the mutant known as Eques, at the Texas State Fair, though he is never heard from again.
* Uncanny X-Men books, artist Jim Lee depicted the law enforcement of Genosha as being mostly female and incredibly hot.
* Uncanny X-Men featured an evil team of male versions of several X-Women fighting Captain Britain. Most of them looked very flamboyant in those costumes.
* Uncanny X-Men for the first, and possibly last time, has to order an X-Man to go and change before being allowed to come on a mission.
* Uncanny X-Men, Guardian of the M'kraan Crystal's head. Once the dust clears (and amazingly, no-one is killed from being right next to an asteroid slamming into the planet at speed), Jahf doesn't have a scratch on him anyway. But the characters still note with alarm that Jean was able to do something like that anyway.
* Uncanny X-Men had a example of this trope in #274 and #275 with the Savage Land arc with Magneto and Rogue and the whole Shi'ar arc with the current team roster at the time trying to fight Skrulls. To be fair, this is during Claremont's 1st run which fits with his style.
* Uncanny X-Men: Iceman does this to Cecilia Reyes, who not only actively dislikes him but hates the whole mutants-vs-humans drama thing going on, and is only with him because she got outed and will be killed if she doesn't have his help.
* Uncanny X-Men in plain sight of the Sentinels to distract their human pilot.
* Uncanny X-Men loses an arm against Mr. Sinister. Being in diamond form, she doesn't die from blood loss or anything, and she gets better.
* Uncanny X-Men Magneto, followed by a stand-off against the Hellfire Club. Issue 153 provides the breather in "Kitty's Fairy Tale" as Kitty invents a bedtime story for Illyana, casting herself as a heroic pirate and the rest of the X-Men as other characters. By the end of the issue, the entire team is gathered around Illyana's room, listening to Kitty's story, and enjoying it immensely.
* Uncanny X-Men, mutants are going extinct because of Terrigenesis and are hated more than ever.
* Uncanny X-Men mutants try to drive Professor X's Rolls Royce after getting de-

aged by Mojo.
* Uncanny X-Men out of the dimension. Consistency was never Austen's strong point.
* Uncanny X-Men out or otherwise temporary. It's just as well since Kitty got better and fans were speculating as to her inevitable reaction when she sees it.
* Uncanny X-Men, Rogue and Wolverine ended up in Genosha naked and tried to fight their way out like that.
* Uncanny X-Men series or storyline, but if so the plans never materialized.
* Uncanny X-Men's powers and defeated Nimrod, the mutant killing robot from the future, by teleporting a chunk of his body away. The next time the X-Men fought Nimrod, Nightcrawler simply tried the same trick again, only to discover that Nimrod had adapted himself so that not only did it not work but the attempt messed Nightcrawler up quite badly.
* Uncanny X-Men that showed readers just how horrifying Magneto can be when he isn't fighting the X-Men and no longer feels any need to practice restraint.
* Uncanny X-Men: This is one of the powers of the Genoshan Magistrate Wipeout, along with erasing mutant powers.
* Uncanny X-Men). This scene is given an odd dissonance, given that thanks to time travel Cable is old enough to be Cyclops' father.
* Uncanny X-Men to murder Rachel herself, before getting away entirely scot-free, without even a slap on the wrist.
* Uncanny X-Men to Selene he was left to conduct the game however he chose. Which, invariably, was "however the hell he felt like that day".
* Uncanny X-Men to the X-Men. Among the things she recalls is the destruction of the World Trade Center towers in 2001.
* Uncanny X-Men: When the group first discovered the island of Genosha, they discovered that mutants had been enslaved to increase the quality of life for the human citizens. One mutant was used as a living power source for the monorail-like mass transit vehicle that he piloted.
* Uncanny X-Men, which doesn't help his credibility in Molly's eyes. (She's real.)
* Uncanny X-Men whose main strategy to motivate people is by throwing fistfuls of money at them.
* Uncaught serial killers the Zodiac and the Phantom both wore creepy homemade masks during some of their attacks.
* Uncertain Audience: It's not clear what kind of audience the work was aiming for.
* Uncertain Depictions: The exact race of the individual was in question to begin with, especially in the case of historical figures.
* Uncertain Doom: A character is last seen in a situation where they may have been killed, but it's not clear whether they survived or not.
* Uncertain Doom: A character is last seen in a situation where they might have been killed, but it's not clear whether or not they survived.
* Uncertain Doom: A character is last seen in a situation where they might have been killed, but it's not entirely clear whether or not they survived.
* Uncertain Doom: It isn't stated whether the character escapes a dangerous situation.
* Uncertain of whether or not he's ready to move in with his girlfriend, rather than simply telling her that,
* Unchained: Cash seated against the wall of (presumably) a barn, with a guitar case next to him.
* Unchained revolves around a female Uchiha Izuna abducting Senju Tobirama in order to force his clan to submit to hers. She keeps him compliant and manageable by lavishing gifts and attention on him, while he goes along to prevent her from focusing on the Senju's destruction. The arrangement started as blatantly mercenary, but the more time goes by, the more they start to feel genuine respect and attraction for each other.
* Uncharacteristically ghastly enemies from the usually bubbly and sunny
* uncharacteristic for Saint Francis to have written by way of its self-oriented tone, as he is well known for embracing a life of stark modesty compared to the wealthy lifestyle of his family. To Francis' credit, he did however write "Canticle of the Sun", which is more in line with his personal theology.

* Uncharted 2: Among Thieves after executing a soldier who stole from him: "I am surrounded by traitors and fools!!"
* Uncharted 2: Among Thieves, and actually considers Hitler a "great man".
* Uncharted 2: Among Thieves behind him. Nathan lampshades and complains about how the mooks continue to attack him and don't seem to notice the helicopter about to kill them all.
* Uncharted 2: Among Thieves both Nate and Sully wind up leaping off a cliff into a river to escape pursuing Russian mercs... with a direct reference to the Butch & Sundance example mentioned above.
* Uncharted 2: Among Thieves can also kill you in this manner during the final showdown.
* Uncharted 2: Among Thieves half-quotes this trope in the subtitle, and is what separates Nate from his opponents in the franchise as a whole; Nate isn't in it for the money or power but more for the journey and adventure. In this game Elena quotes the trope directly in response to Nate saying that he has no choice but to rescue Chloe from the borderline psychotic Lazarevic.
* Uncharted 2: Among Thieves, Harry Flynn does this to Nathan Drake at the end of the Museum mission, leaving poor Drake to rot in prison for 3 months.
* Uncharted 2: Among Thieves. His moustache is so badass that protagonist Nathan Drake rates it in his journal's list of scary things.
* Uncharted 2: Among Thieves, Nathan passes out from a gunshot wound and the cold of the Himalayas, then wakes up in a Tibetan village.
* Uncharted 2: Among Thieves Nepali army is occupied, nor why they think fighting guerrillas is more important than stopping a war criminal with an army of mercenaries from literally demolishing their capital and all of its temples. At a bit of a stretch, the damage Lazarevic inflicts to Kathmandu is so severe that it's not inconceivable that the army and guerrillas would temporarily put aside their differences just to drive him out.
* Uncharted 2: Among Thieves shortly before Nate crashes the train he started the game in.
* Uncharted 2: Among Thieves slaughtering the villagers wholesale, both Nate and the player are genuinely horrified and all the more determined to punch the baddie's face in and save the day.
* Uncharted 2: Among Thieves, there's an achievement for jumping into the pool at the top of the Nepal hotel. If you do, Nathan (who is attempting to retrace Marco Polo's discovery of Shangri-La) will yell out "Marco!" Chloe will be left utterly dumbstruck.
* Uncharted 2: Among Thieves, the scene where Nate wakes up on the train includes an instance of second-hand Gravitational Cognizance. At first, as he looks groggily around, everything seems normal, but then he looks out the window and realizes the train car is hanging vertically — and it is at this point that things start falling past him, having apparently waited until he was aware of the new direction for "down".
* Uncharted 2: Among Thieves, though not as much as Francis in the previous game.
* Uncharted 2: Among Thieves), until you deal him enough damage to activate a scripted sequence where he leaves, synonym of your victory. However, if you play with the "Choose your Weapon" bonus option, you can use the "innocent" one-shot Tranquilizer pistol, and it will work better than anything.
* Uncharted 2: Among Thieves, until you deal him enough damage to activate a scripted sequence where he leaves, synonym of your victory. However, if you play with the "Choose your Weapon" bonus option, you can use the "innocent" one-shot Tranquilizer pistol, and it will work better than anything.
* Uncharted 2: Among Thieves when Nathan and Chloe unexpectedly run into Elena in war torn Nepal, causing the latter to introduce herself to Chloe as 'last year's model'. However, Nathan and Chloe aren't in a relationship per se (they seem to be more "friends with benefits" than anything).
* Uncharted 2: Among Thieves, which should tell you everything you need to know about his political leanings.
* Uncharted 2: Among Thieves, while Drake is being chased on a train by an attack

helicopter, he comes across a large vehicle that ends up being an anti-air attack tank.
* Uncharted 2: Among Thieves who reforms the villain and saves the day" and uses the grenade on them in a final attempt to kill Drake rather than help him. Elena gets caught in the blast and spends the rest of the game at death's door but ultimately recovers from it.
* Uncharted 2: Among Thieves who was performing the motion capture and voice acting at the same time. He had to repeatedly hurl an empty propane tank, which isn't exactly lightweight, across the studio to act out the sequence.
* Uncharted 2: Among Thieves Zoran Lazarević, an infamous Serbian war criminal, and his mercenary company.
* Uncharted 2 with the occasional signal light and sign flying past. Don't get to a good position to avoid them? Bye bye, Nate.
* Uncharted 3: Drake's Deception: After a hectic shootout, Sully says, when back in their headquarters, "... so then guy says: Well, you better tickle mine too, 'cause now I gotta catch the goddamn thing."
* Uncharted 3: Drake's Deception, as Nate gradually succumbs to dehydration and exhaustion in the Rub Al' Khali desert Chapter rather than an outright injury. He starts chipper, but quickly his gait becomes clumsy and he leans on his knees when stopped. At a certain point, he's reduced to crawling, and stopping will have him collapse onto the ground.
* Uncharted 3: Drake's Deception, Drake fights terrorists on a cargo plane that he snuck aboard on from Elena's jeep. They become rather difficult to fight so Drake ends up opening the cargo hatch making everything and everybody fly out including him!
* Uncharted 3: Drake's Deception, if you look closely during the chase scene in the flashback to Drake's childhood, you can see Sully take down some of Marlowe's goons.
* Uncharted 3: Drake's Deception, Nate can sometimes perform this kind of attack in hand-to-hand combat; throwing his gun at an enemy and then knocking him out as he's catching it.
* Uncharted 3: Drake's Deception, Nathan Drake put his head on Elena Fisher's lap.
* Uncharted 3: Drake's Deception race to stop Talbot and Marlowe from reaching the lost city of Ubar.
* Uncharted 3: Drake's Deception was turned free-to-play about a year after release and added a ton of real money-only items. After the update, every normal unlockable could be bought with money too.
* Uncharted 3: Drake's Deception, which began in the midst of the game's development in late 2010/early 2011 and has left both countries embroiled in conflict and civil war ever since.
* Uncharted 3: Drake's Deception, while Drake and his older friend Sully (who's in his 50s) are exploring rural France, they come across the ruined remains of an old car from the 1920s, so Drake jokingly tells Sully that it's "your first car". Sully is somehow able to identify the exact year and model of that car.
* Uncharted 3, right? Flesh-eating bugs, collapsing chateau roofs, wall of water — yeah, they got bigger.
* Uncharted 4: A Thief's End, after Nathan Drake finishes his adventures in Libertalia, the game skips to 15 years later where Nathan and his wife, Elena Fisher have a teenage daughter named Cassie. During the epilogue, the player plays as Cassie as she explores the Drakes' home and learn about her father's past.
* Uncharted 4: A Thief's End and became the console's best-selling exclusive title, with over 8.7 million copies by the end of its release and over 16 million copies by 2019.
* Uncharted 4: A Thief's End at him the whole time when he's not trying to slash him), until he evades some slashes long enough to get a sword of his own around the pirate ship they're on.
* Uncharted 4: A Thief's End auction where stolen artifacts are traded. The place seems to be owned by a local crime family, as the premises are patrolled by mob enforcers serving as armed security.

* Uncharted 4: A Thief's End beat Shoreline there at all. Cue the mercenary ambush.
* Uncharted 4: A Thief's End had no idea what they were in for when they were in for.
* Uncharted 4: A Thief's End has microtransactions as well, but everything (including DLC!) can be unlocked by playing. To balance this out, the drops are random (albeit never duplicates) and it can take a while to earn enough "relics" to buy them.
* Uncharted 4: A Thief's End Meanwhile, Sam and Sully partner up and embark on another adventure in Portugal or Brazil.
* Uncharted 4: A Thief's End, Nate's arrival onto Libertalia is by way of shipwreck in the middle of a storm, and a lack of energy means he's slow and clumsy, resulting in an eventual slip off a climbing hold and passing out in a cave.
* Uncharted 4: A Thief's End raving fangirl willing to drive through buildings to get him.
* Uncharted 4: A Thief's End she teases him, so to get even with her he subjects her to this.
* Uncharted 4: A Thief's End things start blowing up). During a break in the chaos is this exchange:
* Uncharted 4: A Thief's End timeline, set at least two years after he told himself he'd stop adventuring and treasure hunting.
* Uncharted 4: A Thief's End, to locate the pirate colony of Libertalia in Madagascar.
* Uncharted 4: A Thief's End, when he pauses in a Malagasy market to play with a pet ring-tailed lemur. Unless of course he's bought an apple from a market stall earlier, in which case the lemur makes off with the apple.
* Uncharted4: Nate starys out as "retired" from treasure hunting, but quickly gets back into it when he reunites with Sam.
* Uncharted 4, your companion characters will not be spotted by enemies even if they are right in front of them, as long as the player is still in stealth and has not yet alerted the enemies themselves. This makes it very unrealistic, but the alternative would leave a player pulling their hair out.
* Uncharted and his friends frequently fight against entire private armies that have been hired by the main villains to help them search for lost cities and hidden treasures around the world.
* Uncharted are present in jungle and desert environments, respectively.
* Uncharted are revealed to have discovered famous hidden cities, searched for (and found) supposedly lost forever artifacts and treasure hordes, as well as belonged to the infamous secret societies of their day.
* Uncharted as Nathan Drake. But the character was already named that in the games, so it's either a coincidence or the makers of the film were attracted to Fillion due him also being named Nathan.
* Uncharted, as well as the AK-47s he finds left over from an old expedition into Shambhala.
* Uncharted between the quips. The games never seem to acknowledge that, by the final installment, Drake alone has murdered over a thousand people.
* Uncharted but with significantly tougher armor that allows them to withstand multiple headshots and prevents them from flinching from most attacks. The other variant carry powerful weapons, like sniper rifles, grenade launchers or rocket launchers, and can kill you in one hit if you're careless.
* Uncharted. Cities can have literally hundreds of buildings stretching into the distance, but you're unable to go near them, being limited to the ones important to gameplay.
* Uncharted: Drake's Fortune awards an instant kill on a headshot, and getting several headshots in a row (as well as hitting certain thresholds of career headshots) helps unlock bonus content.
* Uncharted: Drake's Fortune. Francis is also a crucial part of Nate's characterisation, since the latter draws a lot of pride and self-confidence from being the descendant of the former, and briefly believing that Francis failed in his quest and died alone crushes Nate's spirit.

* Uncharted: Drake's Fortune hired out a company of South American mercenaries to help them in their search for El Dorado on a deserted island.
* Uncharted: Drake's Fortune. It destroyed the Spanish colony on the island and, centuries later, did the same to the Nazi team that had come to find it.
* Uncharted: Drake's Fortune, Nathan Drake is captured by pirates and is only able to escape when his companion, Elena Fisher, breaks him out of prison by using a truck to rip out the bars on a cell window. In his defense, he was captured in the process of protecting Elena.
* Uncharted: Drake's Fortune often even saying "Do you really believe in this stuff?"
* Uncharted: Drake's Fortune of the game takes it for its monetary worth — death soon follows. It's suggested that the entire purpose of the idol is to punish people for excessive materialism.
* Uncharted: Drake's Fortune opens with the recovery of Sir Francis Drake's Lost Diary, by his remote descendant, Drake. The Diary then serves in this regard for adventures in both the Amazon Jungle and an uncharted island in the South Pacific... somehow, it always has the key for whatever puzzle stands in your way.
* Uncharted: Drake's Fortune shows Nate and Elena crossing a rickety old bridge, when (naturally) the bridge gives way beneath Elena precisely as Nate warns her about watching her step. She nearly falls to her death, but Nathan grabs onto her wrist just in time. However, her other hand is grasping her beloved video camera, and Nathan must urge her to give her his other hand, because he can't hold on for much longer. After a moment of hesitation on Elena's part, she let's her camera drop to the waters and wreckage below, and Nate is able to pull her back up to safety once she grasps onto him with her other hand.
* Uncharted: Drake's Fortune when it's revealed that Elena recovered the ring for him and Sully stole a boat from the pirates who stockpiled a crate full of Spanish gold.
* Uncharted: Drake's Fortune where Nate once again enters an ancient jungle temple in one of the early levels of the game and disturbs some bats with his torch (this time a fire torch rather than a flashlight).
* Uncharted: Drake's Fortune where the "realistic filter" option removes the vibrant colors and replaces them with muted browns and grays and puts in so much bloom that the game is virtually unplayable.
* Uncharted: Drake uses several wires and his pistol to zipline down quickly.
* Uncharted fame. He is fluent in English, Spanish, Latin, and Indonesian, and has some ability in Arabic and Tibetan.
* Uncharted gets thing he spent the whole game searching for, although he's more about the chase than the reward. Walking away from an expedition with no treasure and just a clue to a new location also pushes the characters into feeling this way about things.
* Uncharted: Golden Abyss on the PS Vita handheld gets the worst of this since it takes place in a single locale and can be completed in around 3 hours.
* Uncharted!". He's even more so in the sequel: when things get way too big for him, he's initially happy to walk away, but when it comes down to the wire, he jumps into the action with both feet. Of course, even when he does so, he knows he's in well over his head, and he barely makes it out alive. Lucky doesn't even begin to describe it; Sully even bows out of the adventure early because he "doesn't have [Nate's] luck."
* Uncharted Horizons, a smaller group in the area with many of the same people which split off after internal conflicts
* Uncharted is Sully exclaiming "Nate, noooooo!" when Nate dies while the game's death music plays. Sully does exclaim "Nate!" and "Noooo!" as potential exclaimations, but never both as one line.
* Uncharted makes liberal use of checkpoints, especially in platforming sequences and gunfights. Typically if you do a "milestone" of sorts, the game will mark it as a checkpoint. Unfortunately, gunfights are likely to kill you more often than the platforming sequences. Also, during the segments where you have to shoot while hanging from something, if you run out of ammo, the game will give you enough for

another clip. This way, you're never helpless.
* Uncharted, meaning no one got the money. Notably Nadine from that game is the only villain to survive because she specifically walks away from the job when she realizes it's gone off the rails even though that means she won't get her cut of the treasure.
* Uncharted movie, the captured Nathan Drake (played by Nathan Fillion, no less) has his captor introduce him to his mooks. Sure enough...
* Uncharted: Nate and Elena break up between the first three games. However, they remain together by the fourth game.
* Uncharted sends the enemy mooks on a wild goose chase, and, purely by coincidence, he happens to have sent them to exactly the right place.
* Uncharted series. Being made of the same cloth as Indiana Jones, no-one is surprised when Nate's idea of a plan is making things up as he goes along.
* Uncharted series have you play through the majority of the game fighting human enemies using the standard cover-based tactics of shooting games. Then they throw non-human enemies at you, requiring significant changes in tactics.
* Uncharted series. In the first game, she was originally hired by Nathan Drake to do a piece of his discovery of Sir Francis Drake’s coffin. After he and Sully conned her and left her behind to find El Dorado, she tracks them down by herself and gets tackled along in their misadventures. It happens again in the second game, where she’s on an undercover mission to spy on the war criminal Zoran Lazarevic, who’s looking for clues and artifacts that will lead him to Shambala. This leads to her again crossing path with Nathan Drake who’s trying to stop him. After that, she basically becomes one of the main characters for the rest of the series.
* Uncharted series, the Doughnut Drake costume makes Nathan very, very fat. As a side-effect, his voice is pitch-shifted downward by about 15%.
* Uncharted series uses this at least once per scene. Often said by roguish protagonist Nathan Drake as he suddenly finds himself face-to-face with a tank, or a helicopter, a slimy zombie-like thing, or a dude with a humongous gun. Or even just another wall that must be scaled.
* Uncharted Stars artifact that they hope will take them where they want to go.
* Uncharted: The Lost Legacy, Shoreline troops return as late-game antagonists now led by Nadine's former lieutenant.
* Uncharted: The Lost Legacy villain Asav calls protagonist Chloe a “halfbreed” when he finds out she’s half Indian and half white. When she outsmarts him, he says it must be her Indian side coming out.
* Uncharted this is said by Sully, usually in reference to his old age, but more meaningfully to Nate about his often reckless adventures and need to prove himself.
* uncharted waters. He was lucky enough to find Hispaniola (modern-day Haiti and the Dominican Republic) where he thought Asia was and died believing he had reached India (hence the name "West Indies" for the Caribbean islands).
* Uncharted Waters: New Horizons except Catalina (the only female captain among the six) can woo any of the waitresses he meets in major ports around the world with stories of his exploits, jewelry, or treasures until she falls in love with him, and there is no limit on how many girls can fall for him.
* Uncharted Waters: New Horizons is a British privateer in charge of decimating the Spanish Armada.
* Uncharted Waters. Pietro and Joao also do a fair bit of exploring, but the former is mainly after hidden treasures, while the latter's storyline involves an equal amount of naval battles.
* Uncharted Waters use this trope quite a bit. Your captain and some of your mates appear far more clean and healthy than standard (owing to limited portraits and tiny sprites, mostly), but starvation, scurvy, piracy, and rats are all common. Unprepared players leaving European/North African waters for the first time are often in for a rude awakening.
* Uncharted Waters, your character can rise from being a commoner to becoming a duke. In one ending of the first game, you become King of Portugal.
* Uncharted were mega-sellers, garnered tons of media attention, and wound up

becoming so successful that Nathan Drake has practically become a mascot for the Playstation, which has naturally started bringing some detractors.
* Uncharted, where each adventure features an encounter with something that establishes the myths and legends of the cultures around the world are at least based on something otherworldly.
* Uncharted, you can't unlock infinite ammo, one-shot kills, or the ability to pull out the last three weapons whenever you want (rather than having to find them) until you've beaten the game on Crushing difficulty (in which those cheats are disabled anyway).
* Uncharted Zoran Lazarevic is still alive so that the United Nations or whoever will actually capture and try him for his numerous crimes.
* Un Chien Andalou, the man wipes his mouth off, and replaces it with the woman's armpit hair. It makes about as much sense as anything else in this movie.
* Uncivil Wars, a mercenary trying to kidnap C-Ko has a craft that travels through sand like a submarine. B-Ko even use depth charges to attack the craft.
* Uncivil Wars/The VS, she stands there with an amusing look of "are you serious" on her face.
* Unclaimed, but the moralist has much more of a quirky and mischievous sense of humor than one would expect and the courtesan is rather emotionally repressed.
* Unclassified Encounter cannot be reversed, anyone bitten and killed by the Wendigo is turned into one themselves, and Wendigos cannot distinguish between friendly or enemy.
* Unclassified Encounter is about a series of paranormal and supernatural encounters and attacks taking place during World War II, ranging from Atlantean submariners attacking both Allied and German ships, Wendigos in the Ardennes, and even aliens attacking a British airbase during a German bombing raid.
* Unclassified Encounter of their loss of humanity and turn into a vicious cannibalistic monster.
* Uncle Al: In "Donkey Kong Country Abridged", Cranky Kong is portrayed as a perpetually horny creep who's afraid of having his Internet history exposed whenever the Crystal Titty is stolen.
* Unclean gene-seeds of Primarchs have this effect on the Marines who are blessed with it:
* Uncleanliness Is Next to Ungodliness: Evil characters who have poor bodily hygiene.
* Uncleanliness Is Next to Ungodliness! I'll smell however the fuck I want! And you're gonna have to take my disgusting body odor like a man, you squeaky clean pussy!
* unclean thoughts of three of the members of his harem, and a negative reaction to the implication of her sister in the same position.
* Unclearable Debris, a pile of rubble of some description that is apparently both solid enough you can't move any of it yet unstable enough that the game won't let you even consider climbing over it.
* Unclear if this actually counts, since it's less of a case of "A Form You Are Comfortable With" and more of a case of
* Uncle Arthur's Bedtime Stories. In the typical story, a small child would do something naughty (or fail to give themselves over to the Lord) and end up suffering horrible consequences, no matter how mundane their misbehavior was. Kids, do the dishes when your mother asks you to or else you will asphyxiate in the resulting housefire.
* uncle), as he ran away rather than face Koichi and his Echoes Act 3.
* Uncle Bonsai"), immediately followed by "I Never Learned How To Waltz," retelling the event from the bride's perspective.
* Uncle Bonsai's "Where's the Milk?", a woman's husband walks out on her under the pretense of going out to buy milk, prompting her to a series of milk-related philosophical quandaries:
* Uncle Boonmee Who Can Recall His Past Lives (winner of the Palme d'Or)
* "Uncle Boss," taped in 1979 but aired during the third season, sees Boss Hogg's corrupt nephew, Hughie, introduce Boss and Rosco to the state-of-the-art

technological marvel ... the video cassette recorder! Quite a bit of time is dedicated to explaining how one of these contraptions work. Although its purpose in the plot is to attempt to frame Bo and Luke for bank robbery (as a security camera is attached to the VCR), there may have been a subliminal message in it all – buy a VCR and you capture the Dukes on tape ... every week! In any case, the VCR has long met its match, and banks typically now use hard drives and hidden security cameras to monitor banks. In addition, note that Boss and Hughie hand-deliver the videotape with the incriminating evidence to the FBI ... but get detoured into a junkyard and are held up briefly by Cooter's magnet(!), which erases the tape; today, Boss could simply send the footage of his "bank robbery" to the FBI via a private Internet connection (such as file transfer protocol, or ftp, site), making his favorite scheme of hiring impersonators to pull off a "Duke boy bank robbery" even easier to accomplish without Bo and Luke even having a clue what's going on ... until federal authorities converge on the farm with warrants for their arrest.
* Uncle Bryn is proudly wearing a t-shirt printed with "My niece went to Greece, and all I got was this lousy t-shirt!" when the titular
* Uncle Buck break. Amazed, he tries banging the plate against the piano. It doesn't go as well.
* Uncle Buck, but has a moment of quiet melancholy when he sees that he's been removed from all the family photos, including his brother's wedding picture.
* Uncle Buck has this in regards to his relationship with his girlfriend, the car repair business owing Chanice. It's just one of several ways he's presented as being unreliable at the beginning of the film.
* Uncle Buck. It lets out a boom like a high powered rifle after being turned off for several seconds and leaves a smokescreen the size of Kansas in its trail. Its name is also "The Beast".
* Uncle Buck. John Candy's character survives a bowling ball falling from a tall closet shelf onto his skull.
* Uncle Buck: When Cindy calls to check how things are going, the issue of providing water for the dog comes up. Buck replies that he's been leaving the toilet seats up.
* Uncle Buck, where John Candy, playing the titular uncle, goes to see the principal of his niece's school, who has a large mole:
* Uncle Buck with his niece's boyfriend Bug by bragging about having a hatchet that he keeps in his car for maiming and is sharp enough to castrate a gnat. When his niece simply derides it as a bluff, Buck actually takes said hatchet out of the trunk.
* Uncle Chaim and Aunt Rifke and the Angel convey the millennium of grief and pain he's suffered, but when he's shown genuine kindness for the first time, he reacts with a smile that's every bit as beautiful as his eyes are sad.
* Uncle Chance is revealed in one episode to have a rather huge mane of hair underneath the bag he wears on his head.
* Uncle Chuck, a victim of roboticization who regained his free will, nonchalantly mentioned that the process left his mind
* Uncle Croc's Block has recurring live action character Steve Exhaustion, the $6.95 Man, a cyborg who is always falling apart. Another direct parody of Steve Austin the Six Million Dollar Man.
* Uncle Dane personality who gives advice on using classes and streams games
* Uncle does not have an immediate reaction to seeing the protagonist again once she arrives in Tokyo from Kyushu after graduation from university. Instead, he continues to think of her as the little girl he used to babysit, and only begins to become aware of her as a woman halfway through his route, with a sudden corresponding change in the way he treats her once the realization hits him.
* Uncle Dudley. Oddly he seems to be the only example, since all the other kids were either raised by their biological parents and/or adult superheroes.
* Uncle Dynamite by the titular Uncle Fred whose nephew Pongo apparently elicits this reaction from girls (while not a strong or very heroic guy himself). (When Pongo's polar opposite Bill Oakshot, a large sturdy guy falls in love with the same

girl he suggests that he'd be unable to use the same strategy and has to be the opposite, the "dominant male" - which eventually works for Bill.)
* Uncle Floyd and the various incarnations of his (deliberately-cheap-looking) program.
* Uncle Frank: Charlotte, a female friend of Frank's, pretends to be his girlfriend, along with his partner Wally's, so their families won't know that they're really gay.
* Uncle Frank: Frank's mother says she knew already that he was gay when he's outed, chalking this up to maternal intuition.
* Uncle Gamlen fits this trope to a tee. He frequents the city's brothel on a regular basis and, if Hawke is female and romances Isabela, he eagerly inquires what the sex is like.
* Uncle Grandpa: Again, rounded art-style but with relatively thick outlines.
* Uncle Grandpa and his brother Santa Claus have a tenuous relationship stemming from a 1983 talent competition that went awry. Though they do eventually manage to bury the hatchet.
* Uncle Grandpa and how they tend to favor Nicktoons over all other shows.
* Uncle Grandpa. Anyone who rides a Giant Realistic Flying Tiger is automatically ten kinds of cool.
* Uncle Grandpa enlists a few famous baseball players to help when a Little League team needs help. The guest stars are the cartoon versions of Adam Jones, Chris Archer, David Price, Jose Altuve, and Noah Syndergaard.
* Uncle Grandpa episode "1992 Called". Pizza Steve tells Uncle Grandpa "1992 called, they want their pants back", which turns out to be literally true.
* Uncle Grandpa episode "Mystery Noise", the title character wakes up yelling "Spaghetti!"
* Uncle Grandpa episode "New Kid", Uncle Grandpa first appears to Tommy as this.
* Uncle Grandpa episode), The Great Western Spaghetti, Ball Room, and most of the recent episodes.
* Uncle Grandpa episode "Uncle Grandpa Babies", complete with Giant Realistic Flying Tiger as a cub and Pizza Steve as a pile of dough.
* Uncle Grandpa had one of these during lunch time, with every member of the RV claiming that another one of them is driving, only for them to point out that they are right there. This includes Pizza Steve saying that the RV is driving itself... only for the RV to ALSO be having lunch inside itself.
* Uncle Grandpa had the gang get attacked by zombified pets, including a living pet rock.
* Uncle Grandpa in "Charlie Burgers", when Uncle Grandpa has to find a way to pick up a ball off Old Man Johnson's roof without going into his yard:
* Uncle Grandpa: In "Space Emperor", Uncle Grandpa gets this from Melvin, who he had mistaken for an actual space emperor and then sent to another dimension.
* Uncle Grandpa: In the "Prank Wars" episode, three of the contestants at the Pizza Eating Contest look like Moe, Larry, and Curly.
* Uncle Grandpa: In "The Vacation", Uncle Grandpa decides to take a break on a tropical island paradise, where a lot of things bear a strong resemblance to Uncle Grandpa, who they believe is the chosen one. He spends most of his time trying to relax while waterskiing, zip-lining, scuba diving, and eating hot dogs, all while the island is in danger of being destroyed, and after persistent insistence from the villagers, U.G. reluctantly decides to jump in the volcano and save the island.
* Uncle Grandpa is the only human on the RV, though most of the kids he helps are also humans.
* Uncle Grandpa. It goes so far as parodying two of the most common methods of purchasing products: Visa becomes Pizza (as in Pizza Steve) and MasterCard becomes MisterGus.
* Uncle Grandpa) Mr. Gus once talked about a pair of shorts that he last wore in 1993. That is, 1993 million years ago.
* Uncle Grandpa, said character's weird ways and scientifically impossible antics are too much for Pearl.
* Uncle Grandpa, so years later she wants to run him out of business so other kids

don't suffer the same.
* Uncle Grandpa the title character makes a funny face that's a real human face that's constantly making goofy facial expressions. Said giant realistic funny face is series creator Pete Browngardt wearing a fake mustache and wig.
* Uncle Grandpa this trope by helping one student actually eat his own homework, giving him an A+++++-+ for also saving his students.
* Uncle Grandpa), Uncle Grandpa was finally picked up in early 2013 and started airing on Cartoon Network later that same year.
* Uncle Grandpa with The Dirtbag, a slovenly, sleazy-looking old man... who, despite his questionable hygiene and appearance, is a poetic soul with nothing but love and kindness for everyone and everything in his heart.
* uncle. He is the only monarch who knows they exist and is preparing to defend the realm against them.
* Uncle Iroh is a mentor to Prince Zuko and not only helps to protect him but also helps him in his destiny to side with Aang to stop the Fire Nation's conquests. Interestingly, he is also the Obi-Wan to Zuko's Anakin Skywalker.
* Uncle Iroh is a pretty cheerful and patient guy (he has to be to put up with Zuko's Angsting). He finally loses his patience when Zuko breaks into the Dai Li's underground base to kidnap Appa for a chance at capturing the Avatar, berating Zuko for
* Uncle Iroh is one of the few firebenders who is clearly good right from the start, and he is a fat, blunt-featured old man.
* Uncle Jack, while being a ruthless hardened criminal and leading a gang of
* Uncle John's Bathroom Reader (a humor/reference book) has always included the following:
* Uncle John's Bathroom Reader, but it was four hours of polka music instead. (And they didn't specify what kind of music the offender was blasting from his truck.)
* Uncle John's Bathroom Reader he stabbed the actor playing Jesus, who shouted "Jesus Christ, I've been stabbed!" and was immediately rushed to the hospital.
* Uncle John's Bathroom Reader the element that makes this qualify; in other versions, the dreamer specifically states that he had the dream at a time when he was at work.
* Uncle Junior gets his hand stuck in the drain of the kitchen sink. Near the end of the episode we discover that Uncle Junior never got his hand unstuck, and has been standing in the kitchen for an entire day.
* Uncle Junior, Tony's uncle, and of Livia's generation. In the first episode, he is plotting to kill a rival at his favorite restaurant. He becomes boss of the North Jersey Mob shortly thereafter, and conspires with Livia to kill Tony.
* Uncle Kracker album spent nearly five years in development hell before it was finally released in 2009.
* Uncle Kracker in their song "What You're Missing" - "That's 'Cracker' with a 'C', not 'K', or 'Uncle', understand?".
* Uncle Kracker's hit 2003 cover of Dobie Gray's 1973 classic "Drift Away" features Gray himself singing the final verse.
* Uncle Kracker song "Smile" features the line "You make me spin like a record..." It is followed by a line referencing the station on which the song is playing; for example, "You make me spin like a record/on Mix 93.3."
* Uncle Kracker stations in Detroit began spinning it so heavily that it entered the country airplay charts, the song was remixed for the country format and went on to become a top 10 country hit.
* Uncle Mortys Dub Shack is that the characters got numerous Asian movies to dub, but no scripts to go with them. So the episodes featuring the movie clips are gag dubs of the characters trying to make sense of what the movies are even about.
* Uncle. Not only is he an expert Martial Artist, but also one of the most powerful Chi Wizards in the world, helping his nephew save the world on a regular basis with his extensive magic.
* Uncle Pennybags: A rich character who uses their wealth to give the middle-class and the poor a good time.
* Uncle Pennybags: A wealthy person who uses their wealth to help out the poor and/

or give those less wealthy than them a good time.
* Uncle Pennybags: I'm a rich man who is generous to give money to those who really need it.
* Uncle Pennybags trying to control as much of the world as possible using their wealth.
* Uncle Ray's House spoofs the "news ticker" variation of this trope, by having the news report relate to the show in question.
* Uncle Ruckus is an African-American white-supremacist with a strong hatred of other black people. It goes far enough that he also denies being black, and even claims to be a white man with a fictitious skin disease that makes him look darker. It is later revealed that most of this
* Uncle Ruckus is mopping a hospital floor when he's suddenly confronted by three gun-toting thugs demanding to know where Gangstalicious is. Ruckus' (surprisingly even-toned) reply: "Could you repeat that again? I couldn't hear you over the sound of me shitting myself."
* Uncle Ruckus reveres all white people, which of course includes preferring white women. It's the main reason he tolerates the DuBoises.
* Uncle Ruckus served on a jury that convicted a blind black man accused of shooting (from 50 yards away) three white women with a rifle and delighted in shouting racist threats (complete with a hangman's noose) from his seat in the jury.
* Uncle Sam himself replaced the almost entirely forgotten Brother Jonathan as national personification of the USA. (Jonathan was the brother of Britain's national personification John Bull, the satirical joke was that they did not get on although they looked almost identical). Brother Jonathan is referred to in the
* Uncle Sam is knocked unconscious with spray paint, has his leg broken, and is knocked into an empty grave, which is then filled in.
* Uncle Sam — he's able to detect that one of Golden Eyes' admirers is a German spy just by looking at him:
* Uncle Sam's. Golden Eyes, an ambulance driver and Bill's sweetheart, has been captured by German officer Hugo Von Schwatzenburg. Upon discovering that his captive has stolen German intelligence and secreted it back to the American side, Hugo drags her to the top of the trenches with the intent to shoot her in front of the onrushing American forces - Bill and Uncle Sam tackle him just as he raises his weapon:
* Uncle Sam soldier returns home and begins killing people he deems unpatriotic.
* Uncle Sam, there's a sequence where Sam meets up with Columbia to discuss the good old days.
* Uncle Scrooge and the uprising of the machines), by Zemelo, Stabile and Franzò (2017), the third and fourth episode see a similar trasformation, with mechanical legs, arms and a big round energy emitter on the front.
* Uncle Scrooge and the witches in action) by Cimino and Cavazzano (1971).
* Uncle Scrooge. Apparently it involved, among other things, fireworks and animals in ridiculous costumes.
* Uncle Scrooge). He finds the job simple enough, until he gets a letter from a 10 foot tall teenager to be delivered to the world authority on Venus. On his second trip (he accidentally went to Mars on his first — no-one let the irony escape him), he arrives to and finds that the planet is inhabited exclusively by 10 foot tall teenage girls (Mars, on the other hand, being occupied by scaly green winged letterboxes).
* Uncle Scrooge - not realising that this will, of course, make Scrooge force him to steal them. While trying to do so, Donald succeeds in starting a fire...
* Uncle Scrooge once boasted about his wrestling skills (to Roosevelt, while they were fighting) by mentioning that he once met Sitting Bull. Back then he was known as "Standing Bull." What makes this even more impressive is that Rosa definitely
* Uncle Scrooge remember the combination, which leads to difficulties when the bird flies away...
* Uncle Scrooge story, after another unsuccessful attempt by the Beagle Boys to break into his Money Bin, Scrooge decides to move his fortune to somewhere easy to

defend. He converts all of his coins into high denomination notes and stores them in a spherical water tank atop a hill completely surrounded by open ground. In one of their better plans, the Beagle Boys trick their way on to the grounds, cut the tank loose and roll it away, with Scrooge still inside.
* Uncle Scrooge story, "McDuck of Arabia," one of the nephews is kidnapped by the villains and is taken out into the infamous "Empty Quarter" desert of Arabia to force a friend to lead them to the treasure of the Queen of Sheba. Along the way, the nephew seems to be throwing about stones randomly. In reality, he is able to secretly create an arrow out of those stones and thus gives his pursuing brothers and a local troop of Junior Woodchucks some idea of where the villains are going.
* Uncle Scrooge was strongly tempted to write more meetings between them when he took over the Scrooge McDuck Universe but resisted the temptation to ruin the tragic romanticism of this trope.
* Uncle Tomfoolery, but some of his work (particularly the song "Nobody") were rather serious takes on the racism of the day.
* Uncle Tomfoolery, playing on Japanese stereotypes of black people and foreigners in general.
* Uncle Tomfoolery: Stereotypical black guys who are portrayed as comic relief.
* Uncle Tomfoolery: Using ethnic stereotypes for an attempt at comedy.
* Uncle Tom's Bungalow of Little Eva and Topsy briefly switch skin colors when they get scared.
* Uncle Tom's Cabana when the villain Simon Greed spots Red his head spins and the cash register he stole pops out from under his coat, spewing money out in the process.
* Uncle Tom's Cabin by running into the swamps while leaving an obvious trail, then sneaking back to the house and letting the searchers run themselves ragged looking for them. They make their true escape a couple of days later.
* Uncle Tom's Cabin contains a particularly egregious example. When Little Eva falls sick, the author treats us to a whole page of waxing lyrical about children who die young because they are too good for this world, then there is a deathbed scene during which Eva has literal visions of heaven and preaches to the rest of the cast about them. Then there's a funeral scene in which Topsy, the little slave girl cries out that she wishes sh had died too, as she can't bear losing Eva.
* Uncle Tom's Cabin is a kindly white man who decides to set his slaves free - but then dies before he can get around to it, and the slaves suffer terribly under their new owner.
* Uncle Tom's Cabin is a novel written by Harriet Beecher Stowe. Published in 1853, its purpose was to attack the institution of slavery and further the cause of abolitionism. It worked, in the North at least, while simultaneously making a lot of slave-holding Southerners really angry.
* Uncle Tom's Cabin. One reader apparently considered renaming her existing daughter after the character.
* Uncle Tom's Cabin. One scene is based on the real-life story of Eliza Harris (see Real Life below).
* Uncle Tom's Cabin, sacrifices his own chance of freedom several times, and eventually himself, when assisting two female slaves in escaping. When he dies, he prays for his torturers and eventually converts them to a better life. The author intended him to be an example of an ideal Christian.
* Uncle Tom's Cabin take the cash, but promises to repay it once he's free.
* Uncle Tom's Cabin. This type of character was common when the book was written but has fallen out of favor since.
* Uncle Tupelo is perhaps one of the most critically acclaimed alternative bands of the past 20 years.
* Uncle Tupelo, was a byname for the movement they help to popularize, and a magazine that covered the style.
* Uncle Tupelo, which, after a few major changes in musical direction and members, became way more successful than Uncle Tupelo or Son Volt.
* Uncle Vanya, where Sonia, in love with Astrov, asks him "Tell me, doctor, if I had a friend or a younger sister, and if you knew that she, well—loved you,

what would you do?", he says he couldn't love her because he doesn't love anyone; later when Yelena tells him outright that Sonia is in love with him, he assumes she's making use of this trope, and confesses how much he loves Yelena.
* uncle with two nephews, then a distant relation, then a complete stranger, then *poof* gone unless they escape to the "real" Seattle in time.
* Uncle Zucchini. He mistook Titan for Earth and was unaware of the three states of matter, but he's unfailingly kind and loyal to the Propulsion family.
* Uncoated pills often have a (usually faint) smell that is very similar to wet paper towels; considering the correlation of smell to taste, it's not unusual for someone to claim the pills taste like wet paper towels, especially since they taste stronger than they smell.
* Uncoffee: Coffee or tea substitutes in fantasy or science fiction settings.
* Uncomfortable Elevator Moment place he'd want to take him before leaving.
* Uncomfortable Elevator Moment with Santa Claus. Later, as Dr. Doofenshmirtz is about to drop a giant magnet on Perry, Santa flies above them in his sled, and the metal rails on the bottom of the sled pick up the magnet. It turns out that Santa was doing a summer run.
* Uncommon Animals but a blow to the head still leaves them disorientated, and more easily taken down.
* Uncommon Animals heal faster than normal people, but a blow to the head still stuns them.
* Uncommon Animals initiate the change, it's very painful. So much so, that the human mind can black out, leaving a frightened wolf. Speaker initiated changes do not hurt at all.
* Uncommon Bond": Starlight Glimmer again, while Sunburst and Twilight are gushing over the antiques they've bought after a lengthy stay at the shop, during which Starlight was bored out of her skull.
* Uncommon Bond", Sunburst can put Rarity to shame with the amount of luggage he's carrying with him. Of course, those are probably mostly full of books.
* Uncommon items are colored green. They are most seen as equippable items that give a modest increase to player character's stats, and are often quest rewards. Rare crafting reagents and profession items may be considered Uncommon in the game.
* uncommonly "pretty" several times, but it's not clear if this means he's supposed to be World Class Beauty or just a Common Beauty in a setting that's unusual (especially since in at least one of those occasions the adjective is used to deride him for his supposed lack of toughness).
* Uncommon Time does this to Saki during Movement 2, as he's poisoned in the fight with the behemoth and is bedridden until you can find an antidote.
* Uncommon Time gives them much better physical attack at the cost of giving up the magic bonus of their regular weapons.
* Uncommon Time has only one dark-skinned character, Teagan. To make things even weirder, she seems to come from the same area as the protagonist, who has light tan skin. It's never explained why she's different than the other characters.
* Uncommon Time. This is mechanically necessary since it would be inconvenient for the healer to always go down first, but it's still quite glaring.
* Uncommon Valor but a rookie who's never experienced combat before. During the team's first encounter with Khmer Rouge troops at the Laotian border, he unhesitatingly kills an enemy soldier on pure reflex... but then spends several seconds staring down at the dead man in shock at what he's done. He eventually recovers, though, and rejoins the battle.
* Uncommon Valor needed to make sure their parts of the plan work out.
* Uncommon Valor (the team didn't have enough money to buy anything more advanced).
* Uncompromising Honor. In the final Honorverse novel, the Manticoran, Havenite, Beowulfan, and Grayson fleets translate from hyperspace into the Sol System right ontop of a three Solarian destroyers out on a training exercise. Honor orders her ships to open fire with her very, very long-range missiles. The commander of the Solarian flotilla immediately surrenders. Honor ignores his attempts at surrender and ignores her officers when they tell her the Solarians are surrendering. She ends up aborting the missile strike.

* "Unconditional Love" is about a trans woman's relationship with her lover while struggling with dysphoria and frustration at the media hounding of trans suicide.
* Unconditional Surrender contains numerous variations ranging from Ian Klibannock to the absurd Sneifetz in Jugoslavia — all wholly untrustworthy.
* Unconfessed Unemployment: Someone won't admit to their own friends and family that they've lost their job.
* unconsciously choose not to notice anything strange about him to preserve their sanity, even when having a conversation with him.
* Unconscious Objector: When even a fainted guy can still move around and do awesome things for a few moments.
* Unconscious removes the final obstacle to Alma and Salvador getting together.
* Unconscious. Salvador is a lot less enthusiastic about the idea than Alma is.
* Unconscious: Salvador loves Alma and is married to Olivia, who eventually runs off to Paris with Frances. Alma finds both León and Salvador attractive. León has affairs with several of his patients, but claims that Salvador is the love of his life.
* uncontrollable population explosion. As a result, their species' culture has evolved to treat reproduction more like a business deal, with no concept of romance or sex drive.
* unconventional afraid of: his highway construction, fire-fighting, and communication units. Construction machinery which can liquefy solid rock, firefighters equipped with freeze-cannons that can crack open fortresses, and long-range light signal airships, which when focused at closer range can incinerate anything on the ground. His troops can take over cities. His non-combat units can make cities cease to exist.
* Unconventional AlignmentFor when the standard good/evil and law/chaos alignment scales just aren't flexible enough.
* Unconventional example in the dysfunctional Fey clan, a group of otherwise staid women who are frequently locked in bloody conflict. Badasses for good include
* Unconventional Factions than Real Time Strategy. Their downside may be that they are slightly weaker in combat. Sub-tropes of the Unconventional faction include:
* Unconventional Food Usage: Using food for something other than eating.
* Unconventional Formatting — Many poets play with arranging words in unusual ways.
* Unconventional Learning Experience from your work when you didn't intend it to be educational.
* UnConventional strip where Bork Con is having budget problems Veronica suggests they save money by only inviting webcomic artists if all their other guests say no. "They're a bunch of hacks."
* Unconventional Wedding Dress: The bride wears a dress that is non-traditional.
* UnCONventional when Max asks the Bork Con board if they actually did anything during the break, and a panel later reminds Larry to stop bringing live crickets to their meetings.
* Unconverted Apple item uses the art style of those items on purpose.
* unconvincingly insist to everyone, including each other, it's not really a date.
* unconvincingly monochrome-photocopied money — which the dealer obliviously accepts. D'Angelo Barksdale is not pleased.
* "Uncovered" (after "The Flanders Panel" by Arturo Pérez-Reverte...and no, not
* Uncovering Relationship Status: A character tries to find out if their crush is already in a relationship.
* Uncreation is a device designed specifically to summon meteors from space for mining.
* Uncredited Role: An actor isn't credited for the role they played in the work.
* Uncredited Role: The actor who played the character was not credited.
* Uncrushing Defeats!, Ash blames himself for the full battle loss against Paul and for the injuries his Pokémon got from it.
* uncured hot dogs with no added nitrates have been cured with added nitrates, and this is legal. (True nitrate- and nitrite-free hot dogs are grey like other cooked

sausages.)
* Uncut Gems, but Howard ends up getting killed by Phil after winning the biggest bet of his life.
* Uncut Gems, Howard pretends to make a phone call to get out of a tough spot but gets caught out on it (by having his phone taken from him) and gets into more trouble as a result.
* Uncut Gems in Ethiopia. Main character Howard Ratner (who while Ashkenazi is married to a woman implied to be of Bukharian Jewish ancestry) tells his black business partner Demany that he had no idea there were Jews living in Ethiopia, leading to Demany declaring "Black Jew Power!" (Directors the Safdie brothers are half Sephardic and half Ashkenazi)
* Uncyclopedia as it delivers a straightforward (if very dismissive) description of what anti-humor is.
* Uncyclopedia does the same, including categories such as "Articles that look like the thing they're about" and "Articles about a person written in the style of that person".
* Uncyclopedia has stuff like iRaq, iRan, the iRon, iBrows, iSuicide, iOwa, and the German-themed üPod.
* Uncyclopedia images. It's worth noting that ED holds a special contempt for Uncyclopedia, considering Wikipedia founder Jimbo Wales's expression of approval to be the worst possible indictment against Uncyclopedia. For its own part, Uncyclopedia offers this scathingly precise descriptor of its rival: "Unfunny cynicism masquerading as humor."
* Uncyclopedia. Including how to saw your own head off with a chainsaw.
* Uncyclopedia indeed, be prepared to groan at least a few dozen times as you read through the article.
* Uncyclopedia is written in a Dickens-spoofing style, recalling those rumors that Dickens went into such ornate detail because he was paid by the word.
* Uncyclopedia itself frequently brushes with the idea that Belgium doesn't exist, either.
* Uncyclopedia of Pope John Paul II shooting eye beams while shouting "Eye Beams!"
* Uncyclopedia's entry on the country. It's not certain if they were displeased with the site while thinking it's a for-real or a parody.
* Uncyclopedia: "This article contains spoilers. Wait, I should have told you earlier? My bad."
* Uncyclopedia which consists nothing but the text "go eat shit fuckers".
* Undateable has a fairly powerful singing voice in the high tenor range so Justin belts out a variety of pop hits throughout the series. It annoys Danny to no end, however.
* Undaunted, Texarkana's original settlers made to replicate a rural rancher culture, with the most powerful ranchers named dukes. A later group of settlers built a few industrialized cities, which the ranchers view as a threat.
* Unda Vosari—the first name of the character being the middle name of the author, and the last name being an archaic pronunciation of his last name.
* Undead Abomination: A strange, incomprehensible being that blurs the line of life and death.
* Undead Abomination in the form of a small moonlet that, if not stopped, eventually impacts the planet he's targeting. And he's done this to countless worlds...
* Undead Abomination that is the rotting, undead and moon-sized head of the progenitor of the gods, initially mistakable as a barren moon until you see its face.
* Undead Abomination that is undead in nature. A non-euclidian entity that might not have been alive to begin with. Often worshipped as gods or may have even been gods before they became undead.
* Undead a cure for the zombie outbreak (distributed by friendly aliens via rainwater), and cured, human-again former zombies even end up dying from the gunshots they sustained from the protagonists during the film. However, the cure misses a single infected man, who ends up starting the zombie outbreak all over

again. The film ends with the protagonist forced to round up the zombie villagers in a large outdoor pen and shepherd over them in the hopes the aliens will return with the cure again (which is unlikely to happen, since they have no way of knowing a second outbreak occurred).
* Undead and Constructs are also immune to disease, for the simple reason that they're not alive.
* Undead are magically powered and do not need to consume human flesh. They are effectively controllable troops that do not feel fear, cold, or pain and do not need food or sleep.
* Undead Author: A dead person tells the story of how they were killed.
* Undead Barefooter: Undead characters may go barefoot, again either to dramatise their inhumanity or because they just don't care.
* Undead Barefooter: Vampires who either don't have or don't wear shoes.
* Undead characters have the racial ability "Cannibalize," enabling them to crouch over and tear handfuls from a humanoid corpse to speed up their health regeneration.
* Undead Child: A dead kid who has returned as a ghost/vampire/zombie/etc.
* Undead Child: Dead children who have been turned into ghosts, vampires, or zombies.
* undead could say "The city at night is so beautiful it takes my breath away... if I still breathed, anyway."
* Undead' Crypt Fiends can shoot webs that force flyers to the ground so ground units (including the Crypt Fiend) can attack them, and the Gargoyle has a melee claw strike that deals considerably more damage against other airborne units than the beam attack they use against ground ones.
* undead cyborg gargoyle created using Xanatos' technology and brought to life by Demona's magic.
* Undead Darlings, Pearl attempts this on Reggie in one subevent, but closes her eyes and accidently headbutts him too hard.
* Undead, even the other barbaric races, like the orcs and goblins, will fear and mistrust them.
* Undead Fossils: Remains of prehistoric animals that move on their own.
* Undead Friend a human can physically touch the ghost they have partnered with, and they have been described as being very cold to the touch.
* Undead Friend and the only way out is to earn enough points and challenge the people in charge during a specific event in the year. If they don't play they get erased from existence. So the story centers around the main characters trying to get free of the game.
* Undead Friend, and they can switch places at the cost of his life for Superpowers.
* Undead Friend, Brigger says "I think we broke him" about Orrick after they get through explaining to him the consequences of the game he was forced into.
* Undead Friend but she doesn't realize it and nobody explains it to her so she remains confused by their reactions.
* Undead Friend come from forming pacts with ghosts and gain the ability to swap their lives with them temporarily, causing them to become undead. While they gain some new abilities they also retain their personalities and intelligence.
* Undead Friend, despite it not being necessary, Brigger prefers to yell out fancy names he makes up when using his lightning magic, even though Wylie thinks it's stupid.
* Undead Friend each get control over a elemental power after joining the game. The elements they have are: fire, lightning, water, wind, earth and metal.
* Undead Friend game and the only way out is to win, the alternative being erased from existence.
* Undead Friend, half of the cast are already ghosts who live alongside humans; only some people can see them.
* Undead Friend is devoted to the main characters robbing a grave together in order to retrieve a human bone that Orrick must turn into a weapon.
* Undead Friend is extremely easy to piss off and blows up frequently.

* Undead Friend is fairly zombified but manages to remain fairly similar-looking to his human form, so he still comes across as attractive. It helps he doesn't deal with rotting; he just easily loses his limbs sometimes.
* Undead Friend is terrible at keeping secrets and everyone can tell when he's trying to lie as they are never well thought out or convincing. He caved in to two of his friends only a couple days into his new life and gets in trouble for it later.
* Undead Friend Mahalah and Brigger are always seen in the same outfits since they are ghosts and it's what they died in.
* Undead Friend, Mahalah does this to Orrick when he agrees to be her friend and is in general overly affectionate and excited all the time.
* Undead Friend Mahalah feels guilty for accidentally trapping her and Orrick in the game.'
* Undead Friend, Orrick and Mahalah cause each other blush all the time.
* Undead Friend, Orrick spits out his drink into Darwin's face when Mahalah startles him by suddenly yelling "PUPPY!" while the group is casually chatting during lunch. No one but Orrick can hear her.
* Undead Friend: Orrick, when Haley suggests there's romantic tension between him and Mahalah.
* Undead Friend spent a long time as a invisible ghost and has no memories of being alive, so when she finally starts interacting with people who can see her she is very awkward and has no sense of boundaries.
* Undead Friend the undead characters tend to lose their limbs in combat a lot, but their ghost partners have the ability to stitch their limbs back on with ease.
* Undead Friend: When Orrick introduces himself to Wylie he offers a handshake. Wylie just glares at it and then mocks his name.
* Undead get Obsidian Statues, which restore health and mana passively. Death Knights can heal undead units (or damage non-undead) with Death Coil.
* Undead Girl Gang by Lily Anderson, the three undead girls Riley, June, and Dayton, brought back to life by a Wiccan spell, remain as attractive as they were in life.
* undead gods, and slowly sank deeper as time went on, gently rocked in her slumber by the Earth's core.
* Undead Horse Trope and the girls wear shorts, but most still live in the past.
* Undead Horse Trope, for tropes that have been subverted, parodied or ridiculed to death, but are still played straight often enough to avoid being considered Discredited or Dead Horse Tropes.
* Undead Horse Trope — Clichéd trope is still used unironically.
* undead, is it just a big ugly dead thing or a ghost, zombie, or skeleton with extra firepower, or is it something of terrifying power and scope that cannot be reasoned with, whose connections to life are long gone (or never existed to begin with), that will either just keep coming back or has a price tag attached to its defeat that is almost as bad as letting it run free, and that has alien, unrelatable, or completely selfish motivations?
* undead kingdom, with everyone serving him as his mindless, soulless minions.
* Undead Knights: The entire point of the gameplay is to attack enemy knights and turn them into zombies. You can even work it into your combos to zombify them instantly after weakening them.
* Undead Laborers: A pragmatic solution when "have undead" and "need unskilled workers" overlap
* Undead on Arrival, and then putting it in the middle of a zombie apocalypse.
* Undead on Arrival is a violent thug who solves his own murder by beating everyone in sight until he finds the right one.
* Undead on Arrival, is one of the more heroic characters in the novel. He's the most fabulous by a large margin.
* Undead on Arrival, it's a specific part of the brain. They don't think, so they don't need the front, they don't remember so they don't need the top, but they can bite. So to kill that zombie variant, you have to destroy the reptile part: the medulla.

* Undead on Arrival, the apocalypse was five years ago and humans have pretty much lost.
* Undead on Arrival the rival gangs that control Devon seem more concerned with killing each other than the hordes of zombies.
* Undead or Alive, as it takes place in the 1800's Wild West... well before the Z-word would come into regular use.
* Undead or Alive is revealed to be a spell cast by the medicine man Geronimo before his death at the hands of the U.S. Army.
* Undead or Alive was to be held the morning after the heroes' escape from jail gave them a head start, as the angry sheriff could not afford to draw the ire of the townsfolk who had assembled to witness the death of Ben Goodman, who had killed and eaten parts of his wife and daughter. (Since Ben was a victim of a zombifying curse, the hanging didn't quite take in the end.)
* undead original owner merging with it after remaining entombed for centuries and developing "a rage that bordered on insanity".
* Undead Pirates. They bring a whole new meaning to the skull-and-crossed-swords symbol on the Jolly Roger flag.
* Undead Robot Bug Crusaders, mummies as a result of these are discussed:
* undead robot punched it into submission and imprisoned it under Mars to inspire the Adeptus Mechanicum), but in the effort they exhausted their forces enough that the emerging Eldar would have defeated them and their king sent them to sleep before destroying his command circuit.
* Undead series by Mary Janice Davidson. Vampires cannot bear to hear Christ's name or any prayer, as it causes them physical pain. Betsy's tendency to take the Lord's name in vain is therefore unfortunate given her relationship with the vampire Sinclair. So every time she exclaims, "Jesus Christ!" Sinclair winces and says, "I've asked you not to call me that."
* Undead shamble through basements adjacent to catacombs, and if the living dead aren't creepy enough, the first encounter with the mechanical babies is in a cellar boiler room.
* undead, so they can raise hordes of zombies to serve as both bodyguards and walking larders at the same time.
* Undead that fail their saving throw after being struck with a magic weapon with the Disruption property or killed by the Sunbeam or Sunray spells are reduced to dust.
* Undead the world over are growing in strength, their armies of skeletons and zombies rising under the command of powerful vampires or vengeful mummies. Worse, factions within the two branches are conspiring to resurrect Nagash, an
* Undead trees can only be damaged with a mithril hatchet with a silver edge made from a holy symbol.
* Undead troops tend to cause Fear and are themselves immune to it. Enter Harald Hammerstorm, a Chaos champion who's spent so long beating the crap out of undead that he
* Undead Unluck was born with the unfortunate side effect of bringing anything she touches misfortune, which is multiplied if she had any personal attachments to them. Travelling around with leading man Andy, however, allows her to Exploit the trope; by becoming attached to him, directly touching him can become a huge asset in battles (especially since he's immortal and can shrug it off), while she has a means of protecting herself when she's facing enemies alone.
* Undead. Unnatural beings whose souls haven't settled into the Land of the Dead for various reasons and who thus exist between life and death. Several variants exist such as zombies, ghosts, liches, revenants.
* Undead with the ability to drain character levels receive this power from the Negative Material Plane. One undead, the mummy, gets its power to cause disease from its connection with the Positive Material Plane.
* Undeath Is Cheap: A character can be turned back from being undead to alive again.
* Undeath Is Cheap: Zombification or vampirism than can be cured easily through medicines or other treatments.

* Undeathly Pallor: An undead character is pure white, pale blue, etc.
* Undeathly Pallor for those who are possessed by ghosts, are turning into a zombie, or are vampires.
* Undeathly Pallor: Vampires with pale skin, often blue or grey, to emphasize their undead state.
* Undeclared: Hal is played by singer/songwriter Loudon Wainright III.
* Undeclared War a funeral parlor where a ritual is being performed for the deceased. The shootout quickly spills into the parlor, at which point the terrorists hijacks a hearse and throws the coffin out at their police pursuers.
* Undeclared would frequently point out that a recurring actor really did have that kind of slightly-off personality.
* Undefeatable has both male fighters (especially the villain) screaming at the top of their lungs.
* Undefeatable Little Village: A small, close-knit community manages somehow to repeatedly repel an enemy power far more massive than it.
* Undefeatable Little Village, they hate the Romans on principle, and they just don't care.
* Undefeatable to fight, among other characters that have no business knowing martial arts. To be fair, all but the four main characters are terrible at it.
* Undefeated Bahamut Chronicle; against Yoruka (more accurately, Lux being controlled by Yoruka) it becomes her younger brother.
* Undefeated Bahamut Chronicle. All of the countries devote effort to exploring the Ruins, to the point of holding competitions to win the rights to explore them.
* Undefeated Bahamut Chronicle and her aide Calensia is the true villain. For the majority of the rest of the volume, the main characters don't have any idea about this, trusting Calensia to a cringe-inducing extent.
* Undefeated Bahamut Chronicle, as it gains new powers each time it resurrects, ensuring that it will eventually become impossible to defeat.
* Undefeated Bahamut Chronicle computer interfaces, radar and implied radio communications. People in the setting are aware that the advanced technology is just that and not magic, even if they don't fully understand it.
* Undefeated Bahamut Chronicle: Coral being a girl in disguise is blatantly hinted right from her very first appearance, where she's described as androgynous in appearance and Lux inexplicably finds himself attracted to her. This may have been to distract from the more important reveal: that she's actually the second imperial princess Aeril. However, this also qualifies for the trope, what with Coral mentioning her elder and younger sisters (the imperial princesses being the only set of three sisters known to the reader).
* Undefeated Bahamut Chronicle disguises herself as the male "Coral" in order to infiltrate the Seven Dragon Paladins. This isn't so she can be a Drag-Knight (in this setting, female Drag-Knights are not only common but make up the majority of skilled Drag-Knights) but because her real identity (a princess of an ancient civilisation) would attract too much attention. Unusually, her disguise involves no physical component beyond wearing male clothing; she uses her ability to control people's perceptions in order to pretend to be male.
* Undefeated Bahamut Chronicle) due to her saying that she's not good with men. In reality, she just doesn't know how to interact with people in general and men in particular.
* Undefeated Bahamut Chronicle: Gatouhan's Drag-Ride has the special ability of fusing living organisms with other living organisms or inorganic matter with other inorganic matter (but not living organisms with inorganic matter). He can fuse multiple Abyss to create hybrids with the powers of their constituents, such as Gargoyles that have the invisibility of Phantoms. He can also fuse anything used to attack his Drag-Ride and either shoot it back as projectiles or convert it into additional armor. When at a disadvantage, he fuses with his two allies (with their consent), healing his injuries with their flesh and upgrading his Drag-Ride into a three-headed one with the combined capabilities of all three.
* Undefeated Bahamut Chronicle has a side story in which minor character Huey asks Lux to introduce him to girls. This completely fails as all of the girls that Huey

asks to be introduced to are already interested in Lux.
* Undefeated Bahamut Chronicle has a variant where Lisha cracks the glass window she's leaning on when she sees Krulcifer kiss Lux twice.
* Undefeated Bahamut Chronicle has Drag-Rides. These leave much of the pilot's body exposed, with the upper body of the armor positioned behind the pilot (with the arms following the movement of the pilot's arms), and rely on barriers for protection. They are heavily dragon-themed — the three basic models are the Wyrm (heavily armed and armored, with wheels for ground combat), the Wyvern (lightly-armored and specialized for flight) and the Drake (less combat-oriented than the other two, with special functions such as camouflage and radar).
* Undefeated Bahamut Chronicle has Hayes Vi Arcadia, who wants to take revenge on the people who usurped her side of the family and stole her birthright as princess of the Holy Arcadia Empire. She outlives the perpetrators by centuries due to a currently unknown method, so she settles for not only plotting the deaths of the modern-day imperial family, but also plotting to conquer all the Kingdom of Atismata for being a regime change from the empire. When the new kingdom understandably chooses to fight back and refuse her demands, she decides to resort to genocide.
* Undefeated Bahamut Chronicle how to kiss someone, so she instead pushes him down on the sofa and kisses him full on the lips for over ten seconds. Unsurprisingly, he's unconscious for the rest of the scene.
* Undefeated Bahamut Chronicle) into living beings. These seeds enhance their hosts' strength and regeneration while allowing Yggdrasil to give them orders. A host will suffer severe consequences to their health if they try to disobey these orders, and attacking another host will cause them to soon die.
* Undefeated Bahamut Chronicle is a girl pretending to be a boy, and often makes slips that reveal this to the reader. An example is when Lux pushes her down (to avoid being seen by the person they're tracking). Coral protests that it's too early for this, then desperately tries to cover it up by claiming that they're both male.
* Undefeated Bahamut Chronicle is at one point made to crossdress to take part in a beauty contest. His costume lacks the usual wig, so it's obvious to the audience that he's male, but they see no problem with this.
* Undefeated Bahamut Chronicle is impossible because Sacred Eclipse's inherently flawed design prevents it from being properly controlled. He still continues fighting Lux until he dies because he can't think of any other solution to balance the world and because he doesn't think Lux is qualified to be a hero.
* Undefeated Bahamut Chronicle is obsessed with drills, repeatedly badgering Lux to let her add one to his Drag-Ride. She puts a drill on her own to directly demonstrate its value to him.
* Undefeated Bahamut Chronicle is one of the best pilots in the series thanks to his skill with nothing more than just a quack job Drag-Ride that easily wants to get shot down. His fighting style is a Plugger as he usually just turtles until the opponent gets tired out but that's because he's just using the fight as nothing more than a training exercise.
* Undefeated Bahamut Chronicle is special in that his repeated Baptism operations completely stopped his aging, allowing him to survive for centuries without cold sleep.
* Undefeated Bahamut Chronicle known as Drag-Rides. These are salvaged from the ruins of an ancient civilisation that had much more advanced technology. People can repair and maintain Drag-Rides but generally can't improve on them — Lisha's ability to do so is seen as exceptional.
* Undefeated Bahamut Chronicle, Krulcifer asks Lux to pretend to be her boyfriend for a week, in order to fool a butler from her family who's coming to pressure her about political marriage. This proves unnecessary when the man that Krulcifer was being pressured into marrying is arrested for various crimes - and, in the same incident, Lux is deemed an acceptable partner.
* Undefeated Bahamut Chronicle Not helping matters is that the teacher’s headmistress and Lux’s fellow students enjoy playing matchmaker between him

and the girls.
* Undefeated Bahamut Chronicle: Once all the principal love interests are established, the women reluctantly resign themselves to the fact that they must share Lux between each other. That doesn't mean they don't want to be his favorite, or seek to gain some sort of advantage/claim over the other (such as Lux being their fiance, knight, master, etc.).
* Undefeated Bahamut Chronicle person has survived this. Said person has superhuman strength, regeneration and senses, and can increase these further by tapping into their Abyss side (but with risks like being controlled by others). It's noted that if their true nature were to become public, they would almost certainly be executed (as normal Abyss are mindlessly-violent monsters), so their friends are trying to find a way to reverse this.
* Undefeated Bahamut Chronicle's harem equal prominence to the story and romantic development with Lux.
* Undefeated Bahamut Chronicle ships Lux with as many girls as possible, including herself, with the stated intention of producing as many heirs as possible.
* Undefeated Bahamut Chronicle that the ruin's own internal systems recognized as being a blood descendant of said race. In addition, a lower-tier member of said race, Krulcifer, was also once found inside one of these structures with absolutely no idea of her heritage, or any information regarding these structures, except what she could get her own hands on, and discovered, purely by accident, that she's an "administrator" which can bypass certain security measures but would still be attacked by the living weapons mentioned above.
* Undefeated Bahamut Chronicle, the Triad make Lux dress up as a girl to join him in their patrols of the school, to investigate rumours of intruders.
* Undefeated Bahamut Chronicle to at least temporarily hold them off. This proves insufficient when her family's butler plans for Krulcifer to marry Barzeride, a high-ranking nobleman. Krulcifer proposes that they settle things with a two-on-two duel. Lux and Krulcifer win, but Barzeride calls in his private army intending to kill Lux and pretend to be the actual victor. This in turn is interrupted when Lux's other friends defeat said army and record Barzeride's wrongdoing. With Barzeride disgraced and imprisoned, the engagement is called off... and Lux is considered an acceptable suitor instead.
* Undefeated Bahamut Chronicle to stop her family from forcing her into marriage. Krulcifer proposes that they settle things with a duel, which Balzeride loses and hence attempts to cheat. He's disgraced and imprisoned as a result, while Lux ends up being accepted by Krulcifer's family as an acceptable suitor.
* Undefeated Bahamut Chronicle, where her lack of social skills and her inability to connect with others are played for drama.
* Undefeated Bahamut Chronicle, who resemble twelve-year-old girls with animal ears, and act as the managers of the Ruins. They must follow the orders of Xfer (a race of humans who built the Ruins and the Automata) and Lords (a ruling family whom the Xfer serve).
* Undefeated Bahamut Chronicle Yggdrasil, so when she first used this power it rendered her susceptible to its control. After Yggdrasil's death, this is no longer a risk. The state isn't inherently evil, but it does make her susceptible to control by horn flutes (a type of artifact that can control Abyss).
* Undefeated Bahamut Chronicle, Yoruka waits in a dungeon filled with BDSM equipment, naked save for panties, collar, and handcuffs, and asks him to punish her.
* Undefined Fantastic Object. And she still fights you as the final boss.
* Undefined Fantastic Object from the same series do something similar for all characters: if you die with more than the starting two bombs, you keep the extras (including pieces).
* Undefined Fantastic Object has a few spellcards that cover her bullets with blackness.
* Undefined Fantastic Object has Makai (although some debate as to whether it is the same Makai from before, there's some evidence that it is.) Byakuren was sealed within Makai for trying to unite humans and youkai (and getting hordes of racists

on her ass), but is released thanks to the result of her followers' actions.
* Undefined Fantastic Object is a youkai, and after she defeats her drags her off to take pictures with her.
* Undefined Fantastic Object, this didn't sit too well with fans who have been clamoring for the PC-98 characters to return.
* Underachieving students in school, who have to struggle and work hard to get marks. Once they're out of school and likely pursuing a career that doesn't require a high level of academic prowess, they're likely to find themselves excelling purely on the work ethic they developed.
* Underage Casting: A character is played by an actor who is younger than the character's intended age.
* Underage Casting: The audience is told that the rather young actor is in a profession that requires a lot of education and experience, and goes along with it.
* Underaged children sometimes ask adults to illegally buy liquor and/or cigarettes for them at stores ("Shoulder Tapping"). The police are aware of this, and usually respond with organized sting operations, in which they recruit an underaged kid and tell him to ask adults to do this: those who say "yes" get busted on the spot.
* Underage Peter of an advertisement for the “yanket”, a blanket designed to hide the fact that you’re masturbating. At the end of the episode, we see Chris using it in the living room; Stewie reveals that he had to put the yanket over Chris because he was doing it out in the open.
* underage soldiers says that when they went to join up, many of them would write "18" on a piece of paper and stick it in their shoe. When the recruiter asked how old they were, they could join without having lied, as they were "over 18." The same story is told in most of Europe in regards to soldiers signing up in WWI and WWII.
* Under a Graveyard Sky, Faith mentions several times that she'd like to have a chainsaw available as a clearing tool, although Fontana points out some of the problems with using a chainsaw as a weapon.
* Under a Killing Moon storyboards his planned apocalypse for the Earth, which is to be cleansed of all mutant contamination and prepared for the return of his "pure" people from his space station (under his leadership, of course).
* Under Alien Sky. Traditionally the offspring of military personal wear a similar outfit of the same color, since they share the rank and privilege as the parent they choose to raise them.
* Under Alien Stars with Earth's military, and take over? Were they curtailing a potential galactic rival? No. Were they interested in acquiring Earth's vast resources for their war machine? No. Did they even particularly like Earth as a location? Not really. They only wanted a military base so they could spy on their actual rival empire. Needless to say this is a bitter pill to swallow and actually caused some of the resistance to reason that the Tsorians stole Earth's destiny when they conquered it.
* Under A Painted Sky: Samantha and Annamae run away by posing as boys and taking the Oregon Trail west.
* underarm bowling incident in which bowler Trevor Chappell bowled the ball slow underarm, not illegal but incredibly unsportsmanlike, so it was impossible for batsman Brian McKechnie to even score a single run off it. The incident was condemned by both Australian and New Zealand cricket fans, and even each country's respective Prime Ministers.
* Under Armour seems to be headed this way for performance doubleknits. In Australia Skins is the preferred term (also a brand).
* under a step in his tower to see how long it would take to wear down to dust, then forgets he placed it there anyway.
* Under attack by zombies, the family tries to barricade the windows. Homer forgot to barricade the front door.
* Under A Velvet Cloak. First he describes the story of King Arthur and follows it up with "This is not that story." Then he describes the story of a girl who would be an ancestor to many Incarnations and says "This is not that story either."

* Under a Velvet Cloak, Karena finds from Morgan Le Fae that the velvet cloak has magical properties. Morgan teaches Karena how to use the invisibility, phase through the ground, protect the wearer from attack, and finally the spell Karena wanted — "Locate a person", to find her lost lover. Later in the story, Karena finds the most important quality of the cloak: the cloak is not magical; Karena did this all with her innate magical abilities.
* Under a Velvet Cloak, we find that Nox, the Mistress of Secrets, received a highly advanced database, which she always has with her. Since her Office receives all secrets, her database becomes this. In fact, it forms the basis for the all-knowing computer system seen in Purgatory.
* Underbelly centering on the Melbourne gangland war does indeed center as one of the episodes the execution of Jason Moran. In a move that shocked Australia drug kingpin Carl Williams ordered he be murdered in front of his children at a Auskick (preteen football coaching and games) clinic.
* Underbelly episode "Business as Usual", Ray Chuck Bennett plans to kill the Kane brothers. He does it by purchasing three machine guns and pumping a full magazine of dakka from each into Les Kane. This was too much for even veteran mobster Bob Trimbolie.
* Underbelly for Victorians, and interest in the show exploded to the point where radio hosts would take calls about the series being offered bootleg at construction sites, then say where they got their own illegitimate copies from.
* Underbelly: the 'Uncut' edition is apparently the only version of the second series available. Given the show, it's actually kind of surprising that there was anything cut to put back in.
* Underbelly was certifiably off his rocker. He aims to be the biggest killer in Australia. He takes credit for the killing of horse race robber Ray Chuck before earning his reputation by going on a killing spree for the highest bidder. He eventually takes out contracts for racing identity George Freeman, before it is realised the hitman is too dangerous to live. Experts say the real life Flannerly was either accurately portrayed or a lot worse.
* Underbelly was rated M on Australian television, every season was rated MA15+ on home video.
* underboob, it is more targeted towards the people who enter the room after her screaming. Ed can be seen still in her room after she has changed, while everyone else has been driven out. Granted, this is because the people who burst in started arguing amongst themselves.
* Underboobs: A woman wears an outfit that shows off the underside of their breasts.
* "Under Chuckie's Bed": Chuckie - his father having traded in his crib for his first bed - is afraid to sleep in it because he sees a monster underneath it. Turns out, it's just his father's sweater.
* Undercity: A city that suffered some calamity has been built-over and forgotten — but it's still there.
* Under City: A city that used to be on the surface, but is now deep underground.
* Undercover Alien: The Komao and Vartar both have two arms, two legs, and one head, and that's all they have in common with humans.
* Undercover as Lovers: Two cops pretend to be a married couple or in a romantic relationship as part of a covert assignment.
* Undercover as Lovers: Two people pretend to be a married couple or in a romantic relationship as part of a covert mission.
* Undercover as Lovers: Two spies pose as lovers as they go undercover.
* Undercover Blues: Jane and Jeff Blue are total Action Parents, bringing their baby girl with them through all kinds of spy adventures.
* Undercover Blues, when the couple of the title is about to interrogate someone:
* Undercover Boss behaviour. The producers have gotten out ahead of this one; the employees are now told that they're participating in a reality show to see if the "contestant" (actually the boss) has what it takes to make it in the organization. Presumably they'll think up a new cover story for Season 3.
* Undercover Boss. Corporate executives go off and work on the front lines in

disguise, the working theory being that workers will be more honest concerning (what they believe to be) problems with the job and/or company with a new employee than they would be with the boss.
* Undercover Boss go deep undercover, work in the front lines working minimum wage jobs and sleep in cheap hotels.
* Undercover Boss many of the workers and a few bosses smoke. The biggest example is when the boss buys an ashtray for a lady who goes into the parking garage to smoke and throws the cigarettes on the ground.
* Undercover Boss, who is disguised as "Matt," a radar technician, Matt tells a group of stormtroopers that he has a friend who saw Kylo Ren in the shower and that he had an 8-pack and was shredded. Things do not go well when one of them casts aspersions on the veracity of "Matt"'s friend's claim.
* Undercover Brother also kicks Mr. Feather quite a distance during their final fight at the end.
* Undercover Brother. At the end of the movie, Undercover Brother must outrun a series of explosions and jump over the edge of a cliff. And he doesn't have his parachute...
* Undercover Brother conspiracy theory skills to turn "Good morning!" into a two-minute paranoid manifesto.
* Undercover Brother. During the final battle with Undercover Brother, Mr. Feather reveals short retractable blade claws that extend from below his sleeves.
* Undercover Brother falls from a helicopter and chomped by a shark just before falling into the ocean.
* Undercover Brother from mind controlling black America with a chain of fried chicken restaurants.
* Undercover Brother guard says that he just bought them! Undercover Brother apologizes.
* Undercover Brother. He jumps off the top of a building and parachutes to safety.
* Undercover Brother. He uses ordinary disguise techniques to become a Rastafarian golf caddy and corporate executive Anton Jackson.
* Undercover Brother in the control room of The Man's base labelled "Atomic Core". He goes ahead and presses it anyway, starting the self destruct sequence.
* Undercover Brother is heard. It's revealed UB had... smashed his chips. The mook is still unhappy about it — they were his snack.
* Undercover Brother literally puts his foot up someone's arse (yes, there's even an X-ray to demonstrate).
* Undercover Brother Mr. Feather) prevents this by having an agent shoot out the cab's tire, sending it careening into a storefront. Then for added measure, a piano drops on the cab.
* Undercover Brother Multinational Inc., the title character must make his way along a ledge high up on the outside of a building in order to reach a room where he can download information from a computer.
* Undercover Brother on the guards; including Kano's And Show It to You move.
* Undercover Brother, she's the only character in the poster whose back is turned.
* Undercover Brother, since she rather enjoyed the encounter. Lance (the only white guy there) was doing it, too.
* Undercover Brother, Sista Girl is commenting on UB's big car, big hair and big jewelry as him "overcompensating for something", to which he replies "You forgot to mention my big, black, fuzzy balls". She's shocked at this till the camera pans back to him showing her the rubber balls he has hanging from his rearview mirror.
* Undercover Brother. Star Eddie Griffin complained about this, noting that the character never uses a gun.
* Undercover Brother "That's Right! It's goin' to the streets. Hey y'all! It's revolution up in this Bitch! Set the alarm for Defcon 5! It's on, baby... it's on!"
* Undercover Brother. The BROTHERHOOD has an extensive base located beneath a barber shop.
* Undercover Brother. The general public has no idea that two secret groups are locked in a war over racism in the United States: The Man's organization, which promotes white supremacy, and the B.R.O.T.H.E.R.H.O.O.D., which supports racial

equality.
* Undercover Brother the guy's ass. An x-ray shot showing how it happens even appears.
* Undercover Brother. The title character and Sista Girl are chased by security guards on a golf course - with both groups driving electric golf carts.
* Undercover Brother. The title character and Sistah Girl are being chased by two security guards in golf carts. The guards try to warn some senior citizens (also in golf carts) to clear out of the way, and one elderly woman gives them The Finger.
* Undercover Brother. The title character's Cadillac Coupe de Ville, with built-in tape launcher and slick sprayer.
* Undercover Brother. To prove his worthiness to enter the BROTHERHOOD headquarters, the title character goes through an involved handshake with a mechanical arm.
* Undercover Brother: Undercover Brother is very protective of his Afro, including telling Sista Girl, "Don't touch the hair!"; telling Conspiracy Brother, "Don't touch the 'fro!", and beating up Mr. Feather when he cuts off a piece of it: "You mess with the 'fro, you got to go."
* Undercover Brother. Undercover Brother puts his hands up and pretends to surrender to the golf course guards, then throws metal hair combs to pin them to the wall.
* Undercover Brother. When Lance gets into the limousine next to James Brown he's clearly nervous. James Brown says "Boo" to him and he almost jumps out of his skin.
* Undercover Brother when the hero screams hysterically as he thinks he's plunging down a similar endless elevator shaft... only to realize he's just dropped a single story.
* Undercover Brother. When the title character was a child his father gave him a medallion so he would never forget who he was or what he stood for. When Mr. Feather captures Undercover Brother he rips the medallion off his neck and says "So I can always have something to remember you by."
* Undercover Brother when Undercover Brother breaks in through a window. He slices a circle in the window and then taps on it. This causes the entire rest of the window to shatter, leaving the cut-out circle intact.
* Undercover Brother, where the title hero was first being led to the BROTHERHOOD headquarters, the entrance was through a barbershop. Then the seats drop, and we see Undercover Brother and Sistah Girl falling for quite a while, with UB screaming all the time. Then it turns out they only dropped a single story with the fans and some clever lighting providing the falling effect.
* Undercover Brother. While fighting the title character, Mr. Feather cuts out part of his afro. Undercover Brother calmly says "You mess with the 'fro, you got to go", and proceeds to give Mr. Feather a righteous butt-kicking.
* Undercover Brother who joins a secret organization in its fight against "The Man" and his quest to "whitewash" influential black figures.
* "Undercover Burns" has Mr. Burns disguise himself as an employee named "Fred" using a high-tech type of mask that includes a voice-changer and communications device so he can speak to Smithers anywhere, combined with a mecha-type body suit. Worth of note is Smithers hiring a make-up artist from the
* Undercover Cop Reveal: Someone is revealed to actually be a police officer on an undercover assignment, usually disguised as a criminal or civilian.
* Undercover Cop Reveal: Someone turns out to be an undercover police detective on a covert assignment.
* Undercover Cop Reveal: Someone turns out to be a police officer working undercover.
* Undercover Cops has Zan (Japanese man), Rosa (white woman), and Matt (white guy).
* Undercover Cops while it's being driven. Unfortunately, there's no sequel for this game.
* Undercover Elephant. A detective pachyderm who was usually hindered by his own fallibility or his rodent sidekick Loudmouse.
* Undercover High follows an AB format, despite being a show about pranks. Each half of an episode has Lisa work with the faculty of a different school, to help

set up an elaborate prank on an entire class or a club.
* Undercover Model: A pretty lady cop utilizes her good looks for an undercover assignment, such as a supermodel.
* Undercover Model goes undercover as a supermodel, or another profession requiring good looks.
* Undercover Model: She's a police detective going undercover in a beautiful-woman-related job to investigate a crime.
* Under Cover Of Darkness, though not a true crossover. While it follows a similar storyline to the TV series, there are notable differences. There are characters that share names with TWD characters, but they are not the same people, and the story isn't set in Georgia.
* "Undercover Olive" featured a lot of villains who served as background characters but were never named in-show. However, instead of being featured in the credits, their names (and their motives and powers) were listed on the show's Wall of Villains page.
* Undercover Police Officers obviously cannot use their real identity (i.e. a cop) to infiltrate gangs and catch drug dealers, and so on.
* Undercovers is a spy series starring two African-American actors and with several actors of color between the secondary roles, however it was canceled in the middle of its first season. Though most seem to agree that the cancellation was mostly related to its boring, mediocre plots.
* Undercover vs. Undercover Susan, facing each other with sniper rifles, Eva on ground level while Susan on a platform a few hundred meters above. Eva, remembering her sniper training that "A sniper gauges the distance using their senses instead of sight", instantly broke out of cover with her eyes closed, and fires a shot towards Susan's position - nailing Susan in the forehead.
* Undercover When Alone: A character keeps up their cover even when there is no one to see them.
* Undercover When Alone: Keeping a secret even when no one is around to find out about it.
* Underdark. If anyone decides to leave, they automatically have the location of their home erased from their memory so that in the (highly likely) chance they are captured by something evil that can read minds, they will be unable to divulge the secret location.
* Under Defeat, at the beginning of Stage 1-2 and 2-2, a loudspeaker can be heard alerting Union forces of your arrival:
* Underdog been known to put her on hold in other episodes if there's a bigger crisis to deal with.)
* Underdog characters. The movie turns Underdog into a non-anthropomorphic beagle and gives him a human owner.
* Underdog coming back home to find an email telling him that he is about to enter the second round. This series was presumably cancelled prematurely.
* Underdog delivered the line, "And at that moment in the present, the Thanksgiving Day parade reappeared."
* underdog edit) their backstories or motives to get a favorable edit on the show.
* Underdog habit by stealing oranges. Being unable to think of a rhyme for "orange” drives Underdog crazy, and he throws another fit when he hears that a stolen car is orange. The canine superhero soon recovers, however, when he catches Cad (who took the orange car) stealing an apple, since Underdog can think of a rhyme for "apple”.
* Underdog has a short titled "Trojan Totem" where the Coyotes receive a totem pole from the Gopher Indians, and at night, the Gophers inside sneak out and sabotage the fort.
* Underdog has the buxom tournament coordinator Noa Takayanagi, who uses her feminine wiles early in the series both to convince Naoto to participate in the tournament and to get him out of trouble with a couple of police officers on patrol, by distracting them with her cleavage.
* Underdog has this. Somehow, she was able to hold on just by putting her paw on his arm.

* Underdog hijacked a moon rocket to install the device on Earth's airless satellite.
* Underdog, informed that buying a box of Cheerios will in some way provide the resolution to the story.
* Underdog is to steal the protagonist Naoto's wallet so that he can plant it on the body of a high school girl Hiyuchi just murdered. He then breaks into Naoto's house to place her student ID on his desk.
* Underdog movie, when Shoeshine starts talking to Jack, the dog is just as surprised and freaked out as Jack is.
* Underdog, of sorts - was destroyed - and her now-free formerly oppressed subjects made a promise to Underdog that they and all their descendants would watch Polly for as long as they had to until the thousand-year curse expired. Believing that was the best he could hope for, the hero decided to leave with a final kiss. By pure luck, he discovered the cure.
* Underdog reversed the effect of Simon Barsinister's camera ray by inserting the lens backward and aiming it at the police officers who had been turned into photographs.
* Underdog. Revolves around an underdog (maybe they are underprivileged, poor, disabled, etc.) who triumphs despite overwhelming odds.
* Underdog's arch enemy Simon Bar Sinister used "Simon Says..." as his catchphrase.
* Underdog's enemy Simon Bar Sinister invented two devices to do this in two separate stories.
* Underdogs Never Lose and more Underdogs Only Pull Through When It Actually Matters.
* Underdog story provides quite a sensible explanation for this phenomenon. Why would aliens want cattle? For their milk! But what kind of aliens would want milk? Giant cats! When their planet's milk supply runs out, their leader Overcat steals all of Earth's cattle, and then abducts Sweet Polly Purebred to be the milkmaid.
* Underdog their gold for silver (which they apparently never considered).
* Underdog), the ship's crew calls him on such and insist he fix the hole, which Underdog does.
* Underdog: The titular character often fights one of these (usually an alien) when he isn't fighting Simon Bar Sinister or Riff Raff.
* Underdog, Underdog, arrives on scene to deliver a flying jab to Riff's midsection to make Riff drop his victim, followed by a fearsome left hook that sends Riff through a brick wall and into the city jail.
* Underdog used the canine hero's "U" logo; it zooms into the screen, turns around to reveal that the next scene is at the back, and then fills the screen with it.
* Underdressed for the Occasion: Somebody is embarrassed because they aren't wearing formal enough clothes.
* Underestimating Badassery: A character's combat skills are underestimated.
* Underestimating Badassery: When a badass is underestimated by those who should know better.
* Underestimating Badassery: When the bad guys have no clue who they are messing with.
* Under Even Evil Has Standards, Buggy is appalled at the interest rate Nami charges Luffy for repairs.
* under extreme time pressure and the door begins to open veeeeerryyyy slooowlyyy.
* Under Fire: All three of the main characters fit this trope - Russell, a photojournalist, Alex, a TV reporter (later anchor), and Claire, a radio reporter, and we see other examples as well throughout the course of the movie.
* Under Fire: Oates is a mercenary whom Russell, a photojournalist, runs into in Chad (at the beginning of the film), and then later shows up in Nicaragua during the civil war, which is when most of the movie is set, fighting on behalf of the government. At the end of the film, when the civil war is over, he says goodbye to Russell by saying, "See you in Thailand."
* Under Firion's bandana lies a hidden mass of hair jagging out in random directions.
* Underfist, but a change in executives at the studio resulted in those plans being

scrapped and the movie remaining as a standalone special. Lampshaded by Billy's comment at the end credits.
* Underfist starring Hoss Delgado, Irwin, Jeffy the Spider and Fred Fredberger. It never got past the hour-long special telecast.
* under Gaia, he's the ultimate example. Despite being a carefree, somewhat-irresponsible goof. Shiki even mentions that, for him, there can be no other weapon than the knife. Fortunately, the knife suits his fighting style very well and his ability to erase anything with a single precise stab.
* Undergrads, Gimpy (hacker alias G-Prime) catches another hacker hacking his computer. He automatically assumes this to be a male hacker until her name and logo come up: She-Prime. He's initially freaked out.
* Undergrads had Gimpy teaching his friends how to play a video game. It involved a joystick. He went on a long spiel on how to use the joystick, with Rocko falling over laughing.
* Undergrads. He nearly fails to become if it wasnt for the fact Gimpy sent his friends to investigate fraternities and helps make Alpha Alpha's party a success and gets Rocko into the frat.
* Undergrads isn't much of an athlete, but he's pretty big and muscular and he sure is a jerk.
* Undergrads: Just before teetotaler Nitz is about to take his first sip of alcohol, Rocko, his alcoholic best-friend (who has been having hallucinations about a giant whiskey bottle and decided to abstain), lunges at him with a long, drawn out "Nooooo!" in slow motion.
* Undergrads (maybe a bit of both) and simply gets up to Wacky Fratboy Hijinx on his own, much to his frat brothers' annoyance.
* Undergrads, Nitz calls on a friend to show up with an excuse to allow him to leave the game because he knows Gimpy will actively try to keep him from ditching:
* Undergrads that is just a photo of him stapled to a piece of card with "I am 21 so drinking is yes" written on it.
* Undergrads the only show created by Pete Williams, it was also the only show he acted in, having voiced the four main characters.
* Undergrads, totally and completely. How else could he get all the chicks?
* Undergrads tries to woo Jessie (after accidentally seeing her naked) by making traditional grand romantic gestures at her, even though she liked him already and these gestures repelled her.
* Undergrads was based on the creator's real friends and experiences he had in college, which he ironically dropped out of to make the show. The voice acting is almost entirely himself performing impersonations of his friends, and he even managed to get one of them to voice the character she's based on.
* Undergrads was created from a pitch creator Pete Williams made as part of a contest MTV held, which he only won because, of the 15 competitors who entered, Williams was the only one who bothered to follow the instructions.
* Undergrads, whenever he talks to Kimmy, most of what Nitz tries to say will come out as "Bluh."
* Under Grads: When Nitz decides to act like a sleaze to win over Kimmy (currently running a theater to promote awareness of date rape), Kimmy thinks he's auditioning to play the date rapist in the next show.
* Undergrads, whose online alias is G-Prime, has a Distaff Counterpart in SHE-Prime; she's also his rival/love interest. Ironically, they don't realize they live next to each other.
* Undergraduate officer training and officer training school are usually the same thing under the Soviet doctrine, called a
* Under Grand Hotel an inmate named Norman is in love with Swordfish, who is in love with Sen, but pretended to be in love/friends with Sen so he could get closer to Swordfish. He tried to persuade Swordfish to kill Sen but that didn't work. So, on one occasion when there was a scuffle going on he tried to get Sen out of the way by stabbing him with a pencil but accidentally ends up stabbing his inmate Walter instead who was trying to protect Sen in the hope of getting protection from Swordfish. When he finds this out, Norman holds a knife to Walter's neck telling

him, "If you don't want to die, don't butt in again Walter!"
* Under Grand Hotel has Swordfish being a Yandere for Sen who loves Swordfish back. There's also Norman who's in love with Swordfish but pretended to be in love with Sen so he could get closer to Swordfish. He tried to persuade Swordfish to kill Sen but that didn't work. So, on one occasion when there was a scuffle going on he tried to get Sen out of the way by stabbing him with a pencil but accidentally ends up stabbing his inmate Walter instead who was trying to protect Sen in the hope of getting protection from Swordfish. When he finds this out, Norman holds a knife to Walter's neck telling him, "If you don't want to die, don't butt in again Walter!" And in the first few scenes we see Lain Brody, he gives Sen a blowjob, strips him, drugs him, and outright molests him as he's drugged (including telling him "No way in hell am I letting Swordfish kill you. Because he doesn't love you. I'm the only one that can kill you."), rapes him with a mop handle, ties him up, and hides him in a dryer. And when Swordfish finds Sen he gives him CPR. Lain responds to this by stabbing Fish in the arm with a fork and tries to stab him again while screaming at him, "Get off of Sen! He belongs to me!" Immediately after that Lain is shot and killed by security guards.
* Under Grand Hotel. Sen has Swordfish in love with him and has had numerous guys try to rape him, and Swordfish has Sen and Norman in love with him, and there are girls that show up but none show interest in them.
* Under Grand Hotel Swordfish warns Sen (whom he's attracted to) that he better make sure he doesn't die while in prison because if he does he'll rape his corpse in full view of everyone.
* Under Grand Hotel, ties him up, and hides him in a dryer. And when Swordfish finds Sen, he gives him CPR. Lain responds to this by stabbing Fish in the arm with a fork and tries to stab him again while screaming, "Get off of Sen! He belongs to me!" Immediately after that, Lain is shot and killed by security guards.
* Under Grand Hotel when Sen gets his lunch he finds someone's cut off finger among the french fries.
* Underground 2, which completely revamps the Challenge Series (now called the Cancer Series), has 15 new Blacklist racers in the Career mode, new vehicles, new pursuit heat levels and (starting with V2) new race layouts.
* Underground a brass band follows the main characters for part of the movie, providing the BGM. During a fight scene, one of the main characters requests a suitably fast pace song to be played.
* Underground, a group of Serbian war refugees is duped into spending 20 years below ground making weapons to fight the Nazis, being told that the war continues to rage above their heads. When a few escape, they're quite confused.
* Underground alternate universe fanfic for the Hope/Lightning ship. It got so popular she decided to remove it from the internet, change the names, and publish it as an original romance novel.
* Underground, and despite being periodically tortured by American agents, he finds it quite comfortable: he has the pick of all the furniture to sleep on, access to the member's lounge and toilets, and just about anything the evacuated members left behind.
* Underground and The Eastside Boyz and Ying Yang Twins as its theme song.
* Underground, Blackie is an electrician by trade, which means he gets shocked all the time and has become completely immune. In an opening scene, he sticks live wires in his mouth without discomfort while fixing a ceiling fan. When Nazis attempt to torture him with a defibrillator, it seems to have no effect on him, even on the highest setting. Confused, a Nazi checks to see if the machine is working and is instantly electrocuted.
* "Underground" by Ben Folds Five pokes fun at the post-grunge scene of the moment (mid-nineties). "And we'll be decked in all black / Slammin' the pit fantastic / Officer Friendly's little boy's got a mohawk..."
* underground cartoonists, whenever they do autobiographical comics together they'll draw themselves in their own style within the work.
* Underground City and asks one of the beautiful but childlike inhabitants where they are. She just responds in confusion, "This place is here!" With the exception

of men used for servants and procreation whom they lure from the surface when needed, they don't require anything else as the city provides it all.
* Underground City which may have been buried, built by non-humans, and/or as a bunker to survive the apocalypse.
* Underground Comics bomb, which explodes and evaporates the city, leaving a Grand Canyon-size crater, with only remaining sections of the building and street that were shielded by his invulnerable body.
* Underground Comics: Hugely influential on the graphic arts and fellow comic-strip artists, loved by some hippies, but apart from that most of the general audience have always looked down upon them as pure pornography or sick, twisted, female-unfriendly filth.
* Underground Comics, Mary Fleener, Krystine Kryttre, Leslie Sternbergh, and so many others.
* Underground Comics, one of the would-be radicals watching an Army recruitment ad thinks the prospect of world travel and $288 a month sounds pretty sweet, and goes to enlist. He's such a drugged-out little wizened husk of a guy, however, that he drives the interviewing desk sergeant into an apoplectic rage — when he asks "Ya got any openin's in Denmark?", the sergeant boots him out.
* Underground Comix (only rarely: Komix). So called to distinguish them from mainstream comics.
* Underground command-and-control centers started getting popular sometime after
* Undergrounder's who's power of super digging comes from his huge and very sharp claws..which he can't retract or hide in anyway.
* Underground, Executive Producer John Legend was cast as Fredrick Douglass.
* Underground fighting rings have sprung up throughout the world, usually run by
* Underground gets less comedic and more tragic as it goes on, though it has both throughout.
* Underground in the restricted space of the Underground creates social problems in the monster society. Plus, they're living entirely off whatever humans dump into the Underground. That includes what they're eating.
* Underground involves a search down disused tunnels, makeshift passages and locked/forgotten stations regarding a series of murders.
* Underground is a co-production between Serbia, Bulgaria, the Czech Republic, France, Germany, and Hungary.
* Underground, junkies and such are kidnapped by the mob, and forced to fight in gladiator battles.
* Underground Level: Videogame levels set underground and inhabited by cave- or ground-themed enemies.
* Underground — during his imprisonment in the near-abandoned Parliament House. In these memoirs, he records the events that led to the permanent state of emergency, his unwanted travels up and down Australia's east coast, his capture and the weeks of torture and imprisonment that followed. The memoirs and the novel end with the moments before Leo's execution:
* Underground Metal (death, black, etc), and sometimes even mainstream genres (e.g., "hair" metal) will often have this
* Underground MonkeyEnemy types get recycled from one area to another, with stronger stats.
* Underground Monkey. This trope stayed under the radar for too long, and since basically ALL video games use it, it's been linked by lots and lots of articles. Most tropers believe the abysmal amount of work required to change the name of this trope is just not worth it.
* Underground Monkey: When a video game only has one kind of enemy, but it comes in many versions.
* Underground Railroad is literally an underground series of railways and train stations built to ferry escaped slaves to freedom in the north.
* underground railway linking Royal Mail facilities, now closed, but documented by urban explorers.
* Underground roleplaying game from Mayfair Games. A Player Character begins as he's discharged from service as a genetically enhanced warrior conditioned to think

of himself like an ultraviolent superhero, into a decaying ruins of American culture with civilians who fear and hate them and a corrupt and totalitarian government (an intentional reference to the state of Vietnam veterans coming home after the Vietnam War).
* Underground). Rosalee, one of them, later helps rescue other slaves, and we're introduced to Harriet Tubman, who did both (she ran away, then rescued her family).
* Underground: The slave catchers, who hunt down and retrieve runaways for the reward money. August is a recurring character, while in the second season a whole gang led by Patty Cannon are the main antagonists.
* Underground: The underground refugees spend their time making weapons to fight the Nazis, believing that World War 2 is still raging above. Their biggest achievement is building a whole tank. In one of the film's iconic scenes, Natalija dances on the tank at Jovan's wedding. The refugees also use the tank as their bomb shelter.
* Underground the various main characters fall victim to mostly violent deaths in either of the world wars or the Balkan conflicts. The final scene shows all the characters reunited in a bucolic feast. As they party, the ground around their table breaks away and drifts into the ocean, symbolizing their trip into the afterlife (as well as symbolize the film's theme of balkanization).
* Underground, through coastlines, back alleys, spillways, factories, and going at 400 km/h in the highways. The roads are packed with civilian traffic.
* Underground uses actors who look identical to the real people, only with slightly different hair. The resemblance is so perfect that Blacky believes that his old nemesis has returned and shoots at him.
* Underground Zealot religions have been banned, as religious conflict somehow started World War III.
* Underground Zero song "Canes Venaticii" concerns an alien visitor arriving who isn't exactly enchanted at what she sees.
* Under head coach Mike Smith and quarterback Matt Ryan, the Atlanta Falcons have had five straight winning seasons and playoff appearances in four of them. In the first three of those playoff appearances (two wild cards, one divisional) a first appearance loss. The fact that in each loss, the team that beat them would go on to the Super Bowl, probably doesn't help, nor does the fact that they were the favored team in each of their losses.
* Under Heaven is a fictionalized account of the emperor Xuanzong listed under truth in television. The emperor's love for his consort leads him to name her cousin prime minister, and his poor handling of an ambitious and powerful general leads directly to a civil war.
* Under Heaven, the main character, Shen, is nearly killed by a female assassin, but is saved by a Taguran warrior. The warrior intends to have sex with the assassin's corpse as his "reward", but Shen stops him.
* Under her ratty long hair, it's revealed that the Urashima Woman from
* under his command to freely use. In fact, his only in-story defeat amounts to the fact that he had to re-challenge Sabrina just like in canon, but otherwise, everything goes in his favor.
* under his tabard changing from a t-shirt to a sweatshirt once winter sets in.
* underhive filled with poisonous fumes from heavy discharges of toxic waste. The in-game effect of this event was to make tunnels and vents (territories that allowed gangs to set up fighters outside their deployment zone) unusable until the gas cleared.
* Under ideal conditions, they would never have to even get close to the pikemen to effectively attack them.
* under Jyuken the Gatekeeper's control, but judging from her cringing and inability to move, it certainly wasn't an easy fight, and she almost lost.
* Under King Tommen, unlike the other Kingsguard, Gregor's armour is completely gilded. In Seasons 7 and 8 under Queen Cersei, he dons a fancy black and silvery armor that oddly makes him look thinner than he is.
* Underlighting: The laborious (but visually impressive) technique has been supplanted in live-action films by the rise of CGI, and the difficulties involved

with replicating it in digital 2D animation has resulted in the distinctive look of it falling by the wayside since the late 90s and early 2000s.
* Underling. Once, when he finds out he's in Ganesha's temple, and the second when he comes from a fight with sabre-toothed tigers...right into a group of wolves.
* Underling This is awkward for Lazarus when he gets them, and a tail, and horns.
* Underling with an F in PR: You don't care about the media fallout of your actions.
* Under Manticore's Sign. Obviously, the Holy Book of said church claims that it was Satan and his followers who attacked Savior.
* Under Milk Wood reportedly told the director: "I'm not drinking on your film. And by not drinking, I mean just one bottle of vodka a day."
* Undermined by Reality or other message is tarnished by real-life events or the bad behaviour of someone involved in the work.
* Undermined by Reality: Whatever message the work was trying to convey, it's severely undermined by something related to the work in the real world, usually someone involved with production being guilty of the very actions the work's message opposes.
* Undermined by Reality: Whatever values and morals the work has, those lessons and ideals are undermined by something related to the work in the real world, usually someone involved with production of the work being guilty of the very actions the work's message opposes.
* Undermining this trope was the original purpose of the handshake: To dislodge any concealed weapons from within one's sleeves, and to assure others that one was not carrying anything to begin with. Suffice to say, it was done much more forcefully back in the middle ages than it is today.
* Under Mosaic law, fire was the standard, final "treatment" for garments or buildings that had been infected with disease/mold/etc. First, you were supposed to try water. If that worked, great. If it didn't, burn it.
* under Mother Brain's mind control that simulate the intense experience of being hit with fire breath.
* Under My Skin focuses on Min as she struggles with her job, her gender identity, and the surprisingly persistent attentions of a certain cheerful schoolgirl.
* underneath a bridge, with feet to spare on all sides. He boasts about this and browbeats another pilot into doing the same. Unfortunately it has rained a lot since the successful feat and the river level has risen. so when the second pilot attempts to fly under the bridge...
* underneath a haunted temple for 50 years with the supreme evil being, with no ill effects.
* underneath it all, high reserves of Motorics skills such as Hand/Eye Coordination (undercut by his nearsightedness) and Savoir Faire (his secret fondness for appearing "cool"). But he lacks imagination, which Conceptualization quickly picks up on; even if you lack Conceptualization or Inland Empire yourself, your way of communicating with your own skills shows the Detective are imaginative in a way Kim never has been, and which he can eventually come to admire about him. He also has terrible eyes, leaving him weak in Perception and Visual Calculus, and constantly misses physical clues and makes bad deductions based on appearances.
* underneath the "keel" of the world, and the sea god Ulmo had a residence built onto the bottom of the world like a barnacle on the hull of a ship.
* Underneath The Lintel, a play by Glen Bergen, is about the narrator following the clues left behind by The Wandering Jew (see Mythology, above) across the world. Note that the treatment of the Jew is not based in racism, as the original myth is.
* Underneath the Sakura Tree: Before Yoshi and Tang Shen's sons were conceived, Yoshi would sometimes help himself to red wine when his daughter's death and clan's collapse start to get to him.
* Underneath the Sakura Tree: Tang Shen feels responsible for Miwa's death because the place she hid her while the Foot Clan attacked burned down before she could get to her.
* "Under New Management" signs, and the inverse "Back under Original Management/Owner".

* Under Night In-Birth and incredible resilience, make her extremely dangerous even though she doesn't rely on any tactical thought at all. She scares the crap out of Hyde when she first reveals her power and Gordeau (a very powerful In-Birth) notes that not even he stands much chance against her.
* Under Night In-Birth don't have any EXS, however. Their gauges read FLS for 'False' instead.
* Under Night In-Birth gained the ability to teleport, conjure up blades out of solid shadow and abilities far beyond that of a regular human, but the power broke her mind and made her insane.
* Under Night In-Birth. Gordeau's is a purple duster-style coat, while Seth's is something of a trenchcoat.
* Under Night In-Birth known collectively as The Void that feed on this power by sucking it out of their prey. Those who become victim to these Void attacks will gain access to this power of Existence and this can go one of two ways: Either they gain access to powerful and potentially even godlike abilities, or they go completely insane from this energy and mutate into a Void themselves.
* Under Night In-Birth. Later, when she finds another character who is also upset that she's gone naked again, she opts to keep the dress on, since she will attract less attention that way.
* Under Night In-Birth Ruby grew up in the wilds of a world overrun by soul-eating horrors and has trained since early childhood to be a Huntress.
* Under Night In-Birth who does a lot of his fighting for him, and unlike Orie's he can keep it manifest for as long as he likes.
* "Under no circumstances can any [Necron] make more than one teleport move in a single turn. There are no exceptions to this,
* Under non-fictional examples, one of the arguments made in Robin Baker's
* Under normal circumstances, the fuel gauges would detect the actual amount of fuel loaded and that would prevent the problem. However, the fuel gauges were broken on that particular plane, which they actually knew, but this was not considered a serious enough fault to ground the plane.
* Under Norman Osborn, this has been expanded to "Doing anything that slightly annoys him or questioning his minions in any way."
* Under One Roof, a sleazy university professor makes several advances towards Denise, who stammers "I left my iron on in my...car."
* Underoos, media themed underwear for children that has been popular since 1977.
* Underoos on the outside, though, as have most films, however DC eventually put them back on Superman as of his 80th anniversary, since they were just so iconic.
* Underpaid, out-of-his-depth Manuel is clearly a nonromantic version of Pierrot, right down to the black-and-white waiter's uniform he typically wears, though his cheerful attitude gives him elements of Harlequin as well.
* underperforming in elimination games and had not made it into the National League Championship Series in their franchise history; indeed, the Dodgers shut out the Nationals in Game 1 of the Divisional Series. However, the Nationals took Game 2, and after a loss in Game 3, the Nationals won two straight to advance to the NLCS for the first time in franchise history; where they proceeded to sweep the St. Louis Cardinals.
* underplaying emotions (except for a certain stiffness or a sort of mild disappointment in the listener)
* Under Pressure fears that he's a dangerous religious schizophrenic. He's not, but is simply the one who has best adapted to their conditions.
* "Under Pressure" has also an odd case in the U.S., where it only hit #29 and was out-charted by the following and much more divisive single "Body Language" (#11).
* "Under Pressure" was the band's only big name single to be recorded alongside an outside artist, in this case David Bowie. It's gone on to be one of their most recognizable hits.
* underranked for his position in the battalion, but of appropriate rank to command a company.
* Underrated and OverleveledA character whom the plot provides no reason to be particularly strong turns out to be quite powerful in statistical terms when they

join your party.
* Undersea home of superstrong, water-breathing mutated humans in both the
* Undersea Kingdom, about 17:30 in, Crash Corrigan (as Crash Corrigan) rejoins the group and, apparently trying to place his hand on the shoulder of Lois Wilde (as Diana Compton), instead places it squarely on her (clothed) right breast. She reacts with perfect aplomb and removes the hand from her breast with a motion worthy of a Wing Chun master. They all get on with the boring exciting action, and the editor either was asleep or left work that day whistling over a little victory he (likely) thought noöne else would ever notice.
* Undersea series by Frederick Pohl and Jack Williamson, allows city domes and submarine hulls to withstand the crushing pressures encountered deep under sea.
* Under Sheriff, but several political issues, including the county splitting in half, cost him that job.
* Under Siege 2: Dark Territory. After they panic and tell him the codes he wants, he thanks them and emotionlessly has them thrown out the train to their deaths.
* Under Siege 2: Dark Territory, can also destroy high-flying bomber jets.
* Under Siege 2: Dark Territory, Dane mocks them for their office romance, leading to this:
* Under Siege 2: Dark Territory had a video lens that was powerful enough to focus on the breasts of a topless sunbather in Los Angeles in crystal-clear real time.
* Under Siege 2: Dark Territory has a thug who has been pepper-sprayed so many times, all it does is clear out his sinuses. And then he proves it by using it as a breath freshener.
* Under Siege 2: Dark Territory on the train (since Ryback is the hero, this situation-redeeming fact obviously doesn't last very long):
* Under Siege 2: Dark Territory outruns a fireball by running the length of a railroad car.
* Under Siege 2: Dark Territory-shooting satellite by using it on a fertilizer plant in China.
* Under Siege 2: Dark Territory, terrorists have taken over a passenger train in which they've mounted a satellite control system that can trigger earthquakes.
* Under Siege 2: Dark Territory was the War Room for the orbital particle-beam cannon.
* Under Siege 2: Dark Territory: When the terrorists discover that Casey Ryback is taking them out one by one, they figure out that his niece is traveling with him from the passenger manifest so they can use her as bait.
* Under Siege 2: Dark Territory, where it was two passwords on computer keyboards that needed to be entered simultaneously.
* Under Siege 2 in their fight. But said dragon, does manage to land a solid kick to Ryback's face when the former tried to twist his ankle, knocking him back and allowing the former grab a weapon. And earlier in the fight, he managed to cost Ryback his knife when their tussle lead to them falling down the stairs.
* Under Siege 2, mercenaries team up with an ex-government hacker to blow up a nuclear reactor and irradiate the eastern seaboard on behalf of mideast terrorists.
* Under Siege centerfold and saying she's "Miss July 1989." While the character goes by a different name than the actress, she was in fact the actual Playmate of that month.
* Under Siege, Commander Krill says he cut himself shaving as an explanation for Ryeback slashing his face.
* Under Siege has a non-humorous example. Ryback wants to prepare a warm welcome for the terrorists who have taken over the battleship, so he puts a can containing combustible material inside a microwave and turns it on. When the terrorists arrive in the kitchen, the can inside the microwave explodes.
* Under Siege, Krill is dubious about Ryback being a threat as he's just a simple cook. Even after Ryback kills a few guys, Krill thinks he just got lucky but Strannix insists on seeing Ryback's file. Krill soon comes back to shock everyone by revealing Ryback happens to be a highly decorated ex-Navy SEAL. When Strannix snaps on Krill not knowing this, Krill replies that Ryback's file wasn't in the main records but in the captain's private safe which Krill didn't have access to.

Thus, like everyone else on the ship, he had no idea Ryback was anything but a cook.
* Under Siege probably has dozens upon dozens. One that would probably go unnoticed to most though is that it's stated Steven Segal's character lost his SEAL standing and clearance and only had the options of becoming (cross-rating) to Yeoman or a cook (Mess Management Specialist at the time). It's never stated what his source rate was (back then SEALS were one of 8 regular ratings), so assuming it was one that required a clearance (for instance, if he was a Boatswain's Mate, he could have stayed as one, but not a Photographer's Mate), he still couldn't become a Yeoman, as it requires a secret clearance.
* Under Siege reads through his now-dead superior's report on him, he notices that he pegged Krill for being psychologically unstable. Krill, in drag, asks his associate if he looks like he needs psychological help.
* Under Siege, Strannix recounts a tale of how he sent his CIA superior the fingers of two assassins who were sent to kill him.
* Under Siege that looks more like he's tilting the guy's head back slightly.
* Under Siege, they find he had prepared a performance review for Krill that would have torpedoed Krill's career over that had Adams lived to reach San Francisco and file it.
* Under Siege, Tommy Lee Jones is Strannix, a rogue CIA operative who specialized in hijackings. He and his men disguise themselves as musicians in order to seize a battleship with the help of a crooked Naval officer, Gary Busey. Strannix plans to load the ship's Tomahawk missiles onto a waiting sub (which he stole from the North Koreans!) and sell them.
* Under Siege to pull out a chunk of his throat, leaving a gaping hole in his trachea.
* Under Siege was a highly trained NAVY Seal and the most capable warrior on the entire ship?
* Under similar conditions, Benibara of Lobelia has a rather masculine face despite dressing more effeminately.
* Under some conditions aphids are born pregnant, but such offspring are clones of their mothers.
* Under some partners rules variants of Spades, getting a "Boston" run on your team (losing all thirteen tricks) is an automatic game loss.
* underspace involves following pre-placed Hub Beacons and routes. The Beacons are damn important too as underspace doesn't function like realspace and is next-to-impossible to navigate, so making blind jumps will just get you hopelessly lost (and don't even bother trying to use autopilots or drones; the properties of underspace cause them to shut down upon entry). Not only that, but ships can only stay in underspace for about two minutes before it's properties begin destroying the ship, so getting in and out quick is vital.
* Understandable due to the Walt Disney Company's longtime moral standards, but on the early '90s Disney-aired (but Canadian-produced) children's show
* Understandable, since "Jim" was an extremely common name for Baby Boomer boys, who would have been in the prime of their wrestling careers at the time.
* understandable to the exact number needed to put her in a tie with Čáslavská), and both decisions were to the benefit of Soviet gymnasts, a country which Čáslavská had a personal hatred for as they had recently invaded her homeland.
* Understandably, due to time constraints and the large cast of leads and supporting characters from the solo shows being juggled around, there were going to be out of focus and sidelined. But this is most apparent with Karen Page, as outside of a single interaction with Trish Walker, her interactions are primarily with Matt or with Foggy. The same goes for Malcolm and Trish, who only interact with each other and with Jessica.
* Understandably for a children's horror show, this popped up a few times on
* understandably has his reputation tarnished, while Sansa is taken hostage for an entire year because her brother Robb declares rebellion upon their father's death.
* understandably low opinion of his intellect," he steps off the curb and gets hit

by a bus.
* Understandably, many efforts are made in-universe to simplify the summoning ceremony. Alternatives to the Blood Sign method include the Sewn Realm Summoning (analogous to throwing a fish back with a hook in its mouth, so it can be more easily caught in future), the Holy Key Women, and Pandemonium.
* understanding, are not Arabic nor do they have Arabic speaking Muslims.
* Understanding Boyfriend: A female character is freaking out or is very insecure about a perceived flaw that she has. However, once her love interest is made aware of it, he doesn't care and his acceptance is enough to put her at peace.
* Understanding Boyfriend: The heroine's boyfriend who knows that she's a fantasy heroine and sympathizes with the wacky antics she goes through.
* Understanding this trope is just one of many steps one needs to take if they are to have any hope deciphering the handwriting, or typing, of
* understands the concept of love. Why? Because Morrigan doesn't like to share her things.
* Under "Starfish" ships, we have the gigantic, asymmetrical, and crystaline
* Understatement: A statement that describes something as if it was less severe or grand than it actually is.
* understood while he was doing it but Naruto insists that it's only good for friends and would be a disaster if done to a group of strangers or enemies.
* Under Suspicion (2000), set in Puerto Rico, was entirely filmed there - although given most of the movie takes place indoors the producers (including stars Gene Hackman and Morgan Freeman) could have just played this trope straight!
* Undertaker attempts to kill Sebastian because he is making Ciel "miserable." He doesn't get a chance to. towards Ciel and tends to lose his personal space around him.
* Undertaker" days. During the storyline of him stalking Stephanie, many stated that Mark Calaway had gone off the deep end into believing in his gimmick and having the rest of the Ministry believing in what he now believed. After being kidnapped by the Ministry, Ryan Shamrock could only watch helplessly as her brother was ambushed & beaten by the Ministry when he tried to save her. JR and Lawler note that The Undertaker television persona has come to life.
* Undertaker depending on how far he's willing to go for retribution should be he unsuccessful in saving Kane at the time.
* Undertaker enjoys the feeling of having the water sucked out of his body while being buried neck-deep in salt.
* Undertaker. In 1997 there were two specific scenes where he displayed a level of grief & emotion that we hadn't seen from him up to that point, and haven't seen again since. Even to this day, many fans are still surprised to see him in that light.
* Undertaker Riddle, ghosts are mostly harmless, can be seeing by certain persons and stay because of lingering attachments but also they can turn into evil spirits who hunt down other people's souls to eat.
* Undertaker Riddle...then as soon as the danger's been averted reverts to his normal self again. He's not quite so subservient to anyone else, but still apologizes a lot and never cares to stand up for himself.
* Undertaker. The latter has started all but one of their 5 feuds, all of which he's attacked Taker without provocation or warning. Yet everything is always fine after a while and he's back working with Kane again. Their last feud was 2010 when Taker recovered from Kane's recent attack. Eventually Taker apparently forgave him because he shows up to save him on the 2012 Anniversary of RAW. Even Kane was confused by his appearance and the two shared uneasy stares but cleared the ring together. Kane has not betrayed Taker since then. Maybe he finally sees just how much his brother cares for him.
* Undertale, a big recurring theme is characters crying out for help only to be met with the same message...
* Undertale. After you deal the final blow, they start to bleed, despite the fact that the game makes abundantly clear that monsters don't have blood (and no one else bleeds in the whole game). They sigh, move outside your field of view, say

their last words, and you hear the sound effect used whenever you kill or spare a monster. Most people assume that they died, but the exact circusmtances of their defeat (and the implications of a supposed monster bleeding) are never elaborated upon, leaving the player to guess.
* Undertale, all of which we see were worse off than the story’s main timeline from the beginning. It’s implied that none of this would have happened if Frisk had refrained from the Genocide Route at the beginning and just accepted that Chara was stuck as a disembodied spirit. In the second ending, all of the above is still true, but all of the other characters (except Toriel, Asgore, and Asriel) tell Frisk and Chara that they can never forgive their actions, and that the devastation was all their fault, and that they deserve to never be happy again. Frisk and Chara agree with them and commit suicide under Mount Ebott together.
* Undertale, Alphys convinces Undyne that anime is actual human history so that she'll watch it with her. When Alphys later confesses, Undyne can't bring herself to believe it because she wants it to be true so badly.
* Undertale (an airplane), Vulkin (a volcano), and Woshua (a washtub); to a variety of NPCs. The Mad Dummy is explicitly possessed by a ghost, but no such explanation exists for the rest. One early scene has you pushing rocks onto buttons; one of the rocks protests being pushed, and must be convinced to move itself to the button.
* Undertale and every other Universe in existence (all fanworks from other creators) gets dragged into the conflict in some fashion.
* Undertale and the cold and dispassionate demeanor is an (ultimately unsuccessful) attempt to remain stoic, serious and professional as befits the leader of the Royal Guard.
* Undertale, an icy mist fades in and obscures the screen in the area where you fight Papyrus.
* Undertale are anthropomorphized animals like goats, dogs, cats, fish, etc. Some of them play the trope fully straight while others are basically semi intelligent but still act mostly animal.
* Undertale are depicted as heart symbols, including the one that represents the menu cursor and player's hitbox in fight scenes. The broken heart symbol is used to symbolize dying.
* Undertale as Papyrus approaches. It fully conceals the player character, but only during the cutscene.
* Undertale as to whether or not he actually did die, or just made the noise with his mouth before limping off elsewhere, among other theories.
* Undertale bosses). They are designed to be challenging to a level 1, where you have 20 HP, while even a relatively modest level 6 (out of 20) doubles that.
* Undertale Boss, except Omega-Flowey and God of Hyperdeath Asriel, and quite a number of normal monsters too.
* Undertale. Certain bosses can change the color and behavior of your soul, restricting your movement and changing your abilities.
* Undertale character you encounter is super hammy, to the point of self-parody:
* Undertale confusion. No one is quite sure if the annoying dog is a Samoyed, American Eskimo dog, Japanese Spitz, or white Pomeranian. The file names have "pom" in it, so it's likely the last one is correct.
* Undertale deliberately quits itself after a major plot twist. When opened up again, the game's normal intro sequence will start to play, but after a few seconds the video and audio glitch out like a broken DVD.
* Undertale, despite Mettaton being Alphys's friend, Undyne doesn't like him very much, but admires his luxurious lifestyle as an idol for the Underground.
* Undertale does this with a bossa nova variant of the game's theme, labeled "Hotel" on the soundtrack. It plays during Mettaton's cooking show and at the MTT resort.
* Undertale. Eating him, however, still counts as murder and thus locks you out of the Pacifist route.
* Undertale, even if that's halfway across the game world from where they left you just a few moments ago.
* Undertale even more tenuous. Unlike with the Once-ler, almost all of these AU

counterparts were still recognizably Sans at the end of the day, so when things started cooling off in the fandom, they were mostly abandoned instead of being retooled into original characters.
* Undertale extremes. And some artists just disturbingly give them boners that are literally made of bone.
* Undertale, falling through the floor enough times during the "Don't step on the leaves" puzzles will have the whole floor turn solid.
* Undertale (Fan Novelization), Frisk considers swimming across the river to avoid a puzzle. The problem, realized only after coming up with the idea but fortunately before trying it, is that Frisk can not swim.
* Undertale (Fan Novelization), Frisk encounters a Moldsmal, a slime monster resembling a gelatin mold. Frisk comes to the conclusion it cannot speak or understand human language, so tries to communicate with a different method and realizes too late that Moldsmal interprets hip-wiggling as a form of flirting.
* Undertale (Fan Novelization), Toriel heals Frisk in this manner multiple times early in the story. She is quick to note, however, that the healing does not work long-term.
* Undertale fans have begun to refer to themselves as "Undertale Trash" or just Trash.
* Undertale finally gets his chance to be on stage with Mettaton. Unfortunately, it's as a bush.
* Undertale. Flexing in front of one causes it to run away frightened.
* Undertale found in the game, from Toriel's butterscotch-cinnamon pie to the Glamburgers and Starfaits served at the MTT Burger Emporium.
* Undertale from the world along with people connected to him. Occasionally they flit about between the void of nonexistance and the game world and can only lament their fate and give you cryptic clues about the Doctor. And worse, while Gaster's impact in the world still exists, his accomplishments were simply passed on and credited to other characters (he made the CORE, but in the game it's implied the monsters believe it was Asgore or Alphys' doing) and the world simply kept moving on.
* Undertale gives you one of these during their battle, accusing you of going this far "just because you think you can, and because you 'can', you 'have to'."
* Undertale got fan-translated to Japanese not long after the PC version release and before the official Japanese translation in 2017.
* Undertale has a minor incidence of this as a joke. Papyrus, assuming you spared him, will call your cell phone once you reach a certain place in Waterfall and ask to confirm the clothing you're wearing, since a friend of his wants to know. Said friend turns out to be Undyne, who actually wants to kill you, which Papyrus strongly disagrees about. After your first encounter with Undyne, Papyrus calls again to explain his reaction to the prior phone conversation, revealing that no matter how you answered him, he gave Undyne an accurate physical description of you, despite his efforts to the contrary:
* Undertale has brought a lot of shippers often trying to ship the character Sans with a variety of characters, the most popular of which is the character Toriel. Toby Fox would state on his twitter in a reaction to all of these ships that Sans is far too lazy to ever commit to any relationship. This has not stopped the shippers from putting Sans with almost every cast member.
* Undertale has him hiding one in his hand when he offers to shake, setting up his laid-back prankster personality.
* Undertale has Mettaton boasting at various points some variation of "DRAMA! ACTION! BLOODSHED!" There are also the key cake ingredients in his "Cooking with a Killer Robot" scene: flour, milk, eggs... and a human soul.
* Undertale has several characters who have incredibly dark and often disturbing backstories:
* Undertale, has the Inertia Society handshake, where the two participants press their palms, or palm-equivalents, together.
* Undertale, has the "Wrong Number Song", which is sung by a caller during a random even in Snowdin who realizes they got the wrong number.

* Undertale has three burgeoning types of fanfic, coming less than a month after release:
* Undertale has two characters who can take over the "Game Over" screen:
* Undertale, he is actually seen dressed as the mascot for "Ice-E's P"e"zza" along with a few other employees (though this time Mettaton isn't responsible).
* Undertale. He regrets the decree immediately once he calms down, but by that point it's too late to rescind the order.
* Undertale, hinted she'll have a cameo in the complete version of the game.
* Undertale However, one boss in a Genocide playthrough will pull the same trick on you given the opportunity.
* Undertale. If she's not given water, she's subsequently laid up with heatstroke (though if you're merciful enough to give her aid she'll be chagrined enough to back off).
* Undertale immediately became popular with furries as soon as the first demo came out, especially the adorable goat mom Toriel, but the rest of the cast of characters followed when the full game was released, and the skeleton brothers Sans and Papyrus were often a gateway between the furry fandom and skeleton fandom. This has been immediately addressed by the creator Toby Fox when he realized that after the release of the demo, urging the rule 34 artist to tag their works "AC:#UnderTail", and included several jokes about the furries in the final game.
* Undertale includes several nonbinary characters and a romance arc between two women.
* Undertale in order to proceed, and the result is... predictable. During the boss fight against Muffet the Spider, your soul indicator is restricted to jumping from one "web" to the next, and one of the ACT options is "struggle", which just makes her laugh.
* Undertale introduce him separately from the other monsters, usually with a dismissive statement like "Jerry came too."
* Undertale in-universe, but is the only character to have either of those as a notable character trait.
* Undertale is a humanoid fish monster with one eye and sharp yellow teeth. She is a powerful warrior who wears intimidating full plate armor, and when off duty, wears a simple black tank top and jeans and keeps her hair in a ponytail. When she goes on a date to meet her crush, Alphys, she changes to a stylish leather jacket, sweater, and lets her hair down, making her look significantly more attractive.
* Undertale is a sentient carrot. Attempting to talk to him will cause him to say "Plants Can't Talk, Dummy".
* Undertale is a torn notebook, which, when you attack with, plays an animation of a spinning book.
* Undertale is described]... it fills you with determination." Or: "[Description of setting's ambience.] You're filled with determination." (The wording has miscellaneous other variations.)
* Undertale is much taller than she is. Toriel is a boss monster in the form of a somewhat elderly goat and many monsters within the game's internet find her very attractive. When she finds out about it, Toriel doesn't understand why people would even find someone like her old self attractive to begin with.
* Undertale is the ability to talk your way out of every fight, although it does not actually cause the thus "defeated" monsters to die.
* Undertale just to have a bad time (figuratively speaking), get dunked on, or be filled with determination.
* Undertale just to pull a series of pranks at your expense; his brother Papyrus implies that he does that sort of thing a lot.
* Undertale killing everyone you meet will result in all the towns you enter being almost completely empty. Partly because, well, you killed them and because the rest of the monsters are fleeing for their lives. The music also slows down to a crawl, adding to the empty and desolate feeling.
* Undertale. Later on, if Papyrus defeats you in battle, he locks you a cell (actually, just his backyard shed), which again, you can literally just walk out of.

* Undertale mentions how King Asgore got an accidental food poisoning when his children confused "cups of butter" in a pie recipe for him with "buttercups" (a mildly poisonous flower).
* Undertale, Mettaton forces you to watch the live feed from his TV station of the action. The crawl at the bottom displays humorous news stories about enemies you've encountered, and differs depending on whether or not they lived. If you let the scene run long enough, the crawl finally ends with "HISTORIC NEWS TICKER HEADLINE SHORTAGE."
* Undertale, Mettaton is a robot that people is known to crack a joke here and there. Any scene with Mettaton is bound to have a funny moment.
* Undertale, Mettaton's dialogue is in ALL CAPS, but is nevertheless very eloquent and charming for a character who's ostensibly a killer robot.
* Undertale, Mettaton's MTT brand includes various beauty products, stoves, a fancy hotel, a hamburger place, all of Mettaton's shows (including MTT News) and Canned-Human-Soul-Flavor-Substitute.
* Undertale, Monster Kid falls on their face every time they try to make a running exit.
* Undertale, monsters and humans can do this if they have sufficient knowledge of a place.
* Undertale, monsters and humans must focus on a color of magic’s defining aspect, like patience or bravery, to cast it. Fear inhibits monsters’ magic, and their magic is strongest when experiencing strong, non-frightening emotions, like happiness, anger, or passion. In-universe, determination is logic-defying because it is driven by desire, not a specific emotion.
* Undertale, monsters don't leave corpses when they die. Instead their body disintegrates into dust.
* Undertale. Moreover, Gaster takes souls from other timelines on a regular basis, not caring that doing so incites wars interdimensional in scope. He also brings warriors from nasty timelines to more peaceful ones. The heroes go to great lengths to repair the damage done to their own timeline, but don't even try to fix the others that are just as bad or worse, though admittedly they have the "one can't fix an infinity of worlds" excuse.
* Undertale, nerdy scientist Alphys is the Underground's resident otaku. She keeps a large collection of anime and manga under the considerably inaccurate label of "human history."
* Undertale (no pun intended) by Sans, who says, "quick, behind that conveniently shaped lamp!"
* Undertale of the canon characters operating on a multiverse level. For example, Ink is the protector of all the AUs, CORE!Frisk can travel between all the AUs, Error wants them destroyed and so on.
* Undertale, one of Sans' "puzzles" is a word search. After it completely fails to stop the player, Sans and Papyrus get into a brief argument over whether a crossword puzzle or the Junior Jumble is harder, and you're asked to weigh in on the issue.
* Undertale (one playthrough of the former will have significantly more content), so implementing that many branching storylines would be nigh impossible.
* Undertale out for friendly dinners and conversation on a few occasions, and is protective-bordering-on-overprotective of his younger brother Papyrus's happiness and innocence, who he's always doing little things for behind his back (while playfully ribbing him to his face). The contrastingly passionate and strict-minded Papyrus seems to find his lackadaisical and goofy big brother more pathetic and annoying than cool on principle, but he still loves, trusts, and cares about him as a person, and isn't above the knee-jerk reaction of turning to him when things aren't going his way here and there.
* Undertale pair one of the characters (with Sans being the most common) with the reader.
* Undertale: Papyrus has a few ideas, which aren't nearly as important as freeing everyone from the caves they're magically trapped in. Thankfully he never gets the chance.

* Undertale popular within the furry fandom. Because of this, people often view the fanbase as atrocious and full of furries.
* Undertale puns. However, if you have a certain "fun" value, he'll call you to ask if your fridge is running. Expecting a pun about running, you answer, but he actually answers normally (depending on what you said, he'll either say that this is good, or will promise to call someone to fix it).
* Undertale: Rebirth, Undyne and Samson are at each other's throats until she beats him in a wrestling match. By the time Alphys gets back from her lab, the two have become "buds".
* Undertale, Sans, has this trope as one of his defining character tropes. When being serious, his eyes go completely dark, almost as if he is addressing the player directly.
* Undertale Sans, Papyrus, and Alphys were created via CAD-and-CAD (the "and" should be the and sign) machines, essentially magic-assisted 3D printers used as uterine replicators. Sans's and Papyrus's father uses a CAD-and-CAD machine to lessen the accelerated aging process surrounding birthing a child without a partner. Alphys's parents do the same, except they split the burden between the two of them and a CAD-and-CAD machine.
* Undertale, Sans tells a story about telling a knock-knock joke with the punchline "dishes a very bad joke." The recipient apparently found howlingly funny and eventually started coming up with knock-knock jokes of her own.
* Undertale's blue attacks, which are dodged by remaining motionless, by telling you that when you see a stop sign you stop, and since stop signs are red, you should imagine a blue stop sign.
* Undertale. She eventually decides that hating you is no longer possible and you're actually pretty cool. Should you kill anyone after befriending her, Papyrus calls you to tell you that Undyne not only hates your guts, but she would destroy you if you ever showed up again. If you're on a no-mercy run, the encounter with Undyne is more or less the same, but since she sees how much of a cold-blooded murderer you are, she states that she used to think humans were cool until you came along and now she has a legitimate reason to hate and kill you.
* Undertale Snowdrake can be spared after laughing at one of his jokes, and monsters accompanying him can be spared after making your own joke.
* Undertale. Social customs dictate when a monster can read someone else's thoughts.
* Undertale, so he would not fall down due to the strain of birthing them without a partner.
* Undertale, so that's the best he could come up with after they migrated from the original city of Home.
* Undertale so the game would be pushed over to a 13+ rating—which Toby Fox was sure to highlight on his Twitter account. Averted in that the port still received the same E10+ rating as before.
* Undertale speaks in all lowercase letters, with haphazard use of punctuation.
* Undertale starts out looking like a kid friendly game where you try to get "friendliness" pellets, but moves within five seconds to a dark, definitely not kid-friendly bullet hell. Then, it's tone shifts from standard, light-hearted puzzle game, to quirky RPG parody, straight to tear jerking deconstruction of said RPG. And that's all in the first Area!
* Undertale tag to keep it separate from the main body of work, because "It's a family friendly show!"
* Undertale tampering with the ketchup bottle to prank you if you accept his offer of ketchup for your food at Grillby's. He's a good enough sport to give you his lunch after yours gets drenched in ketchup thanks to his prank. If you don't accept the initial offer, he just chugs the bottle of ketchup all in one go instead.
* Undertale that, if the player kills him, his friend Undyne infers that he's dead because he didn't answer his cell phone after the second ring.
* Undertale, the creator of the game, purposely left a lot of things vague so that fans can come up with their own theories and whatever they think of will be "true".
* Undertale. The first time is in Toriel's house after she shows you to a bedroom.

When going to sleep on the bed, the player character will lie on top, and the screen will fade out. It fades back in with them covered up before getting out. After Toriel's boss fight, this won't happen if you sleep on the bed again, as she's either dead or observing the flowers in the game's first room depending on if you killed her or not.
* Undertale: the game's alternate routes have different and much harder encounters replace the last two bosses of the most commonly first run "neutral route".
* Undertale, the monsters need the power of seven human souls in order to break the barrier keeping them underground. They already have six of them when the player character stumbles into their kingdom...
* Undertale the Musical can place that production's cast into the roles of the characters they portray.
* Undertale the Musical into fighting off the player, while the text registers the player's point-of-view suffering injuries that come as a surprise. However, one of the last messages before the lethal blow lands reports feeling a "surge of defiance".
* Undertale. The narration will switch to first person in the No Mercy route, something that has caused a lot of argument and speculation.
* Undertale, the player can take advantage of 01 doing this to 02 by either sparing them - which will result in 02 awkwardly asking 01 out on a date - or killing one, which will cause the other to become hopeless.
* Undertale, there is Temmie Village. Citizens are Temmie, Temmie, Temmie, Temmie, Temmie, Temmie, and Bob. While Temmie usually talks in weird internet speech, Bob is able to speak proper English and seems a lot less excited than the others.
* Undertale, there is the option to watch a series of old video tapes. However, nothing is shown, because they were either filmed in dark rooms, or with the lens cap left on.
* Undertale, the Ruins have signs warning you to stick to the path and not step on the leaves, each of which can only be read by not doing as the sign says.
* Undertale, the second because he takes it as humility. Either way, his response is "Oh no! You're meeting all my standards!"
* Undertale, they are shown to be working at the same school, implying that the two have either made up or they're on speaking terms with each other at the very least.
* Undertale, Toby Fox appears again as the annoying dog; however he is only mentioned and Temmie appears again, however this time Temmie has the same hat and hairstyle as Temmie Chang.
* Undertale to use their power effectively. Indeed, the so-called "weakest enemy", with stats that are mere 1's across the board, delivers what is unquestionably the toughest fight in the game (but you have to go pretty far out of your way to piss said character off enough to fight you).
* Undertale, two of the monsters — Froggit and Knight Knight — have entire faces, complete with mouths, on their abdomens.
* Undertale, Undyne has a robotic left eye that can shoot lasers instead f an eyepatch, as she is the Royal Scientist instead of the Captain of the Royal Guard she was in canon.
* Undertale, Undyne is the Royal Scientist and Papyrus is her assistant. Their inventions show this, including Papyrus inventing teleportation pads and Undyne creating Mettaton.
* Undertale uses colors to both represent traits and types of attacks/modes in battle:
* Undertale, we have Mettaton, a killer robot built by Alphys who hosts a well-known talk show and owns a hotel.
* Undertale. "We're, like... SO hyped for the destruction of humanity!"
* Undertale: When Sans implies that crosswords are tough, his brother Papyrus immediately says that Junior Jumble is much harder, and asks the player to settle the argument. As Sans is more likable (and crosswords do tend to be tougher), players have a tendency to agree with him. However, Sans is a laid back guy. The only thing he cares about is his brother, so he is actually grateful if you agree with Papyrus, because he likes it when he's happy.

* Undertale, when Undyne fights you on a Neutral run, she wants to beat you fairly, so she gives you a spear to block her attacks with. If you repeatedly fail to dodge her first attack, however, she'll get increasingly frustrated until she just gives up and swarms you with one of her fastest attacks.
* Undertale, whether you have the child spare or kill the child's enemies frames the story. But the child themselves gets no distinction at all.
* Undertale (which is established by a side conversation in Snowdin). And yet, you'll still hear 'I have to go to the bathroom' multiple times.
* Undertale who makes up for it with their insane dodging skills — you can't hit them once in the entire battle until an opportunity finally presents itself to make a sneak attack. In a normal run you wouldn't get this boss and would instead get two later bosses whom the Real Knife would be really useful on... but in the run you get the Real Knife in, they're essentially killed in cutscenes. It's almost like the game is mocking you for your desire to powergame and get the strongest weapon there is.
* Undertale will make you one if you want to beat the game without hurting anyone. Most of your enemies are very persistent in their desire to kill you, and the pacifist player has to get creative in order to calm down the Legion of monsters.
* Undertale, you can call her and Papyrus on the phone. Calling them in the room where you hide in the grass after Undyne lobs spears at you prompts this exchange.
* Undertale), you can find one trying to incubate a hard-boiled egg, and another is apparently allergic to her own species. Even the message at the village's save point is rather odd.
* Undertale: You play as a child who fell underground, and wants to return home. Thing is, everyone and everything underground wants you to stay, or wants you dead.
* Undertale. You (the protagonist) hunt down and slaughter (nearly) every monster in the Underground, then make (or are forced to make) a deal with a long-dead corrupted child to completely obliterate what's left.
* Under Ten Flags (1960), a British officer who's a POW on the German raider notes the irony that he's dying from a British shell splinter (from the cruiser that's firing on them), and points out to Captain Rogge (who's tried to fight the war in a civilized manner) that such decency isn't possible in modern warfare.
* Under Ten Flags). However the real officer returns as the imposter is leaving the building. Just as he's about to alert the guards, another spy waiting with the getaway car 'accidentally' runs him over.
* Under Ten Flags with a huge tattoo on his back saying ENGLAND RULES THE WAVES.
* "Under The Bed": A monster that seems to be the boogeyman only comes out at night because sunlight turns it to stone. This even happened to some of its spilled blood when light shown on it. When the heroes overpower and drag it into the light, one then smashes it to pieces with a lead pipe.
* Under the Bed: Neal acts this way toward Paulie. It helps that they've both been stalked by the monster living under Neal's bed.
* Under the Bed: Neal and Paulie make a weapon to fight the monster under Neal's bed by taping a bunch of flashlights to a broom.
* Under the Bed: The monster kills one of the Evans boys by ripping his head off with its bare hands.
* Under the Bed: Under Neal's bed is a portal that leads to the realm of the monster that's been tormenting Neal for years. The monster's realm seems to resemble some sort of bog cloaked in perpetual dawn.
* Under the Bed: When the monster is about to appear, one thing that can happen is that the room fills up with fog.
* Under the Big Top, after Dean refuses to run away to marry Castiel and they break up, Castiel kills himself due to his depression.
* Under the Bridge: Chip falls victim to this upon beholding Gadget in his afterlife dream.
* Under the Bridge has an interesting aversion: The "Gray Mouse" invented a weapon which she calls "Darned Nearly Recoilless Rifle". It uses .22 rimfire ammo (which, on rodents' scale, amounts to artillery), it is held like a bazooka, and "darned nearly recoilless" means that the remaining recoil would still knock the operator

over.
* Under The Bridge into stories of their own, especially the main original characters.
* Under The Bridge is probably one of the smallest BFGs. It only uses comparatively tiny .22 rimfire cartridges of which it can only hold one. The reason why it does qualify as a BFG is that it's designed by a mouse to be used by rodents, and at that scale, .22 rimfire is the equivalent of a 155mm howitzer. The sole cartridge is inserted into the barrel from behind; it's actually designed to be operated by multiple rodents, one of whom loads it. And although the recoil is dramatically reduced by ejecting the empty casing backwards, it is still strong enough to knock over a single gunmouse.
* Under the Bridge she is, she builds herself a quite powerful mechanical one. At the beginning of the story, hardly anyone knows about her artificial limb because she wraps a cape around it and conceals the hand in a glove.
* Under the Bridge toy. Its name is somewhat ironic, considering it was built and is operated by small rodents.
* Under the Chase system at the time, 12 drivers were eligible to make the Chase: the top 10 in points, with two additional Wild Card spots for drivers positioned 11th-20th in the points with race wins. Entering the race, Kasey Kahne had already locked up the first Wild Card spot as he was the only repeat winner in the field outside of the top 10 in points, with his two race wins from earlier in the year (Bristol in March, and Pocono in August). Ryan Newman entered the race trailing Martin Truex, Jr. for the final wild card. In order to guarantee a Chase position, Newman needed to either win the race, or be five points ahead of Truex and not have Joey Logano or Greg Biffle fall out of the top ten (as if either Logano or Biffle dropped out of the top ten at the end of the race, the other Wild Card spot would go to one of them). Jeff Gordon trailed Logano by 16 points for 10th place, the final Chase spot based on points position.
* Under The Cold Moon has Grete Ravenhallow who gives no hint of her sexuality in any capacity professionally, but later reveals herself as a proud lesbian.
* Under The Cold Moon repeatedly dicking with Hardestadt in childish ways, such as kicking at his cane just to watch him stumble and nearly fall down.
* Under the Committee of Public Safety regime in the People's Republic of Haven (
* under the counter, which means a pair of terrorists are able to shoplift some after he turns down their initial request for it (because they didn't bring a note permitting them to buy it).
* under the cover of a smoke bomb. Andrew reveals that he has a jet pack as well and tells Buffy that it's not over, and they will meet again...before jetting into an overhanging roof and knocking himself unconscious.
* under the covers while he's sleeping, wakes him up, glares into his eyes from less than six inches away, and asks where Twilight is before poofing away again. Poor Spike is left huddled in the fetal position with the covers wrapped around him, shivering.
* Under the Dark Triad, the Spade Kingdom began using the power of devils to increase their military power, with the highest-ranked soldiers aside from the triad known as the Dark Disciples. They use said devil powers to invade the other kingdoms.
* Under the Dog, they managed to make a 22-minute pilot that was released to middling reviews. Two years later they released an expanded version that performed better but with the people involved having moved on to other works, it's highly unlikely it will ever be revisited.
* Under the Dome, and kill whoever they want to without any real fear of retribution.
* Under the Dome: As police chief Randolph and a detachment of officers are heading towards a meth lab in order to assault it and take the valuable propane stored there, Randolph realizes that they had forgotten to grab body armor (i.e. bulletproof vests) before driving to the lab. He doesn't worry too much about it, since he figures the assault will be easy. He assumes the two men there will be too stoned out of their minds to fight back. How wrong he turns out to be.

* Under the Dome by Stephen King, the main character, Dale "Barbie" Barbara, is working as a short order cook at a grill when one of the waitresses starts hitting on him. He rejects her advances, but she keeps at it. Eventually it culminates in her cornering him in a backroom and groping him, while he angrily tells her off. The next day, the waitress's boyfriend storms in, demanding that Barbie come out into the parking lot to fight him. The reason? The waitress, angry at being spurned, lied to the boyfriend and claimed that Barbie had raped her, all in order to get the boyfriend to kick Barbie's ass.
* Under the Dome cries for his mother right before he's shot do death.
* Under the Dome doesn't exactly elaborate as to what happens in the pantry.
* Under the Dome doesn't like to swear. His favorite substitute for a swear word would be "cotton-picking" (as in "this cotton-picking short-order cook"), but he's also fond of using "rhymes-with-witch" instead of "bitch" or "clustermug" instead of "clusterfuck". Rennie can't stand it when people swear in his presence, either.
* Under the Dome having similar visions. Apparently, Stephen King likes this trope.
* Under the Dome: In season 1, Linda Esquivel becomes sheriff after her predecessor's death; she's killed off mere minutes into the second season. Likewise, Angie McAlister was a major character in the first season, but dies at the end of season 2's first episode.
* Under the Dome: In season 2 episode 11, Don Barbara asks Hunter where the entrance to the Dome even though Hunter texted him the location when he went through.
* Under the Dome is set in Maine but is filmed in Southport, Wilmington, and Burgaw, North Carolina.
* Under the Dome, Norrie and her parents are driving through Chester's Mill when a warning comes on the radio about the dome. Norrie dismisses it as "some sort of viral marketing", but she reconsiders when a truck in front of them crashes into the invisible dome at high speed and is crushed by the impact.
* Under the Dome. Only a handful survivors out of more than a thousand people trapped.
* Under the Dome segment at the start of each episode isn't much help.
* Under the Dome. Three of them rape a girl while the only female member of the posse cheers them on, and Junior repeatedly has sex with the bodies of two girls he murdered and stuffed in a pantry.
* Under the Dome twists in every other episode, almost never resolved anything, and even in the rare case some question was answered, the solution was usually far-fetched to the extreme while creating a whole bunch of new mysteries that never went anywhere. It's little wonder the series rapidly lost market shares and was cancelled after three seasons, although — credit where it's due — the final episodes did their damnedest to resolve the story in a satisfying way. Viewers are split on how well it managed to do that, but points for trying anyway.
* Under the Dome when most of the experienced ones get stuck outside of the Dome.
* Under the Dome: When the Dome first appears, it drops out of the sky and cuts anything in its path cleanly in half, starting with a cow that is gorily split lengthwise. We're also shown destroyed houses and a woman who lost a hand.
* Under the Dome, with its ensemble cast, contains a few. Audrey, a golden retriever, warns one family when their daughter has seizures. Clover, a German Shepard, also plays happily with the children before he shows the darker side of this trope when his master is pushed down stairs...
* "Under the Double Eagle/Unter dem Doppeladler" can, but just the one.
* under the foot of) Spopovich didn't give her any lasting mental health issues.
* Under The Gaslight, a play from the 1800s; it was eventually made into a silent film, which also qualifies.
* Under the good old DOSes (MS-/PC-/DR-) internal commands have absolute priority above executable files, even if there are files of the same name. Under FreeDOS and the Command Prompt included on Windows NT and Windows 2000 onwards, this has changed, so executable files may have the names of internal commands. So the command "DIR.COM" which is intended to mean "List all File that have the suffix COM" is interpreted as "Execute the file DIR.COM" by FreeDOS and the Command Prompt

(you have to type "DIR *.COM" instead). This is more annoying than it seems in the first place, because listing all executables in a directory is a very common command.
* Under the guidance of Captain Kurokawa, the Grik start building a fleet of ironclad battleships called the "
* under the influence of a water god destroyed the master copy because he took the destruction of the rest as a sign that the album shouldn't exist. This has consequences through the rest of the season, as not only did the economy take a downturn because of the album failing to release, this was the beginning of the rift between Nathan and Pickles that culminated in Pickles quitting Dethklok.
* under the influence of Hermione's experimental invigoration draught, she fantasizes about Harry overpowering her and taking her, essentially a rape fantasy. She also lets herself simply enjoy watching Harry and Hermione.
* under the influence The other characters found the event very... disturbing.
* under the instructions of their Queen, the surreal sounds made by the Zarbi and their larva that they use as weapons.
* under their own brand name, such as the Gradiente Neo (a TDMA variant of the Nokia 8210), and the Gradiente Chroma, which was their own localised version of the Nokia 8810.
* Under the Jolly Roger is sinking. So she comes about and returns, even though she knows she's likely to be hung for piracy.
* Under The Knife causes a flatline, requiring you to perform a cardiac massage and restore pulse before continuing.
* Under the Knife. The way to do so is completely different depending on the version, but it's definitely not standard surgery fare.
* Under the Lake", everyone who sees the mysterious writing inside the spaceship has their brains rewritten by it. When they die, they come back as ghosts who repeat the coordinates endlessly. The Doctor compares it to hearing "Mysterious Girl" by Peter Andre and being unable to get it out of your head. He even uses the term "ear worm" to describe this.
* "Under the Lake" has an underwater variant. The other characters discover Pritchard is dead when they see his body floating outside the cafeteria windows.
* Under the Lake", the Doctor dives under a rapidly closing door as the base floods.
* "Under the Lake", who'd just come back from a scuba trip looking for the missing power cell from the spaceship, by opening the airlock again.
* Under the laws of Solon in ancient Athens, citizens could be stripped of their citizenship if they refused to get involved when the city was in
* Under the Lemon Tree, Lily moved into Ben's house for security against a serial killer. The cartoonist-narrator pointed out that, in response to many readers' requests, they were now "sleeping together". Clad, on a couch, and in no suggestive positions.
* Under the Mistletoe: The Christmas tradition of having to kiss another person when the two of you are standing under mistletoe.
* Under the Mistletoe: When two people meet under a spring of mistletoe hung from the ceiling, they have to kiss.
* Under the Moon is closely associated with rain, and sharing umbrellas comes up multiple times in his routes.
* Under the Moon seem to get along fine at first, but Seizh's simmering inferiority complex regarding his more successful sibling is itching for an outlet.
* Under the Moon. The bad endings in the love/hate paths often involve somebody dying.
* Under The Northern Lights as well as stabbing enemies or monsters). The legendary hero Sampo is said to have owned a magical spear. The informed opinion is that he must have owned a spear, since he was a reindeer warrior-noble, and as such he might have had it enchanted, but nothing is known. The Kings of Tarandroland carry a spear that is said to be Sampo's spear, but is a modern replica. It is enchanted, but mostly with a bunch of redundant magical attacks that are described as less than useful.

* Under The Northern Lights. Equestrians get nervous with both casual violence and the use of animal products, both common in Tarandroland.
* Under The Northern Lights. It seems to be the prescribed aesthetics in the Temple of Hrimfaxi, which looks like a "haunted stable on Nightmare Night" according to Twilight Sparkle.
* Under The Northern Lights, Prince Vigg can be an immature brat but is usually quite a nice guy. His greatest interest seems to be winter sports, mostly skiing both cross-country and downhill. He and his friends have apparently invented the snowboard as well.
* Under The Northern Lights Twilight Sparkle knows a spell, developed using combined unicorn and zebra magics, that temporarily learns a language from a native speaker instantly. It has some minor issues: you automatically gain the "teacher's" dialect and vocabulary, and the casting process is potentially embarrassing. Of course, Twilight causes misunderstandings due to the latter.
* Under The Northern Lights: Twilight Sparkle stops a bomb-throwing assassin who seems to be destroyed by his own bomb when Twilight traps him and the bomb within a forcefield. Media and gossip make this into a "balefire bomb" — to Twilight's ire, because balefire bombs are just theoretical weapons, no assassin is stupid enough to use a nuke-equivalent to kill someone, and nopony could contain a balefire blast like that.
* Under The Northern Lights. Unfortunately, there has been several people dressed like him trying to get in already, and everybody says he must be a reindeer kid in a bad dragon costume.
* Under The Oak Tree, a Korean web novel. A young noblewoman who has been beaten and abused since childhood is married off to a commoner knight to get her off her father's hands. When he becomes a heroic dragon-slayer and lord of a land, he whisks her off to his castle, where she is shown kindness and concern for the first time in her life, and begins her slow journey to healing and self-confidence.
* Under The Oak Tree: Maximillian was abused as a child and has severe issues standing up for herself, or asserting her wants or needs. Under her husband's loving care she gradually begins to grow out of it, but it's a very slow process.
* Under the Pendulum Sun because "In Arcadia it's about the journey". As such, the fae coachman is late to deliver an important letter, as the trip takes "two revelations and an epiphany" and Catherine was slow to work out parts of Queen Mab's plot.
* Under the Pendulum Sun (though they still feel hunger) and always feel somehow out of place in their human lives.
* Under the Pendulum Sun, which takes a sobering turn when she reveals that her human family starved to death around her in a workhouse.
* Under the pen of her creator Diana was a mild telepath, but she couldn't read minds only perceive and fight back when another telepath was trying to trick her or mess with her mind and send messages. Gail Young on the other hand can read minds and not much else, and can only really concentrate enough to get a clear read when she's blindfolded.
* Under the Piano. At the mental hospital, Franny sees a woman in a wheelchair staring blankly and asks the orderly what's wrong with her. The orderly replies, "Hazel spent a couple of weeks at Stillwater. They decided they had to control her violence."
* Under the Piano by downing a bottle of ammonia because she once saw an opera that ends with the heroine drinking poison from a similar brown bottle.
* Under the Piano, Franny cries into the housekeeper Mrs. Syms' chest after her mother Regina fires her.
* Under the Piano, Regina always had this problem, but it gets especially bad after her four oldest children move out. She moves her autistic daughter Rosetta's bed into her room so she can watch her sleep and forces her to stay in bed until Regina gets up on non-workdays.
* Under the Piano, Teresa Stratas plays a former opera singer. Stratas is an award-winning soprano in real life, and the movie gives her many opportunities to sing.
* Under the Piano were loosely based on Dolly and Henrietta Giardini. Dolly was

born with a paralyzed arm while Henrietta was autistic, so the two sisters were very dependent on each other.
* Under the Pledging Tree", when Ash asks Serena what gifts she's planning to get while she's thinking that the two of them are on a date, she quickly replies "I'm not sure yet!", while chuckling nervously.
* Under the queens that succeeded Moldrock the scientists have less respect than you'd expect them after they took down Moldrock and then
* Under the Rainbow Billy Barty's spy character is supposed to meet a Japanese spy using the code phrase, "The pearl is in the river." When a Japanese visitor tries to help an old lady whose necklace broke and her pearls fell into her dinner plate, the businessman tells her, "The pearl is in the river (liver)." Naturally, the spy mistakes him for the contact.
* Under the Rainbow. One of the little people sticks around rather than continuing the chase.
* Under the right circumstances, a coal mine can catch fire THEN explode. Without proper ventilation, methane gas can build up. Under exactly the right conditions, it can explode like a fuel-air bomb, but this is rare. More common is a layer of burnable concentration forming, and a sheet of flame ripping through the mine if it's touched off. That's bad, but the horror comes if it hits a pocket of coal dust that's just right to go off in a dust explosion. This is why coal mines that aren't properly maintained are death traps. On the other hand, with proper ventilation, mining practices, maintenance, and protective equipment, coal mining is a quite safe occupation.
* Under the right circumstances, primarily old age or spending too much time away from their co or co-stead, spontaneous reproduction is common enough to necessitate women taking a drug to prevent it.
* Under the rules for ramming and movement on concrete, it is technically possible for a vehicle to fail to control itself while moving at high speeds on a road or other concrete surface, drift, and crash into a building, scenery, or other unit and cause one or both of them to explode from the resulting collision, provided they are operating on the aforementioned internal combustion or fuel cell engines. Since some of the various 'Mechs actually operate on internal combustion or fuel cell engines (especially with Industrial 'Mechs in the Post-Jihad era), it is theoretically possible for this scenario to occur with a bidpedal
* Under the Same Moon, Carlitos and his friend are looking for his mother, and they walk right behind the bench where she is sitting. To be fair, he hadn't seen her in more than a year, so he might have forgotten how she looked from behind.
* under the sea! amongst the crews. Fortunately the invention of nuclear submarine resolved the question of air-independent submarines.
* Under the Sea ("Everything's better, down where it's wetter"). The trope refers to underwater video game levels.
* Under the Skin contains a male character with facial disfigurements; director Jonathan Glazer did not want to use prosthetics, so the production team contacted the charity Changing Faces, which supports people with such physical disabilities. The role went to Adam Pearson, who has a genetic tumor-forming disorder called neurofibromatosis.
* Under the Skin, when the alien seduces her victim into the black void, they all take off the clothes and get erect penises.
* Under the slogan "Everything comes to life at Hudson's Bay", Hudson's Bay ran a commercial in 2018 in which a male manequin in a small store gives in to his curiosity and visits the recently opened Hudson's Bay across the street. Inside, he meets a female mannequin and they have a blast together until he has to return to his own store the next morning. The store owner is confused why his mannequin has a lipstick print on his cheek.
* under the sway as the leaders of the race have spent 5000+ years on a breeding program to make their warrior caste the biggest, baddest, most bloodthirsty Tau possible, under the assumption that they'd never, ever be able to disobey. While Tau society is relatively stable within their sphere of influence, their constant innovation means they might be able to come up with effective counters to the orks

and Tyranids given enough time, and the aforementioned renegade is still noble and focuses on the Tau's enemies, their overall presence in the galaxy is minuscule compared to other factions, and with their poor understanding of the Warp limiting their FTL capabilities, it's likely to stay that way for some time.
* Under the Umbrella Tree Christmas special, Iggy gets coated in ice when Jacob accidentally sprays him with the hose while outdoors in freezing weather. Holly thaws him out with a warm blanket and a steaming foot bath.
* Under the Umbrella Tree, Holly and her friends were working on a project, which was making a totem pole based on themselves. During the process, Gloria held Iggy on her shoulders while Holly sketched them. Unfortunately, Gloria sneezed causing the two of them to fall.
* Under the Umbrella Tree, Holly and Iggy deliver a telegram to congratulate a woman's success on her diet, dressed as a giant hamburger and order of fries. But the woman is so hungry that when she sees them in costume, she thinks they're real food and chases them down the street to try to eat them.
* Under the Umbrella Tree, Iggy injures himself and has to stay at the animal hospital overnight and miss his friends' Halloween party.
* Under the Umbrella Tree: Iggy's favorite food is turnip casserole and Jacob's is banana smoothies.
* Under the Umbrella Tree) in 1991, even though gangsta rap was rapidly gaining popularity by that time. Since the show began production in 1986, this can easily be dismissed.
* Under the Umbrella Tree. So when he tries performing the song he's been "practicing", he sounds very rusty and Gloria and Jacob make fun of him.
* Under the Umbrella Tree, the three main puppets attempted to do this with Gloria on top.
* Under the unforgiving high background magical field of Fourecks, this happens to young Wizard Ponder Stibbons in
* Under the Yoke has the rebels train their own people in the villages surrounding the town of Byala Cherkva. In the movie adaptation, the villagers are so inept that when training them to march, the rebels have to replace "left" and "right" with the names of two villages lying in the respective directions.
* UNDERTOW aside (due to the aquatic features on their feet and hands), the Atlanteans spent centuries under the ice before the Elect inadvertently unfroze them, and they are eager to reclaim their dominion over mankind.
* UNDERTOW is ambiguous on whether Minx and Rio will become a couple or not.
* Undertown is treated like a drug. Eating too much of it causes people to hallucinate and it might be addictive on some level. The first volume even features a "sugar bar" which seems to function somewhere between a normal bar and an opium den.
* UNDERTOW, tries to commit genocide and directly confronts him, the deranged Nemo calls upon the Nautilus in an attempt to end his child's life.
* Undertow used the early 1980's version of the United Artists logo rather than the current United Artists logo as the film's director wanted the logo to tie in with the film's setting.
* Under traditional Jewish law, this can happen involuntarily to wives who are abandoned by their husbands (or whose husbands simply vanish). A divorce is only valid if the husband signs it, and there's no "legally dead" clause — a woman is not a widow unless there are
* under ''twelve'' minutes thanks to a door/wall bypassing glitch discovered very recently.
* Underused Game Mechanic: A facet of gameplay that is notably underexplored compared to the game's other mechanics.
* Under U.S. law, if the ad does not mention the name of the drug or say what the drug is intended to treat, the ad does not have to include the required disclaimer (listing side effects, warnings, etc.).
* undervalued, disrespected and underpaid. A 2018 survey found that most struggle to keep a roof over their heads and cannot afford proper healthcare because the company cares more about making a quick buck.

* Underverse, Cross just wants to recover his world and is hesitant to hurt anyone not directly involved in hurting him.
* Underverse, the plot jumps between timelines and multiple different universes, tracking Cross's effort to get his timeline back.
* Underwater and space situations tend to have decompression chambers that serve a similar dramatic purpose.
* underwater and very different in construction from the other generated structures. They're built from "Prismarine", a material that can only be obtained by killing the Guardian creatures that live in the Ocean Monuments.
* Underwater City: An entire city of people living and "breathing" underwater.
* Underwater City of Ahmas are descended from humans melded with various sea creatures by ancient captors, and are very prone to mutation besides. As a result, they resemble a very varied and monstrous take on this trope, with each having a humanoid frame with scales, fins, gills, tails, heads, tentacles, legs or pincers from sharks, bony fish, arthropods, cephalopods and other sea life, no two looking truly alike.
* Underwater Fart Gag: If farting is funny, then it's even funnier when it's underwater, the reason being that farting underwater produces a bubble.
* Underwater KissMerfolk kissing either each other or a human while underwater.
* Underwater Ruins: A city, ship, temple, or other place of majestic wonder submerged in water.
* underwater, yet cannot cross these very small rivers. On the other side, the PC claims that every accident including falling into water causes him/her to drown, even with the Diving Apparatus on. And, luckily, monsters also can't cross such obstacles, but some can be shot over. Coupled with the mobs' lack of any sophisticated pathing mechanics, you can get them stuck on the other side of a rock that is perfectly possible to walk around and shoot them to death.
* underwear during battle. He did it so fast that she never noticed until he showed her. She was reasonably horrified.
* Underwear Flag: Someone puts underwear on a flagpole, usually for laughs at the undie owner's expense.
* Underwear Flag: Someone puts underwear (usually stolen from someone else) on a flagpole.
* Underwear, however, in that Jimmy is only laughed at by the other three and two background characters, and the other three are only embarrassed for about a minute. They spend most of the episode in their underwear and nobody is seen mocking them afterwards.
* underwear model when he changed his jersey in the middle of the game in the opening match of 2011 World Cup.
* underwear off, which he almost doesn't do, but then they're just ripped off anyway.
* Underwear of Power comics, the underwear (actually trunks) over your tights variety was widely influenced by circus "strongmen" of the early 20th century, though it has fallen out of use as a garment in real life due to recent innovations of elastic fibers such as spandex, which prevented tearing of their costumes while performing their stunts. Since modern times it's hard to modernize trunks as a garment not only by superheroes but also by other modern characters.
* Underwear of Power comics, the underwear (actually trunks) over your tights variety was widely influenced by the "strongman" character, common on the circuses of the early 20th century, though it has fallen out of use as a garment in real life due to recent innovations of elastic fibers such as spandex, which prevented tearing of their costumes while performing their stunts. Superman and Batman both ditched theirs for a period in the 2010s, but fans didn't take kindly to the change, and they were eventually brought back.
* Underwear of Power otherwise associated with wrestling are less common here.
* underwent psychological training. Needless to say, Ranma did not maintain an icy anything.
* Underworld”, after Lucian's death during his attempt to escape the vampire fortress, his vampire lover Sonja and lycan protégé Raze become the

leaders of the lycan rebellion, with Raze serving as its public face while Sonja provides her tactical expertise. While they work together for centuries, Sonja and Raze never consider taking the relationship further, at least partly out of respect for Lucian's memory, but they are each aware that they can trust the other with their lives, to the extent that Sonja had planned to make Raze the hybrid before circumstances prompted her to transform herself to face her father.
* Underworld (1927), the gangster's break is loudly advertised by a paper boy.
* Underworld (1927), there’s a secret hideaway behind the bookcase.
* Underworld (1927), where Rolls Royce, once he combs his hair, shaves, and puts on a nice suit, is barely even recognizable as the hobo from before.
* Underworld (2003): According to the extended cut and the novelization, Michael Corvin had a fiancée named Samantha who was killed in a car crash (the reason he moved from the US to his ancestral homeland). He was withdrawn until he met and fell in love with Selene.
* Underworld (2003) as she leaps over him, and he has time to turn around, draw two swords, then look shocked before half of his head slides off.
* Underworld (2003), but resembles a werewolf far more than a vampire, likely because he was bitten by a werewolf first. He's a wolf man, and has complete and total control over his transformations, sometimes even doing partial transformations with ease.
* Underworld (2003) films, the immortal father of the vampire and lycan bloodlines seems to have stopped reproducing after his original three sons. At least, there's no indication that any other Corvinus bloodline existed for Lucien's agents to hunt down.
* Underworld (2003) fits this trope quite nicely until she realizes that she's been fighting the wrong war.
* Underworld (2003) had hit until she shows him the blade covered in his blood. He then dies.
* Underworld (2003), has black eyes whenever he loses control. It's probably pupils stretching so far whites and irises are invisible, as is shrinks down to pupil size when he calms down.
* Underworld (2003) has one in the climax, when the vampires assault the Lycan base in the sewers. Selene shoots the last Lycan, and he falls to the ground spraying bullets.
* Underworld (2003), having a degree in microbiology and being the author of the idea for the film.
* Underworld (2003) his kid a long time ago (him being the only one capable of doing so).'
* Underworld (2003) in the second film, who himself became a hybrid and as such should be able to beat down everyone in the cast with ease. She never takes more than one-two hits per film (and even then only because the plot demands that she has to in order to keep the movie from more or less dying midway through) and even then just shrugs them off like they were nothing.
* Underworld (2003): Marcus Corvinus is the very first vampire, and significantly more bat-like than every other vampire. However, this is only after his corpse ingests Lycan blood, and his becoming a hybrid was overridden by his vampire genes, making him able to change into a batlike form.
* Underworld (2003) mostly employs a combination of dialogue and flashbacks for this. Selene states that she's been a vampire for six hundred years and that Viktor was her maker. Flashbacks in the first and second films show the date for the Lycan-Vampire conflict, establishing Kraven as at least as old as Selene.
* Underworld (2003) movies. Being a vampire and all, this shouldn't come as a surprise.
* Underworld (2003) movies with Kate Beckinsale. A gothic mansion and a haunted castle both make appearances.
* Underworld (2003) series, Alexander Corvinus was the first immortal. His sons William and Marcus inherited his immortality, and eventually became the first werewolf and vampire after getting bitten by a wolf and bat, respectively. His third son did not inherit his immortality and eventually died of old age as an

ordinary human. However, his third son passed the Corvinus genes down to his descendants, where they lay dormant until they were finally activated in his descendant Michael Corvin. When Michael is bitten by both a werewolf and a vampire, the genes allowed him to become a hybrid, which is normally impossible.
* Underworld (2003) series, almost all the Vampire and Lycan characters only have one name.
* Underworld (2003), she doesn't care about recoil and is a pretty good shot with both guns. In one scene, she uses the guns on full auto to "draw" a circle under her and collapse the floor.
* Underworld (2003)). The titles of the sequels were left untranslated.
* Underworld (2003) This one isn't made of leather, so she ditches it when she comes across a leather one.
* Underworld (2003). Though in the first film when Selene is telling Michael about the history, she refers to the lycans as werewolves briefly just to clear up confusion. Especially funny since the filmmakers state in the commentary for the first movie that they didn't want to use the word "werewolf" because it sounds corny. Because "vampire" and "lycan" lend it that touch of classic elegance.
* Underworld (2003) to cover the existence of vampires and Lycans. It is explicitly stated that the innocent people who see anything are not harmed; the novelization indicates they are paid off.
* Underworld (2003) to make guns that fire Silver Nitrate bullets, a chemical which enters a werewolf's bloodstream and is pretty much impossible to get out.
* Underworld (2003) was dubbed in Czech twice. The first dub was made by Saga TV for DVD in 2004. The second dub was made by Barrandov Studio for TV Prima in 2020.
* Underworld (2003), whom he had previously killed for falling in love with a Lycan.
* Underworld (2003), William Corvinus is the Progenitor of all Lycans. Markus Corvinus, his brother, is the progenitor of all Vampires. Unlike other Lycans, William cannot change back to a human. Markus was unremarkable, until he was accidentally turned into a hybrid.
* Underworld 2, including Lord British. They have unlimited health, there isn't any water available, and high-level spells like Armageddon don't work in Britannia because of the blackrock gem encasing the castle.
* Underworld, a 7:19 track where the line "Now I kiss you dark & long" is repeated at various intervals.
* Underworld are present in ruins, but webs are relatively rare and most are near the surface.
* underworld - as well as the audience - it appears to be nothing more than a cheap haunted house run by guys in dollar-store costumes.
* Underworld attempted two razor-whips against a very big werewolf. It didn't work.
* Underworld: Awakening, human military forces hunt both races to near extinction for... no specific reason, really.
* Underworld: Awakening. She proceeds to drain said guard, which quickly heals the wound.
* Underworld: Awakening takes place after "the Purge", in which the government exterminated vampires and Lycans (werewolves). It is implied that several established characters died during this purge.
* Underworld: Blood Wars can push it out, until Selene manages to cut it out of him.
* Underworld contrasts the shiny vampires and their shiny mansion and their shiny clothes with the gritty, concrete-plywood-and-brown-leather existence of the Lycans.
* Underworlder Portal installations, which connect to other ones, first seen in
* Underworld: Evolution. Additionally, when going after William, they reveal that all they packed is UV ammunition, which is mostly harmless to Lycans.
* Underworld: Evolution. As previously shown, even the most powerful vampires suffer lethal burns when exposed to sunlight.
* Underworld: Evolution, but it has nothing to do with Victor hating being a vampire. On the contrary, Marcus's bite saved his life, and now Victor wants all

the power of the coven for himself. He even rewrote the vampire history to make himself appear the progenitor and forbade anyone from trying to find the truth. Marcus's hate for his own immortal father has to do with Alexander refusing to accept his sons as they are. Nobody seems to hate being an immortal, despite the drawbacks.
* Underworld games also have the secret spell Armageddon, which kills everyone when it is cast.
* Underworld has a family tree showing the dates for the Corvinus family dating back to the fifth century with Marcus Corvinus.
* Underworld" has characters facing a "dragon" which turns out to be an electrified door. This isn't a case where this is a surprise for the characters — they know that it is an electrified door and just refer to it as a "dragon".
* Underworld has Junkmen as golem PCs too, along with little bitty mini-golems that look like ambulatory soda cans.
* Underworld has Lucien's magnificent speech, rallying his fellow slaves to rebel against the vampires:
* "Underworld"" inverts the trope by focusing on a gas with particularly healthful properties.
* Underworld movies, completely disbelieving what he's seeing, forcing himself to eat normal food and then deciding ah screw it; living forever with Kate Beckinsale, it could be a lot worse.
* Underworld painful, but it becomes much less so over time, and each individual adapts.
* Underworld primarily blue are a rarity. Even the DVD covers invoke this.
* Underworld result in Selene decapitating you or having your body ripped to shreds.
* Underworld: Rise of the Lycans fairly effective against lycans' more bestial ancestors, which lacked the conscious determination to ignore pain.
* Underworld: Rise of the Lycans is the prequel to the Underworld series.
* Underworld: Rise of the Lycans, Raze was remarkably strong for a human. He was able to punch out a Werewolf and fight off the rest. When he is enslaved by the Vampires, he was able to knock one of them away and three were needed to restrain him. He was eventually bitten by a Lycan and turned, which naturally augmented his strength.
* Underworld: Rise of the Lycans. Sonja, the daughter of the powerful vampire elder Viktor, regularly hunts down and kills feral Lycans despite being in love with Lucien, an enslaved Lycan.
* Underworld: Rise of the Lycans, the first generation Werewolves, unlike the second generation Lycans, are unable to return to human form. Most consider them mindless, feral beasts, but they begin to bide their time, set up ambushes, and even set up crude booby traps like digging pits in the road to trap carriages. After Lucian makes contact with them, he finds they are able to understand orders and work with the Lycans whether or not they are in human form.
* Underworld: Rise of the Lycans, where a vampire and a lycan have gravity-defying sex while hanging off the edge of a cliff.
* Underworld: Rise of the Lycans with Lucian, from intervening on pain of severe punishment.
* Underworld's "Born Slippy .NUXX" only reached #27 on the dance charts, a position that they outpeaked six times. They had two songs that entered the Hot 100, but neither of them were "Born Slippy .NUXX", or anything else from their "Underworld Mk. 2" incarnation - they were "Underneath the Radar" and "Stand Up", both from their days as an 80's synthpop act.
* Underworld series presents most of its vampires as sleek and stylish figures. Werewolves seem to be all male, and are brawny, hairy types in leather. Each film features a romance between the races.
* Underworld. She's not actually a spy (she's closer to an assassin), but often has to be stealthy — she is a vampire, after all. The sequel explains her instantaneous Vampire Healing Powers but never mentions the fact that her suit seems to heal itself as well.

* Underworld) sparked off the war between the Lycans and the Vampires that form the basis of the series.
* Underworld take up most of the screen time, as does the fourth movie (with the vampire/werewolf hybrid dueteragonist being absent due to the actor not coming back, making the film even less about werewolves). Ironically enough, the one film that 'does'' focus on the werewolves, the Lucien-focused prequel third film, is the best received film in the franchise, likely because it focused on who the audience actually wanted to see.
* Underworld the immortals leave behind. Following the third movie, where Corvinus dies and the Cleaners are all killed, humanity discovers vampires and werewolves and embarks on a full-scale genocide after there's no one left to clean up the two sides' messes.
* Underworld. The original flavor werewolves under William were all raving savages, but those who inherited it from Lucian spend most of their time in human form, and can eventually enter or leave were-form at will.
* Underworld Unleashed allow some other villains to decline his offer and leave safely, and only kills Mongul for outright defying him.
* Underworld Unleashed. And the new hero is — Trickster. Yes, the reform of a longstanding villain. On one hand, outwitting a devil is probably the best stunt he could have pulled off; on the other hand, he doesn't want to go somewhere warm after he dies, after pulling that off. And Neron, despite being an obvious plot device to beef up lack-lustre villains, has since made several appearances.
* Underworld Unleashed, but some of the secondary books were more Cross Throughs, with characters fighting over-powered villains/ghosts and demons without ever getting involved in the main story, or even learning what was actually going on.
* Underworld Unleashed, the Trickster comments that when villains want to scare each other, "They tell each other Joker stories." It's a running theme among henchmen as well; whenever you see henchman engage in small talk, invariably the Joker will come up.
* Underworld Unleashed wished for a box of cigars. It's up for debate as to whether this was wasted or not, as there is no doubt that Joker was going to hell anyway, and he makes it clear that they're good cigars.
* Underworld U.S.A.: After Cuddles passes out, she wakes up on the bed in the room that houses Sandy's doll collection; which are staring at her unnervingly.
* Underworld U.S.A.: After he kills Connors, Tolly stats to leave the penthouse pool. Connors bodyguard, who Tolly had knocked out earlier, revives enough to fire one shot, fatally wounding Tolly, before either dying or passing out.
* Underworld U.S.A., fourteen-year-old Tolly Devlin and his mother-figure Sandy see four hoods beat his father to death. He vows to avenge his father's death, becomes a criminal, and gets himself sent to prison so that he can get close to the one perpetrator he recognized when his father was being beaten. On his prison deathbed, Tolly manipulates the names of the other three killers from him, only to discover the three have risen to the top of the crime syndicate. This does not stop his quest for vengeance.
* Underworld U.S.A., Gus kills Gunther by locking him in his car and setting it of fire.
* Underworld U.S.A., opens with Tolly as 14 year-old punk who witnesses his father being beaten to death by four mobsters in an alley. A brief montage shows various criminal acts of his over the years, finishing with him as adult in prison where the main story starts.
* Underworld U.S.A., Tolly devotes almost 20 years to tracking down his father's killers: including spend five years in prison just so he can get close to Vic Farrar.
* Underworld U.S.A., Tolly is an expert safecracker. When he infiltrates the mob, they initially put him to work as a numbers runner, but after he proves himself, they send him to break into the federal prosecutor's safe to find out what evidence he has against them.
* Underworld U.S.A. with newspapers covering Smith's arrest. Here the camera zooms in not on the headlines, but on the mastheads of the papers: showing that story is

getting national coverage.
* Underworld: Viktor, along with the other vampire elders, drafted a law forbidding vampires from feeding on humans, but Viktor, according to Kraven, "never could follow his own rules" and thus gorged on human blood regularly. Selene's family were among his victims.
* Underworld, was originally a B-side to the very different track "Born Slippy" and was more or less thrown together as a joke.
* Undesirable Prizes such as a "Shipboard party" or build-your-own log cabin kit. This was finally circumvented in September 1989 (but only on the nighttime show) by making it a random draw from five enveloped labeled W-H-E-E-L — one concealed $25,000, the other four contained prizes that changed weekly, and any prize that was won was removed for the rest of the week. Beginning in September 1998, the $25,000 envelope was kept in play even if won. On September 3, 2001, the prizes changed to three different cars and two $25,000, all of which remained in play all week; on October 22, this changed again to the current 24-envelope Bonus Wheel.
* Undesirable Prize that thing, anyway? Did they really think someone would want this?
* undetectable brainwashing) is possible? What's to stop them from using it on world leaders? What's to stop world leaders from using it on terrorists and political dissidents? If one inception job could stop an industrialist from monopolizing the world's energy supply, how will inception affect the world's political landscape?
* Undignified Death by instead sending half a dozen Carnifexes to bumrush it.
* Undignified Death: Character's death is ridiculous and embarrassing.
* Undignified Death: Someone dies a ridiculous and embarrassing death.
* Undignified Death variant: Bajamonte Tiepolo's would-be conspiracy against the Venetian government ended when, after being stymied by terrible weather, splitting the party, and seriously misreading the atmosphere of the city, he was unable to rally any popular support whatsoever. The nail in the coffin for the utterly failed coup was when a Signora Rossi opened her upstairs window to join other Venetian citizens to shout abuse at the conspirators and then flung her grinding mortar at them. Grinding mortars are made of stone and average roughly ten pounds in weight, and the somewhat elderly Rossi was apparently a dead-eye shot. Her mortar crushed the skull of Tiepolo's standard-bearer (flag carrier) right through his helmet and he dropped dead on the spot. As Tiepolo was right next to his standard-bearer when this happened, he took this as a meaningful omen and fled into exile.
* Undine Infiltrator, Romulan Colonel Hakeev, and Chancellor J'mpok of the KDF.
* Undine's Curse, a disease that makes the victim forget to breathe when they sleep. This can be fatal.
* Undine's team, Team Alchemical, used attack names for team attacks. Sylvia's air and Sally's fire become "Firestorm", Gwen's earth and Undine's water become "Fertile Soil", while earth and fire become
* Undisclosed Funds: It isn't specified exactly how much money a person pays or has to pay.
* Undisclosed Funds - We're not gonna show you how much money this is, but trust us, it's a lot.
* Undiscriminating Addict: An addict who will take anything to get high.
* Undisputed series starts as a boxing champion, but graduates to mixed martial artist by the end of the second film after defeating "The Most Complete Fighter In The World", Yuri Boyka.
* unDivine gives us La Divinidad, basically a Spanish Carribean style quasi-Christianty.
* [un]Divine is set in the 90s, with Daniel's birthdate of May 7, 1979 revealing that it's set during 1996 in particular.
* "Und jetzt ist es still", performed by Horst Winter in 1948, written by Austrian composer Hans Lang and Erich Meder.
* "Und Jimmy ging zum Regenbogen" by Austrian author Johannes Mario Simmel. The whore tells the protagonist a
* Undocumented Features, and has dipped into romantic fantasy with the "Symphony of

the Sword" plot.
* Undocumented Features, a three-way standoff is described as a "Carggian standoff." Another character replies, "Well, we moved from Mexico when you showed up."
* Undocumented Features, Corwin Ravenhair and Utena Tenjou spend several years Not Dating; when they are told to go have a date, they can't figure out how to start.
* Undocumented Features, Corwin's friend Kala never shows up, but her death was discussed by him. In the annotations, Gryphon remarks:
* Undocumented Features. Humans who have taken the Detian treatment can have children. It's just that the current crop of Detians haven't had very many. For instance, Gryphon has been alive for over 400 years, but only started having children in the last couple decades.
* Undocumented Features justify the steampunk by moving the setting to a Japanese-settled colony with virtually no resources except coal, iron, and water; the colonists decided to revisit old technology rather than depend on imports, eventually reaching a technology level similar to the source material.
* Undocumented Features, many of whom are around the same age due to Ragnarok triggering a baby boom.
* Undocumented Features, says that living forever is great if you are spending it with other immortals who care about you.
* Undocumented Features. This fic started in early 1992, is still going strong today, and has several hundred stories with over 20 megs of text.
* Undocumented Features was written over many long nights where the three authors would go up to their room and plot, and their classmates thought they were gay (or at least bisexual) because who writes fiction on a Friday night?
* Undocumented Features, wrote that the forums for his work had the patience of "rabid crack weasels". He sometimes regrets having done this, as they've taken the name as their own, even having shirts and hats made for it.
* undocumented immigrant, and had begged them not to take his information, for fear of being deported. The mayor's office pressures Amy to discipline them, so she gives them both a week's paid suspension, which those two see as extra vacation time.
* "Undomesticated equines could not keep me away." No matter how many times someone corrects Teal'c on this, he seems to persist in it. Upon hearing him say this, Jack accused Teal'c of trying to make a joke. Teal'c remained silent on the matter, though he did look a bit self-satisfied.
* Undone, Edna Turner discovers that she is able move between London, and its parallel city Undone, where weirdness leaks from. Slowly, she finds she is able to cross to over to other versions of London — such as Donlon, Londinium, Londres, and Lahndan (said in an over-pronounced cockney accent). Her job becomes to maintain the balance between the worlds, discovers her sister, and finds that they seem to be the only people who do not have parallel versions.
* Undone had single word titles beginning "Un": series 1's were "Unalike", "Untoward", "Ungainly", "Underground", "United" and "Unending".
* undone. He also discussed his illegal drug-selling website on his Linkedin page which also was created using his real personal information.
* Undone in the season 4 finale, when Michael is revealed to be alive.
* Undone normally focuses on, and is narrated by, dimension-hopping journalist Edna Turner. But S2 E4 "Unaccustomed", focuses on, and is narrated by, her editor Carlo Jones.
* Undone, the protagonist takes a pill to make her paranoid enough to work out the plots and counter-plots surrounding her half-sister's wedding, just in time to stop them.
* Un, dos, tres after four episodes. His replacement, General Antilivroff, much goofier and more in the vein of previous negative characters of the show, did achieve some popularity.
* Un, dos, tres, weekly Spanish game show that aired ten seasons intermittently between 1972 and 2004. Not counting skips between seasons, it stayed on air for about 20 years.

* Undoubtedly inspired by the assassination of Von Papen (see Real Life),
* Undressed and thus have less reluctance to sex in general, ergo it's easier to have sex if you're a gay man than a straight man because the target is more willing.
* Undressed did this in a firmly delineated manner. There were always three storylines: high schoolers, college students, and adults in their twenties. Each season was self-contained, consisting of several dozen episodes, and especially in later seasons all stories across age groups were in continuity with each other. Stories were of different durations, with starts and ends staggered, apart from all stories starting in the first episode and all stories ending in the final episode of the season. When a story would end, a new story would start in the same age group, often by shifting focus to a minor character featured in a previous story.
* Undressed-esque show focusing on the love and sex lives of young adults)
* Undressing the Unconscious: A character awakes to find their clothes have been changed or removed while they were sleeping.
* Undressing the Unconscious: A unconscious character has their clothes removed to check or treat their injuries.
* Undressing the Unconscious: A unconscious character needs to have their clothes removed for their health.
* Un-Duet: During a breakup, characters try to duet but because the other side is a no-show, they end up with a Solo Duet instead.
* undying devotion for Xanxus is later explained by Squalo as due to his being fascinated by Xanxus' "rage" (which he saw initially in his eyes). Of course, it becomes increasingly obvious that this is probably because Squalo is a masochist that likes seeing Xanxus go berserk and beat people (including Squalo himself) up.
* Undying Happiness and spends the rest of the chapter slowly regenerating the rest of his body.
* Undying Happiness, they end up butting heads hard enough to draw blood, much to the annoyance of Keisuke's wife Naomi.
* Undying Loyalty: A character is motivated by desire to help someone or something they care about.
* Undying Loyalty by the rest of the galaxy. But Shepard treats her like an equal. When being tried for treason, her people stick "vas Normandy" to her name, thinking that being associated with a human ship and captain will not do her any favors. If Shepard gets her cleared, Tali decides to keep the name, thinking that Shepard has been a greater friend to her than any quarian.
* Undying Loyalty for people and races that have never known kindness tends to have that effect.
* Undying Loyalty. Indeed, in Season 6, Jon and Sansa's true supporters against the Boltons are mostly outsiders — southerners like Davos and Brienne, Essosi like Melisandre, the Wildlings and the Knights of the Vale, while Northern stalwarts like the Umbers betrayed Rickon and the Glovers sat on the fence.
* Undying Loyalty — A sidekick who is consummately loyal to their hero.
* Undying Loyalty: Nothing gets the tears flowing quite like seeing a servant or companion who will still be with their employer or friend even if they have every reason to abandon them.
* Undying Loyalty on their way to sea. The deserters are later discovered dead, killed by the slave rebel army who thought they were their former Spanish masters.
* Undying Loyalty s/he inspires that make him/her such a powerful figure.
* Undying Loyalty that he's in love with Nobunaga instead of her. It really doesn't help that Hideyoshi phrased his loyalty to Nobunaga as "giving my heart and body to him", or that even after he and the main character get together on his route, she acknowledges that she still has to share him with Nobunaga and confesses to occasionally feeling jealous of how important Nobunaga is to him.
* Undying Loyalty that they were in a relationship in spite of his own feelings. In the third game, Phoenix also asks him if he "can't stop thinking about" Jean Armstrong, to which Gumshoe responds that he's "not his type."
* Undying Loyalty. They are the only two surviving Grey Wardens left in Ferelden, having narrowly escaped the massacre of their fellows; for Alistair, the Grey

Wardens were his true family, and the player is all he has left.
* Undying Loyalty to him. Lupe appears pretty comfortable about her 'half-breed' status, openly telling Hannah Snow about it, though she is still grieved by what happened to her father.
* Undying Loyalty to him, to the extent that he abandoned his personal passion to follow Eichi in becoming an idol to keep protecting him.
* Undying Loyalty to their leaders, though Kallen can be more hot-headed than Arcee, and is implied to be in love with Lelouch. They’ve also lost someone important to them in the past war.
* Undying Loyalty was quite happy to be Sired to Damon and it was Damon who hated the concept and sought a way to break the link.
* Undying Loyalty, with a mob of the town's citizens chasing the Heterodyne through the city streets. Before the chase began, the Heterodyne would even send off the Jägers and shut down the Castle to make it more sporting. If the Heterodyne could make it until dawn without being caught, they won.
* Undyne ends up with ash all over her face after you turn the stove up too high during her cooking lesson and it explodes.
* Undyne freezes your soul in place, so you have to block rather than dodge. This also disables the "flee" command until it wears off.
* Undyne is strong enough to suplex boulders and looks plenty muscular while in armor, but once she takes it off, she's surprisingly spindly. Oddly, it's not even in a generally-seen-as-attractive sort of way; she seems to have been designed that way just because.
* Undyne is the lesbian leader of the Royal Guard, and recognized as the best fighter in the Underground. You wouldn't know this early on in the game, only being hinted at with Mettaton's quiz show mid-game.
* Undyne The Undying (the second hardest boss in the game) has a single glowing eye in her left eye socket (Right from Frisk's POV). As to be expected, it is in the shape of a spear.
* Unearth and then hide himself in the back of the tour van. Unfortunately, the band was stopped at the border and an inebriated Rybicki was discovered by the guards, at which point Unearth was turned away and Rybicki apparently slapped with a lifetime ban from Canada. This eventually forced Rybicki to leave the band so that they could gain entry to the country (and its numerous metalcore-friendly venues) with a new bassist (John Maggard).
* Unearthed Arcana, 1st Edition Advanced D&D, Gary Gygax added the Comeliness attribute to the game. Characters with high Comeliness received improved reactions from other characters and could influence their behavior. Characters with low or negative Comeliness got bad reactions from others, ranging from being uneasy and wanting to get away up to horror and revulsion.
* Unearthed Arcana added an optional "comeliness" stat for characters. It could range from -16 or below (equivalent to Level XVI) to +25 to 30 (equivalent to Level II). The rule was unpopular as it allowed anyone with a high stat to effectively temporarily charm anyone without a sufficient wisdom stat to resist. Playing as written, if a group of adventurers who'd not previously met decided to meet up and enter a dungeon, the first meeting would include some of them being charmed by other members of the group!
* Unearthed Arcana describes how, in battle, cavaliers automatically charge toward and attack enemy leaders in an attempt to gain glory by defeating them. The charge is made at full speed, regardless of army cohesion, intervening friendly troops, or any other consideration.
* Unearthed Arcana. The new spell Dream can only be safely used once per week. If it is used more often, the caster will age 1-10 years.
* Unearthed Arcana, was closer to the "standard" Arthurian knight. For a while, the Paladin class was a subclass of the Cavalier instead of the Fighter.
* Unearth He was ultimately able to recover and rejoined the band for a mini-tour at the beginning of 2017.
* unearthly charisma, which she has even if the person observing her doesn't find her sexually attractive.

* Unearth protagonist chucking a file folder at his boss and quitting, were just a dream he had after falling asleep on the subway early in the vid.
* "Uneasy Lies The Crown" is an unusual example — the script had been written for
* Uneasy Money, Bill's poverty means he and Claire can't marry. Claire is quite unpleasantly explicit about his need to get some.
* "Uneasy Rider '88" by the Charlie Daniels Band, in which two cowboys get a flat and are forced to stop at a joint where one is asked to dance by a
* Une Aventure Rocambolesque De Vincent Van Gogh La Ligne De Front made out of corpses and trench mud.
* Unedited Footage of a Bear: Donna, who is addicted to the fictional anti-depressant Claridryl, has multiple "clones" running around during the short; the main one, who is depicted as cruel and abusive to her children, representing her addicted personality. She hits Donna with her own car and then leaves to torment the children, leaving Donna to crawl back home. When Donna makes it, it's clear she's too late to do anything, as flashing red and blue lights approach her. In her addictive state she'd at least hurt her kids, causing police intervention, but it's staged as though the sane and injured Donna is innocent and the cruel, abusive Donna clone is the criminal.
* Une épatante aventure de Jules by Émile Bravo. Here the young teenage protagonist is taken on a trip at light speed to Alpha Centauri and on his return to Earth, due to the effects of relativity, his family and classmates have all aged eight years while he only aged eight weeks. In the third album, Bastien, his best friend from school, who in those eight year became an adult, is waiting for Jules at the school gate, when suddenly several plainclothes policemen pounce on him an arrest him on the suspicion of being a pedophile. Jules trying to explain things only makes the police more suspicious, and in the end one of the scientists who conducted the expedition to Alpha Centauri has to be brought in to get Bastien released.
* Une Epoque Formidable: Michel Berthier is a qualified employee in a company specialized in sale of mattresses, until he is laid off. Absolutely wanting to have a child with his wife Juliette, who already has two children from her first marriage, he tells her nothing of his dismissal, and soon finds himself in a situation where he is forced to leave the family home.
* Une maison des musiciens ("There Once Was... a Little Frog"), there is a family who lives with sentient household objects: an armchair, a faucet, a radio, etc. The central object character is the piano. When the daughter Pauline plays the piano, it is so soothing that every"one" stops doing what they do to listen to her: the faucet stops dripping and the washing machine stops turning. The son Nicolas's playing is so bad that it hurts the armchair's arms and leaves other objects in pain too. When the piano gets "sick" and won't start playing, the parents have to put him away in the attic, but every"body" feels sorry for the piano who cries all night that he misses being played by Pauline. Eventually the couch and the carpet decide to help him by carrying him back into the living room.
* Unemployed Graduate" item who lives in a small block in Rogue Harbor Sanitary seems to criticize United States' college system which forces to take ridiculously high mortgages for no guaranteed results.
* Unemployment Quest, you play as a young man named Chris who's trying to get a job, and fights monsters that take the form of his negative emotions. The one representing Laziness looks like a scorpion.
* Unending End Card: The game ends on an inescapable congratulatory screen.
* Un-Entendre: A literal statement is interpreted for a double entendre.
* Un-Entendre: Interpreting an innocent statement as a double entendre.
* Unequal Pairing: A romantic couple has a vast power difference between the two.
* Unequal Pairing: A romantic/sexual relationship where one has more power over the other.
* Unequal Rites: Commonly involves feminine "witch magic" being contrasted to masculine "wizard magic".
* Unequal Rites — Magic should be controlled, treated as art, or as religion.

* unequivocally good started to exhibit anti-government attitudes. There are currently antiestablishment factions on both ends of the spectrum (exemplified perfectly by the Tea Party and Occupy Wall Street), and they wax and wane in influence depending on the political alignment of whoever is in power at the time.
* Uneven Hybrid: Character with majority ancestry of one species, and minority ancestry of another.
* Uneven Hybrid). The latter ancestry is why chickens have yellow legs rather than black.
* Uneven Hybrid. Though they lack some of the physical combatant qualities of their human cousins, they still have a strong chivalric tradition with various knightly orders. And then there's the Bretons of the Reach (an area of Skyrim that borders High Rock), that began their own insurrection in the 4th era known as the Forsworn, that largely have the run of the area aside from the city of Markarth itself.
* unexistentialize nightmare scenario, and he's only defending himself from horrible monsters.
* Unexpected anthology series revolved around a man who picked up the wrong glasses from his optometrist. They allowed him to see the truth of the town he lived in. He was not better off for knowing. The Town Council wasn't pleased with him...
* Unexpected Art Upgrade Moment: When art media upgrades or enlarges its detail to signify a special moment.
* Unexpected Art Upgrade Moment: When video game art upgrades or enlarges its detail to signify a special moment.
* unexpected ass-kicking — but instead the scene cuts to the team's helicopter in the air, with Nessie tied up and swinging below. Mr. Burns explains to the admiring team:
* Unexpected Character: A character that few considered likely to appear in a work makes an appearance.
* Unexpected Character: An character that few considered likely to appear in a work makes an appearance.
* Unexpected Character: No one expected this guy to be featured in the work.
* Unexpected Character: The adaptation includes a character from the source material who audiences would not expect for whatever reasons, chiefly thematic or licensing.
* Unexpected Gameplay Change-style first-person space shooter near the end.
* Unexpected Gameplay Change: When the genre in a game suddenly changes to a different genre with little warning.
* Unexpected Gameplay Change you get, its not much, but even this minuscule bit of gameplay was very unexpected for a series that for 7 episodes was a straight visual novel with absolutely no interaction whatsoever.
* Unexpected Inheritance: An inheritance coming out of nowhere, usually from a family member who wasn't very close.
* Unexpected Inheritance: Someone is surprised to learn they got an inheritance from someone they never met in person.
* Unexpected Kindness: I'm doing something nice for you, but you thought I'd be mean.
* Unexpectedly Abandoned: This town seems populated but only at first glance.
* unexpectedly a U.S. Senate seat in a state the president won by over 20 points.
* Unexpectedly Dark Episode: An episode of a normally lighthearted series is dark.
* Unexpectedly Human Perception: Animals have the same senses as humans, and see the world like a human.
* unexpectedly popular, which lead to a couple more appearances as an ally during the series finale.
* Unexpectedly Realistic Gameplay: A gameplay mechanic is more realistic than the conventions of the genre would suggest.
* Unexpectedly Realistic Gameplay: A sometimes-jarring moment when you need to apply commonsense, everyday logic to a videogame that typically works under its own logic and rules.
* Unexpectedly Realistic Gameplay: In this game, you have to do stuff that games shouldn't be able to do!

* Unexpectedly Realistic Gameplay, often revolving around dangers of handling weapons the way video games usually handle them (always carrying them in the open, pointing loaded firearms at civilians, etc.).
* Unexpectedly Realistic Gameplay: Viewers find the game is more realistic than they expected.
* Unexpectedly Real Magic: You fail to realize what you're doing is magic until it's too late.
* Unexpectedly, Shinji gets praise from his father after telling he doesn't want to forget his mother, not matter how much it hurts:
* unexpected popularity fic making him a major character), although he doesn't last much longer than he did the first time.
* Unexpected Positive: Someone is not worried about their health but takes a medical test anyway, and gets a positive result unexpectedly.
* Unexpected Results series fanfic around the premise of a woman from the present getting yanked over 1000 years into the future and landing in the post-Armageddon, vampire-filled Europe in which the series is set. Apart from a couple of relatively minor, and completely justified freak-outs, she copes surprisingly well.
* Unexpected Results which can cast the top card of your deck for free, but forces you to shuffle it first, making it nearly impossible to manipulate the randomness.
* unexpected revival, despite another season not being greenlit at that point and the principal actors not signed on for more. Fans who were hoping to finally get some closure after years of waiting were left sorely disappointed; at best, they might finally get a resolution in another few years, at worst, the show gets cancelled again and they're right back to where they started.
* unexpected runaway success actually economically saved the small town of Ōarai, which had heavy financial problems from the fallout of the 2011 Tōhoku earthquake.
* Unexpected Successor: After a person dies, their legacy is continued by someone who wasn't expected to be deemed worthy.
* Unexpected Successor: A heir to the throne no one expected or trained to rule.
* Unexpected Successor" mode, Ghazghkull in control of most of the planet, Armageddon's defenses in ruins, the Iron Skulls Titan Legion wiped out to a man, and the responsibility of saving Armageddon now in the hands of Yarrick and the Space Marines. The rest is history.
* Unexpected Successor: The successor to a ruler who no one saw coming.
* Unexpected Surprise, Emma used to have dreams about sitting on the roof with her daddy who just saved her from something. Therefore, she constantly tries to get to the roof. During one of the attempts, she almost falls before Adrien grabs her and gets them both to the roof.
* Unexpected Surprise intentions. He knows who the father is by then, but she does not.
* Unexpected Virgin: A character (often, though not always, the heroine) you wouldn't expect to be a virgin turns out to be. Tends not to come up until they're actually about to do/have done the deed ("Why didn't you tell me you were a virgin?").
* Unexpected Virgin: A character you wouldn't think is a virgin actually is.
* Unexpected Virgin: Seen as a negative occurrence when it comes to men.
* Unexpected Virgin: Someone who's revealed as a virgin and it comes as a surprise.
* Unexpected Virgin: This can be a rather shocking circumstance. Usually happens to men but it's not uncommon for women as well.
* Unexplained AccentWhen a character speaks with an accent which is neither justified by the plot nor the actor's own accent.
* Unexplained and audience only examples tend to pop up all over the place in
* Unexplained Genetic Expression (UGE) was the Technobabble term concocted by scientists of the
* Unexplained Recovery: A character comes back alive and well with no explanation for their survival in spite of very clearly dying in their last appearance.
* Unexplained Recovery: A character comes back alive with no explanation for their survival even though it was clear that they got killed the last time they appeared.

* Unexplained Recovery claims to have "got better" after being transformed into a newt, but most likely was never transformed in the first place.
* Unexplained Recovery, it's likely that Bandit just respawned like any MMO PC, and that the troll blood explanation was her player staying in character.
* Unfabulous also had an episode based on Picture Day, where the main character messed up her hair while trying to dye it.
* Unfabulous, Ben gets terrified by a horror movie. When someone started knocking on the door, it was played like him going to greet a banging serial-killer... only to shriek at the sight of a young girl Trick-Or-Treat-ing.
* Unfabulous episode "The Road Trip" Addie is going through her flashbacks of her dad talking about the car, sports show. The last one shows her dad singing from behind the bathroom door, and Addie is squirming while having a potty emergency. He continues to sing as she waits impatiently in agony desperately waiting for the restroom.
* Unfabulous had the main character attempt to babysit a little girl. The girl's favorite pastime was to apparently run around the house screaming at the top of her lungs.
* Unfabulous uses this very often. Typically the show begins with the central character in trouble, in plaster, or covered in food, water, or other liquids. She then explains (in voiceover) that to understand how she got into this mess, we'll have to go back a few days.
* Unfabulous where she gives Genna's new boyfriend a wedgie after learning he has a reputation for cheating.
* "Unfair Science Fair" and "Unfair Science Fair Redux" (Another Story) made their US debut on the DVD
* "Unfair Science Fair" and "Unfair Science Fair Redux" first appeared on
* "Unfair Science Fair" has Candace battling another girl, voiced by
* Unfaithful. After she learns about it, the wife feels guilty about her infidelity and helps her husband cover up the crime. The ending scene has the two of them both break down crying as they pass a police station, and it's usually interpreted to be because they know they'll be living in fear of being caught for the rest of their lives.
* Unfaithful and her ass is up against a wall and he's grabbing it. Meanwhile, her friends are sitting at a table, waiting for Connie and they're talking about her:
* Unfaithful: Loving wife Connie starts having an affair with a handsome young hunk named Paul. Her husband Edward learns about the affair and confronts Paul, leading to the latter's murder. While in Paul's apartment, Edward overhears a voicemail that Connie leaves breaking off their affair, and when Connie finds out about the murder, she decides to help her husband cover it up. The film ends with them sitting in their car crying, near a police station; they know that for the rest of their lives, they'll be living in fear of being caught.
* Unfaithfully Yours, especially when he turns out to be too inept to actually pull off the murder.
* Unfaithful, the cuckolded husband does this to his wife's lover after accidentally killing him.
* UnFamiliar features this as a part of the story. In the distant past, a pair of immensely powerful, near god-like wizards fought each other and reduced their world, previously a high magic utopia whose merest trinkets are considered national treasure-level artifacts in the current era, to a world of bronze age barbarism that took centuries to come out of.
* Unfamiliar Patterns, Rarity's parents show off embarrassing foalhood photos of her during her "nudist" phase to her fashion idol Sapphire Shores.
* Unfamiliar: What Pinyon was at first believed to be, due to how little talent she possesses in magic and how she hadn’t found a familiar yet despite being over 13, the age at which most witches find one. Thankfully for her, this is subverted when she saves a bird she finds she can communicate with.
* Unfamiliar when Alex tries to dispel Louise's notion that she is incapable of magic.
* unfamiliar with all the series in order to ensure the future of humanity.

* unfamiliar with and distrustful of the new mechanics and archetypes that have arisen since then..
* Unfavorite, and continually being protected by someone else would likely make one appear weak. Catra was envious of her, and after Adora left, she felt abandoned. She then obsessed around ruining her former friend's life and blamed her for everything. Her behaviour worsens until Catra pushes everyone away in her insane quest to finally beat Adora, rejecting every chance she has at happiness.
* Unfazed Everyman: A muggle who sees supernatural weirdness and takes it all in stride.
* Unfazed Everyman: I know this stuff is super weird but I couldn't care less.
* Unfazed Everyman. She's described as fit and solid despite being less than five foot tall and with dark eyebrows and 'too-curly' hair. Her friends tell her she would be pretty if she made an effort, but she's too nerdy and timid to bother.
* Unfeeling Heavens: A Heaven whose angels are far removed from things like feelings and human attachments.
* Unfeeling Heavens: Heaven's angels are far removed from human feelings and attachments, seeing them as unnecessary.
* Unfinished Business: A dead person can't enter the afterlife until they take care of some important task that their death prevented them from doing.
* Unfinished Business expansion was built specifically to support new campaigns. It even included tools for editing things that were previously hard-coded.
* Unfinished Business: Ghosts stick around until they've finished a task.
* "Unfinished Business" has Murdoch share a recorded deathbed confession of murder with Dr. Ogden. He's puzzled that the confession details don't match the data Dr. Grace gathered from the corpse he and his colleagues found using the dead man's directions. Dr. Ogden recognizes the details of the confession as matching a case she and Murdoch worked on eight years earlier, one in which Murdoch investigated the husband of the murder victim but had to drop the matter for lack of evidence.
* Unfinished Business (he originally saved her when she was a child), and until he meets her, it doesn't truly occur to him that's she's no longer a child. Hartigan was more in it to protect the innocent. It just so happen that the innocent was a girl.
* Unfinished Business into the game. The fanbase used script remnants, interviews with Gaider detailing the cut material and voice files to reconstruct the missing elements, which include a Minsc side mission, dialogue between Valygar and Suna Seni, restored character creation kits, missing items and NPC portraits, and more. A similar mod of restored content also exists for the first game.
* Unfinished Business: Irina is built up as one, and when it comes time for the protagonists to actually eat, she delivers. Of course given that most of them have been living in Antarctica for long periods of time they probably don't exactly have the same standards as high-class restaurant critics, but her skills are said to be rather impressive.
* Unfinished Business is written as a recollection by a character who never appeared in either film and only had a minor role in the first story- the two survivors of the Carpenter film are only given a passing mention at the very end.
* Unfinished Business. The only character missing is Copper, for some reason.
* Unfinished Business. While this meant that he lingered a little too close to the explosives, putting him in a coma and a full body-cast, his response is the trope, word for word.
* Unfinished Dub: A series that didn't get completely dubbed because it was dropped.
* Unfinished Dub: When a show stops being dubbed before the show is finished.
* Unfinished Episode: An episode that didn't get completed because of being scrapped at the last minute.
* Unfinished Music No. 1: Two Virgins this have hardly ever listened to it, left alone more than once.
* Unfinished Tales of Númenor and Middle-earth: "Aldarion and Erendis" features Aldarion, who is the Crown Prince of Númenor and is always sailing to Middle-Earth for long periods of time. This eventually breaks down his marriage

with Erendis who influences their daughter Ancalimë to dislike men.
* Unfinished Tales only served Saruman, and not with malicious intentions. The benign wizard, Radagast the Brown had borrowed them to his service, unaware of his treachery.
* Unfinished Tales. They have limited range, cannot see through things, and cannot look everywhere at once, but they can be used to view things in locations other than the rooms where other stones are kept.
* Unfinished, Untested, Used Anyway prototype, it's prone to system failures and takes a lot of damage when it actually gets hit.
* Unfit for Greatness: Wants to do good, but lacks the willpower, insight, and virtue to direct the power they've been given.
* Unfit, the male physical trainer protagonist films a commercial for fitness equipment. The producers say they'll be back in six weeks to film the "Before" shots and advise him to eat as much cake as possible.
* Unfixed or jealous (male and female) rabbits do this when marking territory or as courtship. However, they also pee as an
* Unflattering ID Photo: A character's ID card has an unflattering picture of them.
* unflattering it was if you didn't have an absolutely flat stomach (the term "muffin top" was coined). It started to reappear slightly in the late 2010s, but without the exaggeratedly low waistlines of the turn of the century.
* Unflinching Faith in the Brakes: A character standing in the path of something dangerous will unflinchingly stand there, knowing whatever it is will stop just inches from them.
* Unflinching Walk: They won't even stop to look at how much they just wrecked you.
* Unfocused During Intimacy: One or both sexual partners aren't really "in the moment".
* Unforgettable, about a detective that can remember everything that ever happened to her, has this in the episode "Check Out Time". The episode was about a Dominican hotel maid who was accused of murdering someone, but claimed he was attempting to rape her. The plot revolves around the detectives solving the questionable story. The story was pretty obviously based on the recent case involving Dominique Strauss-Kahn's alleged rape of an African hotel maid with a questionable story.
* Unforgettable. A foreign diplomat is arrested for murder and invokes diplomatic immunity. The deputy mayor overseeing the investigation immediately goes to that country's ambassador and points out that the goodwill of the United States in general and of the NYPD in particular is worth more than trying to protect a corrupt diplomat who committed a murder for personal reasons. The ambassador agrees and promptly waives the diplomat's immunity on behalf of his country.
* Unforgettable episode "Lost Things", a suspect trying to throw the detectives off invents a story about the victim using a dating service. He gets the idea of a dating service from the screen of a nearby computer, the names of guys she met through it from wanted posters, and the name of the service from a different poster.
* Unforgettable had the team investigating a murdered cop, and found that the deceased was being investigated by IA because he was suddenly able to pay off his wife's extensive medical bills in full despite having maxed out credit cards. At the end of the episode the IA guy closes the corruption investigation, having found that the deceased acquired the money legally by selling his boat.
* Unforgettable has hyperthymesia, which allows her to perfectly remember everything she experiences.
* Unforgettable is the rare example of a show that did well in the ratings, but not well enough for CBS's ratings standards. It was killed at the end of its first season, but was renewed for a summer run on CBS for its second season because of TNT and Lifetime looking to snap it up. It did well enough as a summer show that it was renewed for a third season. After the third season, it was canceled again, only to be revived by A&E for a fourth season.
* Unforgettable leaves a trail of jelly beans behind when he slips free of his bonds and attempts to find his way out of a maze of passages under the abandoned factory he'd been confined under.

* Unforgettable on the leniently sentenced owner of a factory whose unsafe conditions led to a fire in which his father and brother died. The murder that started the episode was just an attempt to silence someone who would have compromised his plan.
* Unforgettable so far has had every episode center around a homicide, though sometimes other crimes are discovered over the course of the homicide investigation. Justified in that the main characters are homicide detectives.
* Unforgettable, that crime scene is the one moment that a woman with otherwise perfect memory cannot remember.
* unforgivable sin which is exacerbated by the person who committed it no longer being alive to answer for it. The punishment is traditionally eternal damnation in Hell. The idea is that only God is allowed to take one's life away. Because this teaching is much stronger in Catholicism than in other branches of Christianity, this is why some works make it a point to show how Catholics are particularly affected when a loved one commits suicide, believing that they're definitely in Hell for all eternity. But in more recent years, the Catholic Church has been easing away from this. Since the criteria for a "mortal sin" requires that it be committed willingly and with full knowledge of the implications of it, the Church now recognizes that because of such issues as depression and mental illness, not all who commit suicide are necessarily doing so "willingly". They've also recognized that suicide doesn't always lead to instant death, which may allow someone one last chance to ask God for forgiveness before dying.
* Unforgivable. The character, Ricky, is a misogynist and extremely violent towards men and women.
* Unforgiven 2008, he was still at heart the same arrogant and immature tweener character he had always been.
* Unforgiven: After a prostitute is disfigured by two cowboys who get a slap on the wrist by sheriff Little Bill, her coworker prostitutes put out that they'll pay $1,000 to whoever kills them. The Scofield Kid wants that money and eventually talks William Munny out of retirement to help him.
* Unforgiven after Munny survives a similar encounter, he just shrugs and says he got lucky when asked.
* Unforgiven, and a shot of the urine flowing out of Beauchamp's trouser leg.
* Unforgiven and Shelton Benjamin. At one point of that match, Brian Kendrick pined Triple H and became WWE Champion, but due to the rules, he is not recognized as Champion. At the end Triple H won and remained Champion. But that brief championship reign of Brian Kendrick? Never happened.
* Unforgiven. Delilah has severe scars on her face after being savagely attacked by a cowboy. She is still beautiful, and William Munny makes a point of telling her so, but the scars are definitely ugly.
* Unforgiven has the Schofield Kid approach homesteader William Munny about collecting a bounty in Big Whiskey. Kid claims to have killed three men, but always one at a time; there are two targets in Big Whiskey, so the Kid figures to have a wingman. After the killing's done, the Kid consoles himself with whiskey, and admits that he'd never killed before. The deed clearly unnerved him.
* Unforgiven: In a disturbing scene where a victim of a fatal gunshot wound dies slowly while his partner cries out in desperate rage at the protagonists. The protagonists are forced to awkwardly wait around to make sure the kid dies.
* Unforgiven is a retired gunslinger who agrees to take on one last job.
* Unforgiven, Lilith's mother does a lot of odd jobs, including working as a substitute teacher in her daughter's high school. Since she does not want to be seen favoring her daughter, she is particularly strict toward Lilith, which leads to several embarrassing situations.
* Unforgiven pay-per-view), the gimmick was that it was a cage match with two cages (a normal cage around the ring, and the larger, roofed Hell in a Cell cage), but that there would be several ferocious guard dogs in the area between them. The problem was that the dogs (several rottweilers) weren't remotely ferocious. They defecated at ringside, mated, tried to get petted by the fans, and generally acted like overgrown puppies. The rare occasions in which the dogs barked or acted

aggressively were directed towards each other instead of the wrestlers, which defeated the entire point of the match.
* Unforgiven reveals that the Schofield Kid drowned himself out of guilt for having killed a man.
* Unforgiven, setting the stage for the protagonist's final vengeance.
* Unforgiven, the working girls put out a $1,000 bounty on the heads of two cowboys, Quick Mike and Davey Bunting. While this is understandable in Mike's case (he cut up one of the prostitutes pretty badly), Davey's only crime is his poor choice of friends.
* Unforgiven: Though his partners readily accept "advances" from their employers (the town brothel), William Munny considers himself still married to his deceased wife and stays faithful.
* Unforgiven western, also features a whip-related death; that of Ned, William Munny's black friend, at the hands of the antagonist Little Bill, which sets up Munny's final revenge.
* Unforgiven where the protagonist is called William and the antagonist is called Bill (which is, of course, the short form of William).
* Unforgotten Realms character which isn't obviously another species is invariably a Dwarf. Probably the only character who even has a beard is Sir Schmoopy of Awesometon, one of the two main player characters.
* Unforgotten Realms gives one the power to take on the powers of a dead opponent. Rob instantly equates this to being "like Mega Man".
* Unforgotten Realms. Not only does the game of unforgotten realms exist with no fourth wall to the players, but the animation itself constantly references the fact that it's an animation.
* Unforgotten Realms often say "kobold" when they're talking. Or for (seemingly) no reason. All a person has to do to speak the "language" of the Kobolds is to say nothing but "kobold".
* Unforgotten Realms, Roamin the Paladin rides to the scene of a big battle on the back of, not just a bear, but Ursa Arkadios, Archduke of the High Bears! Oh, and they're loaded with every sword in the rulebook.
* Unforgotten Realms, Schmoopy at one point refuses to tell his allies his plan for this very reason.
* Unforgotten Realms: The story of Sir Schmoopy of Awesometon, dual-nunchuck weilding sorcerer, and his quest to save his dying grandmother, in a homebrewed role-playing game.
* Unforgotten Realms where in one episode, Garry got his original body back (in a way that doesn't make sense), and jumps off a cliff. Two episodes later, Roamin talks about how the show does not make sense, and Garry reappears in his new body.
* Unforgotten revolves around two London detective and the cold cases they investigate together.
* U.N.. (For the record, the vote turned out to be 138 countries in favor of implicit recognition of Palestine, and the "1-state" thing was a typo.)
* "Unfort-t-t-tunat-t-t-tely," his friend stuttered, "you didn't get an image since you failed to realize you had to press the shutter
* Unfortunate Character Design: A character is unintentionally designed in a way that they look risque.
* Unfortunate Character Design: A character is unintentionally designed in a way that they look risque or offensive.
* Unfortunate Coincidence — A regular name happened to match coincidentally with real-life famous or infamous figures, or otherwise notable events named after people. E.g.
* unfortunate declarations in regards to Arle. To be fair to her, she's not the first to make this mistake.
* Unfortunate Implications, but writer Eddie Braben convinced them on the grounds that their heroes Laurel and Hardy had done the same. Eric did, however, insist on smoking his pipe as a symbol of masculinity.
* Unfortunate Implications for some firefighters arriving at a hospital, burnt to a crisp but still alive.

* Unfortunate Implications has the titular Native American evil spirit battle a good Native American shaman to no effect in a modern hospital, only for the shaman to realize the Manitou is vulnerable to the spirits of modernity. In this case means throwing a computer at the Manitou. Ouch. Double ouch when that fails for the Native American shaman because it's "white man's magic," thus requiring the Caucasian female to save herself by banishing Native American spirits with the spirit of fax machine, photocopier, and FM radio.
* Unfortunate Implications (he has a hybrid Bajoran-Cardassian daughter and also impregnated a married woman when he became the leader of a Bajoran cult). Of course, how strange is this, may depend on your opinion as Cardassians are not as different and some people may find Cardassian women attractive.
* Unfortunate Implications his win would have enabled the Nazis to get away with.
* Unfortunate Implications, "I knew someone who dresses like that couldn't stay a good guy!", to which Tigra responds, "What does that make me? Doctor Doom?"
* Unfortunate Implications is by far the meanest puddytat of the three actresses.
* Unfortunate Implications — and it isn't a positive one either.
* Unfortunate Implications now. Especially after a couple of the models involved later sued the company whilst dying of lung cancer.
* Unfortunate Implications of the casting, but not until several episodes had already been completed, at which point it was too late to do anything about it.
* Unfortunate Implications or other offensive aspect in your work before making it public.
* Unfortunate Implications, or that "low-tech" is synonymous with "backwards".
* Unfortunate Implications showing how certain names don't play well abroad.
* Unfortunate Implications situation where the obvious punchline involves racism or prejudice where Fred is interrupted by a big [JOKE ABORTED] klaxon.
* Unfortunate Implications, so that even those who realize it is not meant to be taken seriously still don't enjoy it because it simply isn't funny.
* Unfortunate Implications: The audience sees an offensive message in a work, even if it wasn't intended. Examples of this require a citation from a reputable source.
* Unfortunate Implications, there is only the female lead and one male left on Earth. After having a son and daughter, she implements her repopulation plan, which starts out with the father impregnating the daughter and her son impregnating her and somehow goes from there...
* Unfortunate Implications) the tutorials have treated the gamers more and more like complete morons incapable of thinking for themselves.
* unfortunate implications. This included using landmarks from other cities (i.e. the airport) and giving cop cars a far more traditional black and white paint job.
* Unfortunate Implications to show that competence isn't tied to gender).
* Unfortunate Implications tropes have become discredited for carrying Unfortunate Implications.
* Unfortunate Implications used Yugo. This led to constant criticism from all three presenters about what a shoddy product Bentley is putting out these days.
* Unfortunate Implications, which depicts a knight wearing what appears to be a KKK hood. Even worse, it's a white knight with protection from black.
* Unfortunate Implications: (YMMV) Yeah, I'll just put this in the story. Whatev—Wait, what do you mean someone's offended by it?
* Unfortunate Ingredients: Renaming bad-sounding ingredients to make them sound better.
* Unfortunate Item Swap blackmailing the captain of merchant ship into doing it instead.
* Unfortunate Item Swap: You fail to tell those two important objects apart.
* Unfortunately. Amy (the real one) notes sourly that no one particularly wanted Amy (the fictional one) to grow up, and that it makes the books faintly disturbing since she still thinks and talks like a ten-year-old despite being in her thirties. The success of the series has declined drastically as a result.
* Unfortunately, Anvil and Aphrodite were not as effective as planned. The remote control and detonation systems were faulty at best, and most of the planes either lost control during flight, or simply exploded in midair, sometimes with the pilot

still inside. However, in the few instances that they DID work, the results were pretty spectacular; one such raid managed to literally vaporize an entire enemy fortress.
* Unfortunately, as much fun as it is to pick this option, it doesn't end well. After your rant's over, Portalbendarwinden
* Unfortunately, as the above episode and the entire background of River Song demonstrate, this reputation sometimes comes back to bite him - as River puts it, "you make them so
* Unfortunately, because of high cost and, for the Mega Tank, low speed, ammunition and fuel, both units
* Unfortunately, because the primary source (an old Dr. Who forum called Outpost Gallifrey) has closed,
* Unfortunately, before things can get as far as "amicable," Hayley is murdered.
* Unfortunately, by doing so the OLED dock now includes one fewer USB ports than the original version.
* Unfortunately common. On top of the International Wrestling Association, a group of territories banded together to compete against the
* Unfortunately, due to peculiarities of the North Korean society (these guys tend to
* Unfortunately, due to the abundance of anti-aging magic in the Xanthverse,
* Unfortunately, early cans were sealed with lead, which probably ended up killing soldiers who had survived actual combat, not to mention that each can had to be hand-soldered, which made them hideously expensive, and the solder often failed in transport of in the field, contaminating the can contents further (often with deadly Botulism). Food poisoning from contaminated cans was a common cause of death for soldiers all the way up to the
* Unfortunately, flying straight up does not work when attempting to escape from a car hurtling toward a bird at 50 mph. The car goes too fast and the bird can't get out of range fast enough. Ends with a splat on the windshield. Some smarter types of birds, such as crows, having spent centuries living alongside humans, know how to defy this trope, but if you drive slowly along a country lane, there's a good chance that you'll find a pigeon who thinks they can avoid your car by slowly and clumsily flying in a straight line above you, only about 30 centimetres above the ground.
* Unfortunately for Ares, resient go to companies for guns and military hardware. This proved to be their undoing when the Ares Excalibur, a manatech gun became a complete disaster on all fronts for the company, causing massive damage to their reputation.
* Unfortunately for everyone, Aria may be a hell of a badass, but she's a
* Unfortunately for her, by the third game, Garrus is most likely either
* Unfortunately for her, Riley's Mom isn't immune to this effect either:
* Unfortunately for her, she will also lose her powers if midnight or sunrise is simulated.
* Unfortunately for her, when the writing is eventually deciphered, it turns out to be a warning about the true nature
* Unfortunately for him, a falling out with his longtime best friend and Number Two
* Unfortunately for him, he wasn't actually saving Sarah from Shaw. At least not yet. She appreciated the tank, though.
* Unfortunately for him, one of his early attempts at this wasn't quite successful, and that witness ends up becoming the key to taking the killer down.
* Unfortunately for Israel, ambulance vehicles claiming protection under
* Unfortunately for Lucille, the cops sent to the farm turn out to be a death squad who proceed to murder Lucille after she tells them what she knows.
* Unfortunately for McGregor, it happened to him as well: at UFC 196, he moved up to welterweight for a short-notice, non-title fight against Nate Diaz. McGregor did well enough in the first round but suddenly tired in the second, allowing major underdog Diaz to force him to tap out to a rear naked choke, handing McGregor his first loss in some time and first in the UFC. Earlier, the aforementioned Holly Holm suffered her first pro loss at the hands of another massive underdog: two-time

Rousey victim Miesha Tate, who choked Holm out to win the Women's Bantamweight title.
* Unfortunately, for obvious reasons, beating down a Nay vote causes them to like you even less, making them more likely to vote against you the next time you pass a proposal. The Dark Assembly is less about bribes and trying to sway them to your side and more yet another reason for
* Unfortunately for players who want to have alts, extra cartridges tend to be required since no Pokémon game has ever had multiple save slots, which generally forces players to either erase their old save, or get a new cartridge. Alternatively, players can resort to unofficial options such as emulation, cheating devices or flash carts, which allow for multiple saves. The only main-series games with an official means for doing multiple playthroughs are for the Nintendo Switch, and even that requires having additional user accounts on the console itself, due to the complete lack of additional save slots within the game itself.
* Unfortunately for the AI, they will fire even if their own ships are in the way - you can get the enemy to destroy more of its own fleet with just a couple of cloaked ships. Improved AI AM Liir cruiser dancing circles around heavily armed and slow Hiver ships?
* Unfortunately for them, it's basically a Ukrainian-built diesel version of the Soviet T-80, and there won't be any more of them: the Morozov factory in Kharkiv that built them went into decline and cannot currently produce any new armored hulls, and for the guns they use the Ukrainians (who cannot produce them either) basically cheated Russians, when their relationship was still passable, stating that they'll use them for their own tanks. Nowadays, Pakistan has switched to Chinese, China being their traditional ally and arms supplier.
* Unfortunately for them, recent articles about the development process reveal that the last set never could have been Mirrodin Pure to begin with—the block was originally going to start with New Phyrexia and go from there! That only changed when they decided it would be more interesting to show the process of Mirrodin gradually being corrupted into New Phyrexia.
* Unfortunately for the propagandist, the artificial Garibaldi had the original's ethics as well as talents for security hacking and sent out footage of the Engineered Public Confession
* Unfortunately for the Shinobi, this is also true for the Daimyo. They all seem to be pretty spineless, not to mention stupid.. And they're supposed to lead the country?
* Unfortunately for the various monsters, hostile beings, and generally unsavory types across Creation, conditions and circumstances can result in this being an easy mistake to make. There are charms that allow the titular Exalts to disguise themselves in impossible ways and others which let them keep their weapons and armor hidden in
* Unfortunately for the Wildcat Chris Harris of an otherwise well remembered incarnation of America's Most Wanted with
* Unfortunately for Wheatley, he failed to defy the final trope: Chell opening a portal right under him, with the other side on the surface of the moon.
* Unfortunately, he was forced to kill her to protect their Half-Human Hybrid.
* Unfortunately, his best friend Obito, who rebuilt said pedestal, went the opposite direction, due to the Curse of Hatred destroying his sanity after watching Rin die.
* Unfortunately humans, allowing Yesular to blend in as an ordinary Korean woman.
* Unfortunately, if you have hyperactivity, such as with ADHD, or you've been on prescription stimulants for a long time, you can become effectively immune to caffeine. Depending on circumstances, it's possible for it to make you sleepy.
* Unfortunately, in neighboring Zimbabwe, the formerly dominant white minority did suffer this when Robert Mugabe came to power. They were subject to attacks so they would leave their farms, that were taken without compensation. This greatly damaged the economy, as Mugabe gave the farms to cronies of his who weren't trained in farming or neglected them.
* Unfortunately, in the sequel, B-Ko's father (Who may or may not be an

* Unfortunately, it is destroyed near the end of the season in a day-saving bit of Car Fu
* Unfortunately it isn't enough to repel a surprise invasion when the Kushan show up en masse and the kingdom's forces have been dispersed throughout the land because of the king's madness.
* Unfortunately, it's 1923 and Masseria still will be active in the organized crime world until 1931. Masseria and his men manage to turn the tables on Owen, and ship his body back to Nucky in a box.
* Unfortunately, it's for this reason that animals people consider cute or charismatic get better protection than creepier or menacing looking ones. It's the reason
* Unfortunately it's implied this all falls apart once Brown is killed.
* Unfortunately, it turns out that Margaret's loyalty is not reciprocated in the slightest; her marriage to Donald Penobscot falls apart when she learns that he's been cheating on her.
* Unfortunately it was badly depowered in Roy Thomas' Celestial/Ring Cycle storyline, in which we learn its origin and that drawing it, rather than destroying the universe,
* unfortunately it was highly addictive, hindered their ability to control the host, and could potentially drive them mad, replacing their original weakness with something worse
* Unfortunately, I've got some bad news for you: Other examples of this trope are rare. But there is good news: I just saved a bunch of money on my car insurance by
* Unfortunately, Lady Brienne of Tarth acts as the counter-point, showing that women who do get their dream of being knights find it's not all it's cracked up to be.
* unfortunately (luckily for all non demons, Shiva will be around to destroy him again)
* Unfortunately, many anime TV series that are released in North America don't contain the entire Japanese credits roll, and only feature an abridged credits list
* Unfortunately, many technology products (including video games) can fall into this due to
* Unfortunately, marriage in Skyrim works like this. Once you're married to someone, the only way to marry someone else is to kill your current spouse. Unless you resort to using cheat codes in the
* Unfortunately, nobody ended up wanting to play it on the map resulting in either one team steamrolling the other in seconds, or round after round of Sudden Death, dragging the match on endlessly until one team decides to lose on purpose just to change maps.
* (unfortunately, no longer updating). A new team of second-rate superheroes is selected on a reality TV show.
* Unfortunately, no matter how much you think at it, a Puddle Jumper won't make you a sandwich.
* Unfortunately, none of the legal restrictions on the word "chocolate" apply to white chocolate, which is basically just cocoa butter. Most white chocolate is basically... not chocolate. Some candy stores will even just straight-up call it "white confection". Most people don't seem to care.
* Unfortunately, one of the last commercial spots Dave filmed before his death was a bumper that was added to the end of numerous commercials, advertising the fact that Wendy's drive-thru was now open until midnight. The last many of us saw of Mr. Thomas was an image of him, pale and clearly not in good health, leaning out of a drive-thru window and sleepily intoning, "See you later..."
* Unfortunately, one of the most hilarious lines in the movie, where Sandler exclaims "Buh-buh-buh-BULLSHIT!!!", was changed to "Buh-buh-buh-bullspit". It wouldn't have been so bad had the dubbing over not toned down the intensity at which Sandler had said the final word. Originally he was nearly screaming the last word in rage, but in the edit it seemed like he was just using the word dismissively.
* Unfortunately, parents don't need to use words to make such a message

understood.
* Unfortunately played straight with Richard Hunt, whose 1992 passing resulted in many of his characters (including most, if not all, of his
* . Unfortunately, said captain is Sui-Feng, aka head of the Onmitsukido.
* Unfortunately said gift cards are now thought of as a lazy gift idea, though others argue that it's better for the person to have the money given to buy something they'd want in that store, rather than getting something they wouldn't want. A well-chosen gift card can also convey that at least some thought was put into what the recipient would want while just giving plain cash is seen as ultimately lazy.
* Unfortunately, she falls for Dracula instead, which is why Van Helsing wants to
* Unfortunately she's just found out that Jorah joined her service as The Mole
* Unfortunately, she's killed right after she asks him out on a date.
* Unfortunately, she's right, which doesn't exactly make things any better.
* Unfortunately, she's the instigator for the incident with Alexander. And then also the instigator for the interference of the Gargoyles.
* Unfortunately, that turned out kind of weird later, when it turned out she was the Were-Dog Queen, cursed with lycanthropy by her jealous ex-husband. (He was able to break the curse in the end.)
* Unfortunately, the author can't seem to decide on how interstellar travel works in this 'verse. The instantaneous nature of the Park Shift is forgotten in a later novel where an admiral refuses to spend years decelerating his ships to quarantine a planet and instead opts to
* Unfortunately, the backlash somewhat worsened in 2018 when it was announced that, effective the following year, that they would allow girls to join, prompting some conservatives to add "because they're indoctrinating feminism" into the list of reasons why they no longer supported them. Even odder is that it also earned them a lawsuit from the Girl Scouts
* Unfortunately, the bad side of this trope is that extraterrestrial heroes ranging from
* Unfortunately, the Carousel of Progress appeared to have been half designed by advertisers who wanted to reach Disney's paying customers. (Note that this is exactly what it originally was - an ad for General Electric at the New York World's Fair.) Some of the "features" included a long car commercial that people would actually wait in line to see because the screens were mounted on something that looked like motorcycle handlebars attached to a chair that turned and swiveled. Not surprisingly, many of the viewers would hop off the swiveling chairs as soon as they realized the commercial wasn't an introduction, but was actually the feature.
* Unfortunately, the guy masterminding it all jumped off the slippery slope, murdering people for technology and building up his own villain teams for the heroes to fight.
* Unfortunately, the Hamel tragedy repeats itself on a much bigger scale in
* Unfortunately, the message gets muddled a bit when Shikamaru takes out Hidan for Asuma's death, and it's portrayed in a positive, "getting some closure" manner.
* Unfortunately, the other side is that in a rematch the former "undefeatable" may show that the loss or draw was actually a fluke, leading to an unfortunate
* unfortunately. The photo of George McFly is not featured on the back of the jacket, however.
* Unfortunately, the quote above was taken (with the second and third sentences removed) as a proclamation that he would make it happen, somehow, rather than a warning.
* Unfortunately, there are a still a few significant points of differentiation as well, such as
* Unfortunately, there are some legal guardians (and other older relatives) and school staff
* Unfortunately, there is an alternate version of you, who has been recruited by the Microids to stop you. He will randomly show up at any point in the past to destroy one of the races, undoing all your hard work. You can't kill him, just as you yourself can't be killed.

* Unfortunately, there's no similar way to weasel out of her claim that Shiki was a spy for the Reapers. No-one calls her on this.
* Unfortunately, the same could be said about a lot of the big brother 4 cast. CJ seemed almost a background prop despite being popular enough to win (Viewers voted on the winner). Brian and Sam seemed to be in control of the game, heck, Sam is the only player who was
* Unfortunately, these camps pushed many Germans who were not previously sympathetic to the Nazis into the arms of what would eventually become the core of the modern neo-Nazi and White Power movements.
* Unfortunately, these weapons are usually only a little better than the next strongest weapons. The real
* Unfortunately, The XY series's ending fell victim to ending fatigue too. After the big climax of the series, there are still
* Unfortunately they have failed biology forever in Cataclysm by having the patrolling gigantic shark that keeps you from swimming into certain areas be a whale shark — long noted as one of the gentlest things in the ocean, which eats krill. This is a shark known for not only letting divers swim around it but specifically folding its fins back (even when it inconveniences the whale shark) to avoid running into them. Why they didn't create a fictional shark type for this (Dragon Shark anyone? Or maybe Wyrm Shark?) we may never know.
* Unfortunately they were then beaten by New Zealand in the final World Cup play-off.
* Unfortunately, things kind of go badly after that, what with Dr Medico being slowly corrupted by a demon god, and Writhe kind of gradually drifting over the edge into darkness.
* Unfortunately, this bug was fixed on 4.0. However, sm-ssc (StepMania 5) turns it into an
* Unfortunately, this came back to haunt France, in ways Louis XIV could never have imagined, when Louis XV and Louis XVI took the throne. One of the secrets to Louis XIV's success was his keen eye for talent and his skill at managing his ministers. When Louis XV and Louis XVI took over, they proved to be far less competent and the whole system began to rot, before finally exploding in
* Unfortunately, this caught Isla off-guard, causing her to freak out and reject him.
* Unfortunately, this edit apparently came too late for the animators who drew the scene with both Korso and Cale simply holding their breath.
* Unfortunately this is later played straight with Betty Grof, whose entire role and personality revolves around being
* Unfortunately, this is often very accurate, particularly when an entire military or nation pretty much folds up and goes out of business, like what happened in Eastern Europe during the two world wars, where bands of armed deserters would sometimes wreak absolute havoc on the countryside until they either stopped or were forced to stop.
* Unfortunately, this is relatively common in kidnapping cases, where kidnappers often send a body part (usually an ear or a finger) of the victim to the victim's relatives as a proof that they're being held and still alive and to increase pressure on them to ensure a speedy payment of the ransom:
* Unfortunately, this leads to consequences in the sequel. The combination of him having his love returned and the Garuda's challenge causes him to undergo a wolf Fae right-of-passage (albeit an extremely perverse version). He spends the sequel trying to show his "
* Unfortunately this trope doesn’t carry into the second movie since Hiccup is more masculine and Astrid is pushed into supportive girlfriend role. However, it is worth noting that the second movie focuses more on Hiccup and his relationship with his long-lost mother, and Astrid is shown to still be tough-as-nails in the tv shows.
* Unfortunately, unbeknownst to these geniuses, the Dominion leaders were already planning to wipe out every living thing on Earth once it was conquered; specifically, to prevent exactly that kind of organized rebellion down-the-road.

* Unfortunately unless you have the two special "systems" that give infinite ammo and the other which has all of your weapons firing pretty much constantly and aimed by the AI, missiles and lasers are worthless at higher settings because of all the counter measures. The solution?
* Unfortunately, what Anna doesn't know is that Elsa doesn't want her power exposed to the public and the subsequent questions cause Elsa to get hit with
* Unfortunately, with the rest of her friends corrupted, it has absolutely no effect, and in turn this causes her to lose all hope and become corrupted as well. Fortunately, she breaks out of it later thanks to Celestia sending back her friendship reports.
* Unfortunately, you can't order Arceus to remake the universe in your image, or to do everything that would be cool about having God as your pet. The closest it comes is a special event in
* "Unfortunately, you're wrong. Actually, I'm Santa." This was in one of the previews, no less, but not only does it not mean what it immediately it seems, it also doesn't mean what players might suspect it means.
* Unfortunate Meaning — someone thought the name sounded nice, but apparently had
* unfortunate real-life circumstances to actually caring about the world around him. The anime keeps this interpretation, but with the implication that, though the heroes still have many more adventures ahead of them, we don't get to see what those adventures are.
* Unfortunate Spacemen: A flashbang going off in a player's face causes their view to go solid white. This can be useful to the alien, as they can shapeshift while all the others are impaired.
* Unfortunate Spacemen: A space station serves as one of the stages for the game.
* Unfortunate Spacemen: One death animation involves a characters' head coming clean off their shoulders.
* Unfortunate Spacemen: There are security cameras strewn about the stages. The alien can destroy them to make it harder for the spacemen to track its movements.
* Unfounded Claims - Some Il Capitano-Zapp Brannigan-Gilderoy Lockhart character claims he saved the day.
* unfreeze time. Star asks if he's thinking what she's thinking. Cut to...the Wheel having been turned into hamster-drawn carriage with a seat on top for Father Time. That way time restarts but Father Time can actually explore his dimension instead of spending eternity running in the wheel himself. Marco starts to explain that actually he was thinking of just having a giant hamster run in the Wheel instead of Father Time, but then shrugs it off and says this works too.
* Unfriended, a girl commits suicide after being cyberbullied. Her spirit proceeds to kill all her friends with the help of social media.
* Unfriended as the kickstart to the plot. Typing in the video's URL into a real web browser takes the user to a "this video has been removed" screen, citing real-life abuse and crime.
* Unfriended by the humiliating video of her having soiled herself after passing out that is posted online (and the subsequent website that was set up telling her to kill herself).
* Unfriended: Dark Web: Amaya, who's deaf, was played by Stephanie Nogueras, who really is deaf.
* Unfriended, Laura's ghost says this to Blaire after revealing that she was the one who filmed the video that caused the former to commit suicide.
* Unfriended — unfold on their own computer screen as opposed to a TV or a theater screen.
* Unfriended More than one critic reported the sheer amoral cruelty of all the teenage characters was more horrific than the premise of an evil spirit who killed you through the internet.
* Unfriended the rest of the cast doesn't like but tolerates. It's suggested she can do a lot for them that other people can't.
* Unfriendly Fire: A character "frags" someone on their own side of the conflict.
* Unfriendly Fire, a very common fate for more traditional Commissars.

* Unfriendly Fire when he learns that the Captain's orders weren't really suicidally stupid (Though this was due to chance, not any hidden genius on the late Captain's part).
* "Unfriendly Skies", a first season episode, ripped the murder of Las Vegas resident Jonathan Burton aboard a plane, which took place a mere two months before the airing of the episode.
* unfrozen, the first thing he does is chastise Lucius VII for not making everyone miserable enough.
* unfunny) joke, and said deer shit all over while laughing about it too.
* Ungalo, one of DIO's illegitimate children, has none of the natural attractiveness of his father or brothers, having very wide-set eyes, a flat nose, and buck teeth. It's quite possible that this is all a result of his drug addiction.
* Ungarato, Sword of Gluttony drains life from those it hits into the wielder, and animates anything it kills as a juju zombie (powerful zombies that retain their intelligence and abilities) to serve the user.
* Un Gars, Une Fille ("A Guy, A Girl")'s lead characters Guy and Sylvie are played by Guy A. Lepage and Sylvie Léonard.
* Un Gars, Une Fille (A Guy, A Girl) there's Sylvie (the titular Girl), who gets very jealous at the slightest provocation, and even tries to set her boyfriend Guy (the titular guy) in compromising cheating situations.
* Un Gars, Une Fille, Guy's dad, a sixty-something career womanizer, ends up settling down with Mélanie, a twenty-something stripper. They even end up having a child together.
* Un gars Une fille. The show told the daily lives of the constantly-bickering Jean et Alexandra. This episode had Alexandra getting her head stuck into the opening of her washing-machine. Cue Jean mocking her. But it didn't stop there. We actually saw Jean untying his belt and putting his knees on the floor. Then the screen fades to black, which in the show generally indicates the moment where you are supposed to laugh... The spectators didn't. At all.
* Unggoy ("Grunt") names tend to be five letters long and repeat the first two letters, e.g. Yayap, Dadab.
* Unggoy/Grunts come from Balaho, which has only 70.8% Earth's gravity, but are actually
* Un giorno di regno. His Requiem, written in 1874 following the death of Alessandro Manzoni the previous year, also bears honor as one of these since it is one of his few non-operatic works still commonly performed.
* Un-Go detective drama with supernatural elements throw in for good measure.
* Ungovernable Galaxy: It's impossible for a whole galaxy to have a government.
* Ungrateful Bastard: A character expresses a lack of gratitude to the one helping them.
* Ungrateful Bastard. After Dale offers to help John Redcorn get some of his tribe's land returned to him, he ends his affair with Nancy realizing that it would be an awful way to repay a man he considers to be a friend.
* Ungrateful Bastard: Don't press your luck. A proud person like me doesn't have to thank anyone.
* Ungrateful Bastard: Don't think I'm gonna thank you for doing something nice to me, you numbskull!
* Ungrateful Bastard The people of Crystal Cove berate the gang in unmasking monsters, because they believe the monsters make good tourist attractions, even if the monsters endanger their lives.
* Ungrateful Bastard: When other people help you out, you never thank them and instead repay their kindness by continuing to be mean to them.
* Ungrateful Bastard: You really thought that person was gonna thank you for saving his life?
* Ungrim Ironfist, Slayer King of Karak Kadrin, is something of a Deconstruction. Ungrim is constantly seen on the front lines with Karak Kadrin's troops. However, this is not because he wants to lead, but because he wants to
* Un grito en las tinieblas) horror novel is Zárate Arkham's history of

incestuous abuse from her father.
* Un grito en las tinieblas: La vida de Zárate Arkham of Hill Road.
* Un grito en las tinieblas; la vida de Zárate Arkham, the titular character sleeps with her cousin, although both of them were possessed by the spirits of their uncle and his female servant respectively—which make the sex scene a case of double incest.
* Un grito en las tinieblas series, when at the beginning of the first novel she is raped by a werewolf -and turn into one as well.
* Ungrounded: This version of Santa Claus was formerly Odin before giving that up. He had it changed to Santa Claus when he converted.
* Unguided Lab Tour: A protagonist walks into a top-secret workplace, and only when the audience has had a complete lab tour does anyone notice the visitor.
* Unhalfbricking shows a middle-aged couple standing outside their suburban home. Look closely and you can see the band members sitting on the lawn on the other side of the fence. The couple are in fact Sandy Denny's parents.
* Unhalfbricking's third album, came about in the course of a word game the band were playing to pass the time between gigs. The idea was for each player in turn to add one letter at either end of a word, in such a way that the resulting fragment could be the beginning of a real dictionary word but not such a word itself.
* Unhallowed Metropolis. After this point, more scandals aren't going to damage your reputation anymore.
* Unhallowed Metropolis is cloaked in heavily toxic smog. Going outside without a gas mask or at least a damp cloth to cover your mouth and nose causes unconsciousness in short order, and death not too long after. Direct sunlight penetrating the smog layer is rare, and on the worst days, it blots out the sun entirely. There's nothing supernatural or actively malevolent about it, but that's a small comfort.
* Unhallowed Metropolis There are maybe 100 of them in all of London, and although some of them are human/vampire hybrids, the majority are those who survived the vampiric infection without receiving a complete blood transfusion within a week of being infected. That's the only way for a vampire infectee to become human again — after this point, those who die of the infection become vampires, while those who survive become dhampiri.
* Unhallowed Metropolis there are thousands who die for want of a gas mask. Speaking of gas masks, the air is so polluted that one is essential for survival. What few leaders remain are all invariably corrupt and decadent to a level that cannot be exaggerated, while bomb-throwing anarchists and worse are ready to dismantle the system. Of course, anarchy would only lead to a failure of the few systems stopping the ghouls, vampires, mad-scientists, and other evils from visiting horrors on the populous. Nation states have fallen - there is no world system, and all the people of this new society know of other peoples is that France is even worse off. Even the heroes are inherently corrupt, and draw power by accepting further corruption. Finally, all the undeath of this setting is hinted to be a symptom of the world being fundamentally wrong on a far, far more terrible level, as observed through the unspeakable behavior of its human inhabitants.
* Unhallowed Metropolis there's even a Lightning Gun that is powered by souls.
* Unhallowed Metropolis. This is also the kind where anyone who dies may come back — although it's only a sure thing if they died of a bite from a zombie, there's a chance of it for any corpse, with the odds depending on the surrounding environment.
* Unhallowed Metropolis where going insane is the price you pay for HAVING psychic powers, in Unhallowed, psychic powers are the price you pay for BEING insane to begin with.
* Unhand Them, Villain!: A villain has someone over a high drop, and the hero shouts for the villain to let them go. They do.
* Unhappily Ever After: Double-subverted. Ryan, who believes the old legend that the Earth would spin out of its orbit if all the Chinese people in the world jumped off their chairs at the same time, panics when he spies a group of Chinese exchange students standing on their chairs in the school cafeteria. One of the students

explains that they had just seen a mouse, causing Ryan to calm down. Once Ryan is gone, though, the student gets angry and mutters: "Curses! They're onto us!"
* Unhappily Ever After older son Ryan has to repeat his senior year of high school. Done in part so they didn't have to write the character out; then the next year he and his sister Tiffany go to the local community college.
* Unhappily Ever After, Ryan once rattled off three or four of these in a quick montage. The most memorable one was this: "I have contempt for this court!"
* unhappily married parents with more skin showing, brighter colors and lipstick, and blonder hair.
* Unhappy Ever After: Axes are one of the types of weapons you can equip on your characters.
* unhealing, festering wound Prometheus, who was already immortal. The copyists probably made a mistake somewhere.
* unhealthy, but mercenaries rarely live long enough to feel the consequences anyways.
* Unheard is a series of investigations with minimal visual clues, making the player rely on listening carefully to the voices of suspects in the moments leading up to each crime.
* Unhinged, and the online-only reprint sets all bring back retired frame designs to evoke this trope.
* Unhinged has a card called "Carnivorous Death Parrot" that requires the player to read its flavor text at the start of every turn to keep the creature in play... the text "Save a kill spell to deal with this guy." (It makes sense when you see the picture.) There's also Infernal Spawn of Evil: "It's coming!" as well as "Ach! Hans, run!"
* unhinged rant are responsible for all his problems and how his ancestors would have "enslaved those pieces of shit."
* Unhinged, they introduce Infernal Spawn of Infernal Spawn of Evil, which is the same mouse, holding its cocoa in one forepaw, and its baby mouse in the other forepaw.
* Unholy Blood: One of the only effective ways of killing a vampire is burning it, but vampires who've had enough blood can resist fire unless you literally throw them into a blast furnace. This is how the police execute vampire criminals.
* Unholy Blood: The generals of the powerful Vampire creator "God" are called the "Angels of death" and gain their position by defeating all competing vampires in their region. There are seven "Angels of death" in total, with each controlling a portion of South Korea and fending off any challengers to their spot.
* Unholy Blood: The nightclub that the vampire Lucien runs stocks blood for its customers rather than alcohol. Each bottle is given a quick description of the victim whose blood was used to fill it (for example a 21 year old female) and is treated as if it were vintage wine.
* Unholy Blood: The scourage of vampires that has infested Korea is shown to have been caused by a vampire called "God" who spread his vampiric infection throughout the population.
* Unholy Consult, facing monstrous forces in numbers that break the back of reason.
* Unholy Grail was stolen. Possibly a subversion, as it's unclear whether this facility houses other items or just the one.
* Unholy Matrimony. They get a significant buff if they share a unit. Either goes into a frenzy if the other is killed.
* Unholy Matrimony: Two villains are in a romantic relationship with each other.
* Unholy Night), the three wise men who visited Jesus Christ on the night of his birth are shown to be three ruthless thieves on the run from King Herod. Two of them, Melchyor and Gaspar, become the two thieves who are crucified alongside Jesus, while the third, Balthazar, is later shown to be the one who burned down Rome.
* Unholy Women". Get past the scare factor, and you have absolutely no idea what's going on. Why do Japanese endings have to be so confusing?
* Un Homme a l'hauteur' (English version titled Up For Love'') about a woman in love with a 4'6" tall man. It's based on Spanish film Corazon de Leon).

* Unico (2000) never recieve an English dub. Averted in Spanish speaking countries where all animated works starring Unico recieved official dubs.
* Unico: Black Cloud and White Feather before "Sanrio Animation" was shutdown in the mid 1980s due to bankruptcy.
* Unico Black Cloud And White Feather was voiced by Hiroya Oka, who was a young boy at the time of the short's release.
* Unico, due to having very fond memories of the Unico films (and even then, it's even odds if anyone associates it with Tezuka).
* Unicorn And The Lonesome Girl is about a high school girl accidentally summoning a unicorn girl who was obsessed with virgins.
* Unicorn A support carrier, has the distinction of being the only other carrier to carry out an artillery strike, this time on shore targets. Again the irony here is that she was poorly armed compared to many of the other examples on this page. A broadside of four four inch guns, better than "White Planes" but only equivalent to an older model destroyer.
* Unicorn City, but needs to show he has leadership skills. So, having never heard of LARP, he tricks his friends into proving his leadership skills by creating "Unicorn City" together, a LARP camp (although noone ever says the word LARP) a plan which both succeeds brilliantly and fails miserably at different points.
* Unicorn City Marsha is quite obvious from her first interaction with Voss.
* Unicorn Gundam did this at least once in NT-D mode, although exactly how is never really explained. When NT-D is activated the Unicorn gains at least four more thrusters, so that could have something to do with it.
* Unicorn Gundam, meaning Banagher gets stuck in the sidelines for the endgame.
* "Unicornia": Blueblood is a coward, but didn't stop him from helping the royal guard stop those terrorists at all.
* Unicorn Jelly an unsuspecting Samaritan into not only holding but actually twisting a knife in their latest victim's throat to "keep the airway open", and simultaneously send a cop into the same alley with a warning about the "killer".
* Unicorn Jelly came to her in visions. This is also her explanation for why the ending is somewhat disjointed - she got that vision ahead of schedule after wondering aloud how it was going to end, and could only remember pieces of it afterwards.
* Unicorn Jelly - Chou's father forms an anti-nonhuman cult and tried to kill his daughter after she is transformed into a crystalline-human hybrid.
* Unicorn Jelly has rectangles, and several other JD Reitz-created worlds have flying continents of varying shapes. Some of the less prominent worlds in her multiverse have even weirder shapes, like toroidal planets.
* Unicorn Jelly, Lupiko is a witch who can fly on a broomstick — and is also afraid of heights.
* Unicorn Jelly, takes place in Pastel, a similar universe of rectangular worldplates.
* Unicorn Jelly. This later happens to a different alien species, complete with one person panicking (much like the old lady from the first batch of transplantees).
* Unicorn Jelly, which goes from a quirky almost-but-not-quite Fantasy series (the main character is a witch with apparently no magic) to science fiction spanning hundreds of thousands of years and multiple universes. A Powers Of 10 map on the site really hits it home, going from the main character's home out into the multiverse.
* Unicorn Jelly with an entirely different dynamic system of Chatoyance.
* unicorn-like horn, it's a predatory (or at least omnivorous) creature that can gore victims with its horn. The very first version had no depth beyond this and was more or less a joke creature — it would return to this format in 4th and 5th edition. In 2nd and 3rd edition, al'miraji were commonly nicknamed "blink bunnies" due to their innate ability to teleport short distances... but, 1 in 10 had psionic abilities, with a lethal combination of telekinetic powers that earned them the nickname "Bunnies of the Abyss". In Pathfinder, the Al'miraj's horn petrifies what it stabs, so it disables its prey's limbs first and then eats them alive.
* Unicorn (natch) is even more rare. If you do catch one, it won't be the delicate

and pure creature like the modern trope, but the fierce and dangerous version of actual medieval legend.
* Unicorn Point, Bane accidentally reveals himself when he speaks a Phaze dialect in place of Mach's Proton-speak.
* Unicorns can be taken as mounts by high elf, wood elf, and Bretonnian lords and heroes. In addition, wood elves also ride great stags with some frequency and can mount their generals on immense eagles.
* Unicorns however, are fake. Or possibly extinct, depending on who you ask.
* Unicorns of Balinor series, fifteen minutes in our world is around a month in Balinor. It's mentioned that there was a rift in time when the Gap between the worlds was formed.
* Unicorns' proximity causes euphoria and mental regression, but no chemical causing this effect has been identified so far.
* Unicorn. This seems to be the least prevalent of the three naming trends.
* Unicornus Knights, the Queensguard is said to consist solely of women.
* Unico series of movies - Unico is forced to move from place to place because the Gods want him banished from existence. Why? Because he can make people happy, and they feel they should be the only ones with that power.
* Unico starring the character. The only country that was able to receive all animated works starring Unico (including the 1979 pilot and 2000 animated short) was Mexico and Spain where both gained official Spanish dubs.
* Unico, Unico pulls it off against Kuruku in a literal example of killing with kindness.
* Uni Creatures are hybrids, including Capricious (goat/dragon,) Felic ("cowbunnyhorse") and Diani (deer/wolf.)
* Uni Creatures (that big scary lion on fire? He eats fruit.) to avoid the violence and pain of creatures hunting each other.
* Unicron, and seemed to consider it a career low for him. In one letter, he proclaimed "You know what I did this morning? I played the voice of a toy." Oddly, him sounding incredibly bored is often judged to have worked well, since he was playing what amounted to an invulnerable planet-killing god.
* Unicron, curiously, actually succeeded on at least on occasion. Then slept through the Big Bang that recreated it. He was not amused. He has also stepped up his game of late - said black hole is apparently replicating across realities and growing.
* Unicron, from various continuities and media of the franchise, is a mechanical planet able to transform into a humanoid robot. He is a
* Unicron has also been established as a chaos god rather than a mere planet-eating Transformer, which usually has him playing Satan to Primus' mostly-inactive God.
* Unicron is revealed to be a doomsday device created an ancient alien race threatened by Cybertronian expansion rather than being the archenemy of Primus and the "devil" equivalent to Cybertron.
* Unicron is seen. Sure enough, the rest of the Unicron Trilogy confirms this.
* Unicron, Primus, and the Original 13 (7?), too, ham it up every time they activate their vocal processors, and go into overdrive when running combat subroutines.
* Unicron Trilogy Perceptor, but he helped hold on to the trademark until Hasbro decided years later to make a new Perceptor toy.
* Unidentified Fantastic Object to assist her as part of some of her spellcards.
* "Unidentified Flying Object" from HU3 was originally meant to serve as the prologue of an
* Unidentified Flying Oddball where an astronaut winds up in the time of King Arthur.
* Unification Church, until his death in 2012) or the couples' parents.
* Unified Naming System: The group of good guys and the group of bad guys have similar names.
* uniform as propaganda piece during mid-war years) said: the public had been accustomed to the drab look of the 1920-1943 uniform, as it fit the modest image of

an army of workers and peasants, gold-threaded uniforms with embroidered shoulder straps were the stuff of oppressive Tsar's regime; however, they must have wanted to boost the morale through pride in their uniforms.
* Uniform color and the colored trim of capes and such are used to identify rank in the Tsorian military in
* Uniformed Services University of the Health Sciences, Bethesda, Maryland: Trains doctors, nurses and dentists for the Army, Navy and Air Force (the Marine Corps has no medical personnel of its own, relying on the Navy for that), as well as the United States Public Health Service Commissioned Corps.
* Uniform regulations also generally make concessions to religious practices where practical. For example, Mormon soldiers are issued with brown Temple Garments that match with their outer uniform. Sikh turban is RAF uniform and is issued. As is a tube of gel to put on his beard when wearing a gasmask. There have been Sikhs fighting for Britain since at least the 1750s, although prior to 1858 they would have been in a distinct minority, so there's a long history of this.
* uniforms, as many Padres fans consider brown more appropriate than navy blue for a team named after the robe-wearing missionaries that helped found the town. The team reverted back to the original colors in 2020, to widespread approval from the fans.
* uniforms down to the helmets, only with goggles added. Even some of their weapons are modified versions of WW2 German Army equipment. For example, the DLT-19 Heavy Blaster Rifle used by the stormtroopers is a modified MG-34 machine gun and the A-280 was made using casts of the Sturmgewehr 44.
* uni) has been described as tasting a little like rockpools, presumably in a rotting seaweed-and-brine way.
* Unikitty! episode "Birthday Blowout", an episode that celebrates the birthday of Puppycorn, the dog-unicorn little brother of the title character, was released on February 16th, 2018, the start of the Chinese New Year for the Year of the Dog.
* Unikitty! episode "Hide N' Seek", Richard, being so monotone that people flat out don't realize that he's there sometimes, is drawn in some scenes as literally being part of the background, with his face rendered onto a separate, albeit less detailed, layer. It is not as jarring as most examples, as he is simply a grey LEGO brick in design.
* Unikitty! episode "Memory Amok", the heroes go through Puppycorn's memories in order to remove an embarrassing memory he has of Unikitty. The memories are shown through several clip shows.
* Unikitty! has the title character, who is half-kitten, half-unicorn. Others include her brother Puppycorn (half-puppy, half-unicorn), her bodyguard Hawkodile (half hawk, half crocodile), and Hawkodile's rival, Eagleator (half-eagle, half-alligator).
* Unikitty! has the Unikingdom, which is as sweet and saccharine as it gets. Averted with the other side of the world, Frowntown, which is dark and dreary.
* Unikitty! (in reality, just the same animation development team, though Aaron Horvath is a staff member), but it has proven to be good to many people and profitable for the network.
* Unikitty! Master Frown, the former having kissed the latter a few times with passion.
* Unikitty!: Puppycorn, Dr. Fox, Hawkodile, and Richard are entirely absent from the episode "Stuck Together".
* Unikitty! ran all day, to promote 16 new episodes, and in that said marathon, those episodes repeated ad nauseam.
* Unikitty!'s French premiere of September 3, 2018 is definitely late compared to the rest of the world.
* Unikitty! show, many fans pair up Unikitty with her little brother Puppycorn.
* Unikitty!: There's an awful lot of shipping fan-art between Unikitty and Master Frown. On the show, Unikitty has kissed and shown affection for Frown multiple times in spite of how often Frown abuses and bullies her. Doesn't exactly mean they're in a relationship, it just means Unikitty can be overly amiable.
* Unikitty! to be his friend, Puppycorn takes half of Richard's entire body, and

the latter doesn't even notice.
* Unikitty!, Unikitty herself is pink, while her younger brother, Puppycorn, is blue.
* Unikitty!, was a CGI movie designed to look like LEGO bricks, while the show is a Flash-animated one.
* UniMás (formerly Telefutura), a sister network to Univision. Competes with Telemundo for #2 Spanish network.
* Unimatrix Zero" is about a dream realm that some drones enter while regenerating.
* Unimatrix Zero is a subcollective of drones who retain their individuality and can communicate when regenerating, who are eventually severed from collective control and start a civil war within the Borg in the finale of season 6. Seven of Nine was also a member of Unimatrix Zero before being freed from the collective.
* unimpeachable fluff? In spades. Before, Grey Knights were earlier well-liked by fans, who still used them even with a codex that was a bit out of date. Fan and critical reaction has not been positive to the changes.
* Uninhibited Muscle Power that comes from natural causes rather than magical means.
* Un-Installment: A sequel's title implies series installments that do not exist.
* Un-Installment: A series mentions or alludes to installments that do not exist.
* Un-Installment: A work that doesn't actually exist nevertheless has a sequel.
* Un-Installment: The series has an installment or installments that don't exist in spite of being acknowledged, mentioned, or alluded to by the work's title or within the work.
* Unintended Consequences wants to declare war on him, he'd just have to retaliate. Starting by disposing of the bodies in a pig farm(minus their indigestible hair and teeth).
* Unintended Delay, in which the perpetrator thinks the explosion has been thwarted and panics a bit before it happens, is usually a sub-type of the above.
* unintended side effect of supercharging Taylor's pain tolerance, as she relates to the cape healing her more than ten chapters later.
* Unintentional and incredibly poorly timed happened with Steve and Peggy Carter, who only slept together once, only shortly before the mission where Steve was presumed to have died. This resulted in a daughter
* Unintentional and unwanted happened with Wanda having accidentally got pregnant by John Constantine when she definitely did not want a child - or at least, not one by Constantine, resulting in
* unintentional attempting to use a vast array of orbital mirrors to gradually thaw out the world, or at least the settled parts of it. Evidently, someone didn't carry the one, because the in-game article basically states that it focused the refracted light into a single coherent beam and described the results as being akin to a superlaser bombardment on the colony.
* Unintentional Backup Plan: My plan didn't work, but it's still the reason I won!
* Unintentional evocation of this trope is the reason it's hard to write good
* Unintentional example; during one of his conversations with Matt, Father Lantom tells a story about how he did not believe in the existence of Satan when he first started seminary. That all changed when he started working in Rwanda and met a highly respected holy man who no one would harm. The local militia commander met with the man and they talked for hours, after which the commander took the holy man and his family and hacked them to pieces in front of the whole village. Lantom took this as a sign from God that his theories about Satan were wrong, and there was true evil in the world.
* Unintentional example: Francine joins the Ladybugs, a group of popular, powerful housewives who turn out to all be cheating on their husbands. When Francine finds out, they plan to kill her, since they don't have any scandalous information to blackmail her with. Just then, Francine's friend Linda appears, asks to say goodbye, and kisses Francine. The Ladybugs take this to mean that they are secretly lovers and let them go, accepting this as blackmail material. Francine thinks this was just quick thinking on Linda's part, but it's clear to the audience that this was actually meant to be a

* Unintentional examples are when he is simply unaware of things that others view as important, like when the first ranked B level hero Fubuki approaches Saitama with the intention of recruiting him into her group. When her underlings ask him if he knows who she is, he simply replies with a "nope" and when they tell him she is the first ranked hero, he only says "good for you" which they take as intentional disrespect.
* Unintentional Final Message: A living character receives a message that a dead character composed before they knew they were about to die
* Unintentionally done by Sideshow Bob when he tries to mock construction workers' catcalls:
* Unintentionally happens during Frank Castle's trial in season 2 when Elektra, trying to help Matt out, intimidates the coroner who covered up the deaths of Frank's family into admitting the truth. His testimony gets thrown out due to having been made under duress, a wedge is driven between Matt and Foggy, and Matt is furious at Elektra for ruining his best chance at getting a mistrial for Frank.
* Unintentionally hated by the audience A character's story should be concluded, seeing if they were supposed to be hated or get due karma, before judging them as a Scrappy or not.
* Unintentionally hilarious, considering a running gag in the beginning of the fourth book is about how boring international relations are.
* unintentionally hilarious, it's also very obvious dubbing. Made all the funnier by the heavily Italian-accented Rossella Falk as Lylah's former dialogue coach!
* Unintentionally hilariously invoked by Matt Striker at WWE's TLC 2012 PPV, where, as an in ring interviewer, asked
* unintentionally hilarious, the poet Percy Shelley had recurring nightmares about a woman with eyes where her nipples should be. It was inspired by the real-life account of his experiencing that horrific vision after a reading of Coleridge's "Cristabel."
* unintentionally insensitive criticism, Hanzo tries to return the favor by making McCree gyudon.
* unintentionally' lead and made it impossible to kill your informant. At least there are other ways to get Intel (finding it in the world or freeing slaves).
* unintentionally. Leon didn't know that his murder of Sayaka had happened in Makoto's room, and ended up just going along with it when this came to light and everyone began to suspect him. However, if she hadn't died by her intended victim's hand, Sayaka would have committed a murder and used the room swap to pin her crime on Makoto.
* Unintentionally played with in a 2012 comic, where Dagwood visits a music store and is met with confusion when he asks a young clerk for record player needles. However, with records having made a comeback, the joke becomes irrelevant because something that became irrelevant in the past is now relevant again.
* Unintentionally subverted by a commercial for breakfast corndog-style sausages. Before eating one, a high school student has the sulks and refuses to don his chemistry goggles or perform the assigned experiment. After one bite, he's supposedly become a wannabee chem wiz... yet is now
* Unintentionally Sympathetic: A character the audience is supposed to despise instead comes off as pitiable and deserving sympathy.
* Unintentionally Sympathetic: For the instances of this trope that have a bit more justification.
* Unintentionally Sympathetic in the possible case of the hero they're against).
* Unintentionally Sympathetic: Sympathy for a character that was supposed to be unsympathetic.
* Unintentionally Sympathetic: The character is said to be unsympathetic, but the audience thinks otherwise.
* Unintentionally Sympathetic: The writers make an antagonist who the audience sympathizes with vs. the writers make a good character who the audience doesn't sympathize with.
* Unintentionally Sympathetic: We're supposed to despise this character, but we sympathize with the misfortunes they are clearly suffering from.

* Unintentionally Unsympathetic: A character the audience is supposed to feel sorry for instead comes off as an unsympathetic jerk.
* Unintentionally Unsympathetic: I'm the good guy here! You bozos are supposed to show me sympathy!
* Unintentionally Unsympathetic: No sympathy for a character that was supposed to be sympathetic.
* Unintentionally Unsympathetic: The character is intended to be sympathetic, but the audience thinks otherwise.
* Unintentionally Unsympathetic: We're supposed to feel sorry for this character, but the way they're acting makes them come off as a spiteful and unpleasant jackass.
* Unintentionally Unsympathetic: You fail to create a likeable character.
* Unintentionally Unwinnable by overwriting your Ice Beam permanently, as you will always be able to collect an Ice Beam at the end.
* Unintentionally Unwinnable save you could go back to that would put you back in a winnable state. It also allows you to be a little more liberal with ammo and supplies since if you save after bombing through all your ammo you may be able to go back to a save where you still had some.
* Unintentionally Unwinnable (since it's a necessity to navigate the darker areas).
* Unintentionally Unwinnable: The programmer and/or game designer fails, or the player fails by trying too hard or messing around.
* Unintentionally used by a number of "hot-shot" pilots throughout the
* Unintentional: One of the Sherlock Holmes adventure games, "Sherlock Holmes: Nemesis", wants Watson to always hang around the player (Holmes) so that you can talk to him. Watson doesn't have a walk animation, however.
* Unintentional Period Piece: A work doesn't age well due to excessive references to the time period where the work was made.
* Unintentional Period Piece: A work is seen as emblematic of the pop culture of its time.
* Unintentional Period Piece: A work references fads, pop culture and other stuff from the time it was made, causing the work not to age well.
* Unintentional Period Piece: A work that dates itself by making cultural/political references only relevant to the span of time when the work was being written.
* Uninvited (1988). It's about a mutant cat that hides inside another cat and it is played by a handpuppet.
* Uninvited: a mutant cat monster that hides inside a normal cat. It's about the size of a rat when it crawls out of the cat's mouth (although the cat looks like a toy puppet), then grows to about the size of a dog.
* Uninvited, any attempt to break the windows to get out of the haunted house lead to you bleeding to death; no you can't clear the shards with a chair or something; it just doesn't work.
* Uninvited by Sophie Jordan, Sean chews out Davy for going to his house to check on him despite how dangerous that was. She thinks he's just annoyed because he doesn't care about her when he's obviously scared and worried for her because he cares more than he's letting on.
* Uninvited changed the protagonist's younger brother into an older sister who otherwise fills the same role.
* Uninvited for the NES assaults the player with a deluge of homonyms and puns on the word "kumo" (spider) when looking around the servant's room - not so subtly alluding to the solution of a puzzle found in that very room.
* Uninvited for the NES had the infamous "Mysterious Lady." She appears with her back to you, and the game even tries to lull you into a false sense of security by playing a very pleasant piece of music that was written specifically for the sequence. If you do anything other than douse her in "No Ghost," she turns around, revealing her face to be a bare skull, and kills you.
* Uninvited Guests, after enduring 41 chapters of craziness, Toshiro Hitsugaya is happy when Nanao Ise takes over as his lieutenant, a partner who actually does her job. The narration even points out that the universe may throw you a bone if you work hard and never give up.

* Uninvited Guests. Hueco Mundo is the size of a city. Hitsugaya points out that while it is easy for invaders to get lost, the security is terrible because there aren't enough Arrancars.
* Uninvited Guests to entertain potential readers with, the plot consequently resolves itself much faster and smoother.
* Uninvited. There's a prison with an opened cell door. Ignoring a brief warning from a ghost not to go in leads to it slamming shut behind you as soon as you enter. You starve to death, as there's no way out of the cell.
* Uninvited, the servant ghost kills you by engulfing you into his "misty form", which covers you in a thick, sticky goo that turns out to be acid that not only hurts, but turns you into a "lifeless lump of flesh".
* Union and Liberty becoming a senator and a vice presidential candidate, and Paul Gauguin coming to the United States and starting a chain of department stores.
* Union and Liberty includes the balkanization of Mexico into a dozen states.
* Union Army actively recruited "immigrants" with military experience in Europe during the
* Union chief of staff Winfield Scott predicted at the beginning of the war that it would last four years and require a complete blockade of the South, along with a slow strangulation accompanied by massive battles of attrition. This was derided by just about everybody as the "Anaconda Strategy" and Scott was soon ousted from command. As it happened, the war followed his prediction in almost exact detail.
* Union Depot: Made during the height of the Depression, it's about a hobo and jobless chorus girl meeting at a train station.
* Union General "Fighting Joe" Hooker averted this trope at Chancellorsville by setting his command center a couple miles behind the lines and using a new type of telegraph to send and receive orders. Unfortunately the aversion backfired: the bumpy ride from garrison knocked the equipment out of alignment and it would only send gibberish, and the resulting communications problems coupled with Hooker suffering a concussion from a near miss by a stray cannonball cost the Union the battle.
* Unionists watered down the initial myth to fit their beliefs. The flood was a sea of tears caused by the Unnamed God, who felt the sorrow that would overwhelm Oz with time. Animals were kept afloat by a large uprooted tree. The animals that swallowed enough of the Unnamed Gods tears began to sorrow as well and began to build rafts for their fellow kin. These sympathetic animals ended up becoming the first Animals.
* Union Jack miniseries, Jack-O-Lantern is desperately trying to flee from Uni, who's chasing him in a flying car. He sees a wall up ahead, and tries to convince the other Jack that they'll both be killed unless Union Jack backs off. The other Jack declares that he'd gladly crash his car if it takes out Lantern. Cue Lantern giving almost the exact words.
* Union Jack miniseries, the titular hero clocks Ecstasy after depowering her. He had to step over a lot of bodies to get to her.
* Union of Heroes consists of more than one city so "Cities of Adventure" is more to the point here.
* Union of Heroes is a photo-comic, if the background of a character is told, the strips are drawn.
* Union of Heroes is a webcomic from Germany whose authors imagine superheroes in the Ruhr area.
* Union of Heroes lives in the area where the stories of his comic take place and is a collector of superhero comic books.
* Union of Heroes there are interludes between the end and the beginning of a new episode. The main character of most of these interludes is the photographed creator of the photocomic talking to the audience and providing them with making-off information.
* Union Pacific – and other railroad companies and, much later, Operation Lifesaver – came out with several other driver's education films stressing railroad safety and depicting the deadly consequences of car-train collisions. Examples:

* Union Pacific 3985 was intended to be restored to service after it was taken down for an overhaul in 2010. However, a very heavy schedule for the steam crew, not in the least of which included a 150th anniversary celebration for the railroad with stablemate 844, along with the subsequent acquisition of Big Boy 4014, led the Challenger to be placed on the back burner. The railroad initially intended to begin work on it after 4014 was done, but the costs of having to get 844 under rebuild again (thanks to an improper boiler treatment clogging the tubes), plus the sheer undertaking of having to get 4014 back into steam, led the railroad to formally retire 3985 in 2020. The railroad has not disclosed any plans thus far of what will become of it.
* Union Pacific story, or follows an event happening at a pre-existing railroad. Wagon train stories fall into this category.
* Union Series causes him to take a level in Badass just to rescue his mother, ultimately being shot for his trouble. His last words to his mother, as she cradles his broken and bleeding body. "Mama, it hurts." Heartbreaking, even for a Big Bad.
* Union Series has a Captain Evan McNeil, poster boy for much of the Colonial military. While made out to be a cheerful, war-is-an-adventure type paragon of soldiering, the hard reality recruits are confronted by is that he is truly a tired, run down man, aged beyond his years, who's spent most of his adult life being flung from one incredibly bloody conflict to the next, with only the sincere desire that someone will get lucky and put a bullet through his head to end his misery.
* union voice actors to use a pseudonym when doing non-union voice work.
* Uniqua's speaking voice is done by LaShawn Jefferies, and her singing voice is done by Jamia Nash (Seasons 1-3) and Avion Baker (Season 4).
* unique and actress Anita, now expressly wishes to be called Angela (despite having had a Rolling Stones song written for her).
* Unique and memorable character designs are usually a good thing in fighting games, unless the designers interpret that as "ludicrous, eye-searingly garish and ugly mismatches of colors and patterns for half the cast" like they did in the
* Unique, but Helga takes first place. She decides to step up her grandson's training partway through the book. Now Jan gets woken up in the morning by a loud scream and a knife thrown at him. Followed by a nice big breakfast.
* Unique case with Android devices- due to the fragmented Android forks out there, when an app is released for Android, there's a large possibility that it's only available on the Google Play Store. While Amazon's App Store is the second most popular app store out there and can be installed on any Android device, it seems that not many Triple-A developers are bothering with Amazon's and only publish on Google's. One possible reason for this is that while both platforms are technically compatible with each other when it comes to standalone apps, some apps use special services that only exist on one platform but has a competing and incompatible equivalent on the other (ie Google Play Games vs. Amazon GameCircle, Google Wallet vs Amazon Payments, Google Drive vs. Amazon Cloud Drive), and many developers find forking the Android version to support both quite demanding on their budget and/or human resources.
* Unique Enemy games where Snifits appear, red ones are much more common than other colors.
* Unique has Lieutenant Sanchez, in charge of the actual police and NOT in charge of the Veiðimaðr. To his considerable consternation. Fortunately for him, the Feds DO have some authority over Helga and Jan.
* Unique, he insists that he's just looking for information regarding a murder victim. The dark skinned men look at the white male demanding information regarding a missing white woman, and everyone present immediately thinks of this trope.
* Unique. In their defense, no one actually believes vampires or werewolves actually exist, so it comes across as people discussing a roleplaying group or a video game.
* Unique Jan's introduction has him waking up, reading a note from his grandmother about taking a ride with her friend needing to be picked up, and getting dressed and making certain he has everything he might need: "Clothes? Check. Good work

boots with steel toes? Check. Wallet? Check. Cell phone? Check. Teargas grenade? Check. Silver rings? Check. Knife. Check. Pistol? Check. Keys? Check. That ought to do it."
* Unique literally invented this trope. After centuries of living as what amounts to murderous nocturnal bandits, they learned in the Age of Discovery that they could pay humans for well-guarded rooms to sleep in—or to take their money and do things with it to make even more money. They became significant shareholders in the assorted East India companies, and eventually invented modern corporate culture. Getting the law to regard corporations as legal citizens was one of their favorite jokes, in fact—a soulless, insatiably demanding entity with the rights of a human being? They were guffawing about that one for years...
* Uniquely among modern European monarchs, the British sovereign cannot unilaterally abdicate. They may declare an intent to abdicate, but may only leave office after receiving the permission of the Commonwealth governments to do so. The historical basis for this is that one of the main points of contention after the
* Uniquely for a depiction of the famously disadvantaged David, this is an
* Uniquely, he's also not afraid to mock, comedically or seriously, other Caustic Critics like Yahtzee,
* Unique. Means there's only one. Something can be truly unique, really unique, nearly unique, nigh-unto unique, but it can never be very or quite
* Unique Moment Ruined: A highly anticipated moment or event is ruined by something.
* Unique mounts for Legendary Lords and Heroes include Karl Franz's giant gryphon Deathclaw, King Louen Leoncoeur's hippogriff Beaquis, and Azhag the Slaughterer's wyvern Skullmuncha.
* Uniquenameosaurus - Makes humorous analytical videos, mostly about anime.
* Uniqueness Decay. Once Toph worked out how it works she is almost immediately able to bend metal as easily as earth. With a Metalbending master to show others the basics, it's unsurprising that it would spread very rapidly.
* Unique Pilot Title Sequence: The pilot episode's title sequence is different from the one used for the rest of the series.
* Unique, Sajan often shared his meal with Emma after she quickly finished her own food. He generally enjoyed watching her enjoy the food as much as he would have enjoyed eating it.
* Unique SituationsThe channel’s decay either is in a situation where it doesn’t fit any of the other categories, or is constantly fluctuating between decaying and recovering.
* unique talents, when he does so, people assume that since the words they heard could not possibly have come from the dog, they must have thought them. So when he announces, "Captain Quirk, you have an itchy bottom" and periodically adds, "Prickle, prickle, prickle..."
* Unique, that still doesn't change the fact that he's a big, grey-bearded biker with hands like slabs of rawhide covered meat. Not to mention that it's just plain rude AND stupid to piss off the guy you're paying to repair the vehicle you don't know how to fix yourself.
* Unique, the various supernatural entities the story focuses on were tracked down and told very plainly that they could behave themselves or die.
* Unique to the Dogs of War list (which is two editions old) is the pike, which as you'd expect functions much like a spear, only significantly more so. They were
* Unique to the sport, the playing dimensions are distinct at every stadium. Outfield fences are not uniform in either their shape or distance from home plate - they only need to be some minimum distance (and even then Boston's Fenway Park, which would otherwise be in violation of these regulations, is
* unique traits, its skill in swordsmanship is so extreme that using the same attack twice against it is completely ineffective.
* Unique weapons replacing the High Frequency Blade's heavy attack when equipped instead of having their own dedicated button.
* Unique we never even learn what agency Agent Smith actually works for. We only know that he regularly acts as liason between the Federal government and the

assorted supernatural creatures living on U.S. soil, and that he believes the government can be a powerful force for good. “As long as you abide by the rule of law, you are subject to the law. And that includes... protection by the law.”
* Unisex Series, Gendered Merchandise: The work is aimed at all audiences, but the merchandise is only marketed towards one gender.
* Unisex Series, Gendered Merchandise: The work is aimed at all audiences, but the merchandise is only targeted at one gender.
* Unisex Series, Gendered MerchandiseThe work is aimed at both male and female audiences, but the merchandise tend to cater to one gender.
* Unishment: A person is faced with a punishment that they actually enjoy.
* Unishment: A punishment that the person being punished actually enjoys.
* Unishment as it may seem: the Greeks thought lions and lionesses didn't reproduce with each other but with leopards).
* Unison Devices Lily-Strosek, all of them are living human-shaped weapons with human minds.
* Unison League, there are a number of premium units and weapons that would be just that much better in one's own inventory.
* Unison sees you playing as the title dance troupe, tasked with learning and subsequently performing various routines set to licensed songs. In the Japanese version, the rehearsals are especially important, because they're the only time you're allowed to see the on-screen markers showing how to move the analog sticks throughout the song. Just like in real life, you have to do the actual performance from memory! The international version lets you keep the indicators on-screen the whole game.
* unisons however, starts with the both of them being engulfed in fire.
* Unit 01 gains an S2 (Super Solenoid) Engine, the core that gives the Angels endless energy, allowing it to become both self-sustained and self-aware. However, the upgrade is acquired by
* Unit-01 got a bullet train designed after it, even featuring an area where riders can put themselves in the shoes of a pilot about to have an Eva battle. That's not the strange part; plenty of series get special collaborations with bullet trains for a quick redecorating. The strange part was its
* Unit-01 is a "test type", somewhere in between a prototype and a production model. It's quite a lot more stable than 00, but has its own unique bugs.
* Unit 01's upgraded Titan Armor takes this to ludicrous extremes - it has chainsaws coming out of practically every body part imaginable.
* Unit-02 got special, heat-proof armor in an episode. Said armor resembled a scuba diver suit.
* Unit19G is nearly impossible to make flinch (to the point where he can withstand 5000 degrees centigrade), but he isn't too great on the offense.
* Unit 731. Their experiemts ran the gamut, from frostbite experiments to live dissection, but their most infamous activities came from testing biological and chemical weapons on live subjects before their usage in battle. (Ironically, when Shiro Ishii traded Unit 731's results to the U.S. in exchange for amnesty after the war, the U.S. discovered that their equivalent research programs were more advanced, despite having been conducted without the "benefit" of mad science.)
* UNIT, an elite military formation, is armed with bolt-action Lee-Enfield rifles which had been declared obselete in British service nearly twenty years beforehand; they also had WW2-era Vickers and Bren machine-guns.
* Unitarian Universalism formed from the merger of the Universalist Church of America and the American Unitarian Association in 1961. Nowadays they go even further by allowing anyone to be a member regardless of their personal religious beliefs. Even atheists and agnostics are allowed to be members.
* Unitas (sit down flush toilet): A model of ceramic flush toilet marketed by Thomas Twyford, it was so popular in Russia that it simply become the regular word for "toilet" in Russian (Унитаз, "Unitaz").
* United 93 accurate portrayal of the September 11, 2001, terror attacks.
* United 93 amount of time in the air during the film than it did in real life. The

actual plane was in the air for approximately one hour and 21 minutes.
* United 93 example, the passengers are well aware that their chances of survival are slim, even with an experienced pilot and retired air-traffic controller among them.
* United 93 featured many of the actual people involved in the original events, including Ben Sliney, former U.S. Federal Aviation Administration's National Operation Manager and the man who ordered the US airspace to a National Ground Stop during 9/11. He played himself, reenacting those same events, and does a damn good job of it.
* United 93 planes in American airspace is shown in great detail. Once American Airlines Flight 77 hits the Pentagon, FAA National Operations Manager Ben Sliney orders that every plane has to land as quickly as possible, no exceptions. Since it was unknown where the terrorists would strike next, over 4,200 planes were grounded for two days.
* United 93 portrays a real, not funny, nightmare flight: the highjacked flight on 9/11 that crashed in a field in Pennsylvania, after passengers, knowing that everybody was going to die, attempted to take over the plane from the highjackers, resulting in the plane not reaching its target.
* United 93 September 11 attacks, which resulted in the deaths of over 3000 people at the hands of al-Qaeda and their utopian ideals.
* United 93 September 11 terrorist attacks, everybody knows how this will end.
* United 93 was filmed as though it were a documentary. The production staff went so far as to isolate each of the three major sets and run each one in real-time as though the events of the day were really unfolding in front of two wandering steadicams.
* United 93, which ironically somewhat subverts the trope by being a Verité-style docudrama.
* United 93, with the most notable being Ben Sliney reenacting his first day as the FAA National Operations Manager.
* United Airlines: “Fly the friendly skies.” Usually accompanied by Rhapsody in Blue by
* United Airlines Flight 232, many of the surviving passengers got lost in the cornfields next to the airport, as the largest piece of the fuselage that came off the rest of the plane as it hit the ground came to a rest there. Lots of pieces from the plane were also strewn over the fields, and one lucky farmer received a modest reward for locating the fan disk from the engine which failed and led to the accident, as investigators couldn't find it among the tall corn.
* United Artists (including Best Picture), and became one of the most famous movie franchises ever.
* United Citizen's Federation. Their supercilious self-image just means they have to conquer the Klendathu Arachnids as revenge, who would actually qualify as the Empire themselves if they weren't the ones being invaded at the time.
* United Empire Loyalists were those who had supported the crown during
* United Empire Loyalist, which to this day is used as an unofficial hereditary honour by their descendants. The atrocities on both sides were overwhelmingly between loyalists/patriots and rebels/republicans, too.
* United Europe: Europe is one, united superpower, acting as a single unit.
* United Europe: Europe unites under a single government that supersedes or supplants the traditional national governments.
* United Federation of People's Republics has the State Security Commissariat, and in particular the Domestic Intelligence Bureau.
* United Government to have been changed to a more traditional example, but both Neucom and General Resource are still in control of the government - just in a much less overt way.
* United has commercials where they say that customers should only hire their competitors if they want their belongings set on fire, infested with wild animals or stolen by vagabonds.
* United Kingdom according to the Royal Mint. It was one of the factors behind the decision to bring in a new coin in 2017.

* United Kingdom and Northern Island Regional - 313ers (after its board number)
* United Kingdom's top middleweights, has won many domestic titles and headlined cards, but always had the reputation of never being able to beat other top fighters; he's had four world title shots and lost them all. However, two of those are particularly sore, as according to many boxing journalists he should have been a two-time champion, but got robbed on the scorecards in Germany both times.
* United Nations can on occasion descend into this when representatives of two unpopular countries, like North Korea and Myanmar, end up in a debate with each other.
* United Nations), due to the decision-making process which allows several powerful nations, whose interests are often diametrically opposed, a veto.
* United Nations Intelligence Taskforce, which makes who they answer to even less clear.
* United Nations Is a Superpower are far more powerful than they are in reality, wielding actual power over individual nation-states.
* United Nations Is a Superpower has somehow become much more powerful than it ever was in reality, exercising actual authority over its member states, if not behaving as a true world government.
* United Nations of Sol the size of Manhattan that can crack planets. Also the protagonists frequently end up entangled in their top-secret research projects. Its leadership is a chaotic mess of multiple legislatures with overlapping field of authority, leaving the military and intelligence branches to operate pretty much on the whims of its admirals and generals.
* United Nations starting a war would give him an out and allow tensions to dissipate.
* United Nations. The controversy got so bad that by the time he was president of Austria, he was not allowed to enter the United States and several European countries. Nobody ever found conclusive proof (and at least one author claimed he was framed by Mossad), so Waldheim was never prosecuted.
* United Nations, they only brought more attention to it in their efforts to cover it up.
* United Nations translators read newspapers and comic books to keep up with all the latest jargon and slang in the languages they specialize in. (According to the nonfictional DVD extra about them in
* United Offensive, has a level where you play as the gunner of a B-17 bomber, defending your plane from a ludicrously large number of German fighters.
* United Passions is a film about the formative years of world soccer governing body FIFA, which was widely panned for being melodramatic and glossing over the organization's history of corruption — especially given that FIFA was in the midst of a serious corruption scandal at the time of the film's release. The stars later tried to claim that they knew people wouldn't take kindly to the film and tried to make the characters look as cartoonish and ridiculous as possible — especially Tim Roth, who played FIFA chief Sepp Blatter, who in real life was forced to resign as part of the scandal.
* United Passions)... released right in the middle of a massive corruption scandal with the organization at its center. Special mention goes to Sepp Blatter, whom the film goes out of its way to present as a heroic figure despite his corruption being well-known by practically everyone.
* United Space of America all bring to mind Latin America, especially Mexico.
* United Space of America: Human colonies in space are portrayed as being socioculturally like the United States of America.
* United Space of America: Interstellar travel programs work in a similar way to American culture.
* "United State of Pop 2020 (Something to Believe In)" takes the line "give him something to believe in" from "WAP" and makes it sound profound, even naming the mashup after it. In the original song, it's about oral sex.
* United States Air Force Academy, Colorado Springs, Colorado. Famous for being the newest major academy, its beautiful chapel, and
* United States and the country's education system without any indication of its

true source. The General Accounting Office did point out that it's illegal to use federal funds for "publicity or propaganda purposes" without the permission of Congress.
* United States Army Airborne divisionspening (HALO) deployments, which are designed to get recon troops inside enemy territory undetected.
* United States: Aside from airing the first 17 episodes out of order, the show did pretty decent when it initially aired in July 2009. However, after "Mr. Wahine" (which premiered on November 10, 2009), the series took a 7-month hiatus until "Grand Theft Auto Bus" (which premiered June 28, 2010) aired. The United States run ended with "Endless Bummer", which was the 22nd episode of the first season. The 7-month hiatus was the only hiatus that the US version of "Stoked" ever saw, as the series disappeared from
* United States Marine Corps Marine is a Rifleman," even if she's not a man).
* United States Merchant Marine Academy, Kings Point, New York: Unlike other academies, Merchant Marine graduates do not join the uniformed services, instead becoming officers in the US Merchant Marine—i.e. commercial ships working (typically) for companies, though some merchant ships are government-owned—that get called into military service on the logistical side during really big wars.
* United States Military Academy, West Point, New York: Most definitely
* United States Military, is banned. There is some flexibility in the rules; generally a relationship is allowed "one up one down" (one rank above and below the servicemember's rank) and a relationship before there was a rank disparity is exempted (e.g., if two service members began dating while enlisted, and one of them was later commissioned as an officer, they don't have to break up).
* United States Naval Academy, Annapolis, Maryland: Trains Navy officers, as well as
* United States of Ameriwank, the traveler came to Colonial America before the American Revolution and gave George Washington a mission to unite the world under the United States to prevent an apocalyptic war.
* United States Of Both Americas, where the USA has united North America and South America (or at least all of the major states and most of the smaller ones) under its banner. The resulting superstate may or may not suffer from recurrent rebellions due to social and economic inequality being imposed by "the rich North/'Anglos'" on "the poor South/'Latinos'".
* United States Of Japan introduces a lovely virus that rewrites the victim's DNA. Not into anything in particular: imagine spamming 1s and 0s across a hard drive to understand the effect, which is painful, gruesome to watch and inevitably fatal. It's used to interrogate traitors.
* United States of North America in line. However, the Confederate use of illegal weapons (and then, of course, disavowing giving any such orders) and the unprovoked destruction of the North American capital causes Russia and North India to secede from the Confederation and ally with the USNA. The Chinese Hegemony and the Islamic Theocracy (both non-members) offer to ally with the USNA if the latter supports their petition to join the Confederation after the war. At the same time, Mexico and Honduras secede from the USNA to ally with the Confederation.
* United States of Soviet Russia—whichever the watcher liked best.
* United States of Tara comes out in season 2 despite having had a boyfriend in season one.
* United States of Tara, Kate's boyfriend is about to meet Kate's family, and Kate had previously mentioned that she had a younger brother. Kate's boyfriend buys a toy train, expecting that he'll be quite young, except Marshall (Kate's brother) is in his teens, causing an awkward interaction.
* United States of Tara, Marshall gets a girlfriend since he's still trying to figure out his sexuality. When he realizes he has no attraction to her, he tries to break it off, and she tries to invoke this trope arguing that ignoring the whole sex issue, they get along quite well... It doesn't end well.
* United States of Tara. Marshall, who is generally one of the most stable characters on the show, sees his crush/maybe-boyfriend making out with his mother's

alter ego. So he reveals his presence, yells at both of them, and returns a few hours later to burn down the shed.
* United States of Tara rant. Alice follows through on the threat, driving Kate to get a job so she can move out (which becomes a major subplot for the next two seasons).
* United States of Tara versus Straight Gay behaviors between the characters. His last boyfriend in the series was likewise straight gay, and like Marshall, it would never have come up unless it had been explicitly stated in his introduction.
* United States Representative Addison Graves "Joe" Wilson (R-SC) interrupted an address to a joint session of Congress by shouting "YOU LIE!" at President
* United States Space Force became independent from the Air Force in December 2019. Previously it had been the USAF Space Command.
* United States Supreme Court [a trial court case], the court held..."). They may also capitalize it in reference to their state's highest court, but not always. Also, American lawyers have historically learned that they should always capitalize "court" when referring to the court that they are currently litigating in; i.e. if they write a brief in support of a motion, it should always be "Defendants request the Court to do x," etc.
* United States, they formed the first such division with regiments from twenty-six different states to avoid problems with regional and state politics.
* United States wasn't her final fate — Union forces raised her from the harbor bottom intact after retaking Norfolk, only for her to be broken up and sold for scrap after the war's end.
* United States', with the primary selling point of all designs being a landing strip long enough to accept C-17 and C-5s full of tanks — which is at least as long as this trope requires (for reference, a standard carrier can only accept a single empty C-130 after special preparation).
* United We Stand When Cassie reports to her superiors that the new Spider-Man isn't what they'd expect, Miles calls her a racist, only to then realize she's referring to the fact that he's only 13, not that he's black.
* unite humanity into a single being can use massive amounts of her own blood to control other people over a wide area, with the controlled adding their blood to the equation in a positive feedback loop that could involve the entirety of humanity.
* UNIT, especially in the Third Doctor era, where he was grounded on Earth for a significant period and worked as their advisor against alien threats. They continue to show up intermittently to this day.
* UNIT falls into this if you take seriously the Brigadier's line in "
* Unit for an 80s pop throwback record...mostly. There's also "Modern Life" (90s indie rock), "I Piss Alone" and "1234" (hardcore punk) and "I Will Lick Your Arsehole" and "Just Another Beautiful Story" (gangsta rap and psychedelic 60s pop respectively, but with slick production that evokes the 80s).
* UNIT has a tendency to fall into this category, their role generally being to hold off the enemy Mooks in a losing battle until the Doctor can figure out how to beat them all in one stroke. Although in some appearances, they buck that trend.
* UNIT has managed to turn hopelessness itself into the threshold of using their pet Doomsday Machine: Convince them that there's no alternative worth taking, and they'll use the Osterhagen Key to activate the weapons that will
* UNIT in particular has been shown to have a penchant for red, with numerous kinds of Red Alerts depending on what they're facing.
* UNIT is a military organisation which operates under the auspices of the United Nations, initially under the name of the United Nations Intelligence Taskforce until being renamed the Unified Intelligence Taskforce, alternately known as the United Intelligence Taskforce. Its remit was to investigate and combat paranormal and extraterrestrial threats to the Earth.
* UNIT itself was not immune to this come "Resolution" (the New Year's Special at the beginning of the
* UNIT members in Season 8-10 - the Brigadier, a slightly stupid but surprisingly effective military commander with an excellent track record; Benton and Yates, both

competent soldiers (one of whom gets slowly promoted due to his own competence over the course of his run); the Doctor, an
* Unit-M where Shield’s curvaceous figure is the focal point of vicious online harassment.
* Units 01 and 02 are implied to contain the souls of their pilots' mothers, while anyone's best guess for Unit 00 is that it's a jar for a fragment of Lilith's soul, as there are several implications that Rei/Lilith's soul have been split into at least two fragments.
* Units are invulnerable when performing the Finishing Move. When the unit in question is Dreadnought or Wraithlord (
* Units engaged in secret operations under cover were always in danger of being attacked by mistake. The
* units giving ever more amusing responses if you won't leave them alone.
* Units Not to Scale, but he's not notably larger than someone like Sion or Mordekaiser, both of whom are just bulky undead humans, while in Malphite's splash art he is the size of a building and should, by rights, have a hard time moving around Summoner's Rift.
* Units Not to Scale close to each other, and the dogfight only lasts for one turn.
* Units Not to Scale games, infantrymen are ridiculously large when compared to vehicles and buildings. If they were to scale it would either be difficult to see every unit clearly and click on them accurately, or you would have trouble telling the layout and location of your buildings because you can't fit many on your screen at a time.
* Units on low ground cannot see or attack units that are on higher ground, unless a friendly unit with vision of the high ground is present. Flying units or ground units that can traverse cliffs (such as Reapers and Colossi in
* Units only had maximum sight when they were not moving, which made scouting very tedious.
* Units with the Skirmisher rule, typically ranged units or raiders, fight in looser formations, more akin to how
* UNIT, the British paramilitary division that investigated alien phenomena, was indisputably stated to be a branch of the United Nations (the acronym standing for United Nations Intelligence Taskforce). The UN, however, complained about having its name associated with the 2005 series, when the Ninth Doctor referred it by the former acronym in "Aliens of London". By series 4 of
* UNIT (United Nations Intelligence Taskforce, later the UNified Intelligence Taskforce),
* UNIT, when they know what they're doing and have the equipment to shut the Doctor up. (
* Unity (10 rounds) as a standard-ish unit of temporal demarcation. The actual calendar is just a decimal count (1.000 = 1 day) based on some arbitrary time period without any in-ship time zones, as relative intervals are more important than absolute points in time. Absolutely no attempt is made at dealing with external time references, but without any FTL travel or communication, there's no need for it either. And, the day of the dec is simply the current day value modulo 5; the days are, thus, called "onesday," "twosday," "threesday," "foursday," and "fivesday."
* Unity: Arno gazes over a cemetery and quietly reflects on his life and what the Creed truly means. The bonus pack ends with him watching Napoleon being arrested and taken away. Like Shay, he simply disappears afterward.
* Unity, as Mr Incredible and 'Benzoate Ostylezene Bicarbonate' meet, with the Monsters observing the challenges of both individuals being known as 'Bob' with no clear way to distinguish one from the other when calling them by name.
* Unity, as Susan Murphy doesn't wear a mask whether she's out as Ginormica or using Doctor Cockroach's shrinking equipment to return to a human height; since people expect Ginormica to be ten times larger than them, Susan passes relatively unnoticed when brought down to human form despite her distinctive white hair.
* Unity, Elias Vaughn's Orb vision makes him Eli Underwood, committed to the same mental institute as Benny Russell in "Shadows and Symbols". The staff and other

inmates were all based on characters who were introduced in the relaunch, and therefore hadn't been in the Benny Russell visions previously.
* Unity (Finmonster) wears one as part of her new Ultraviolet costume.
* Unity gets considerably smarter and rational after binging on brains, briefly. It might have something to do with being a swarm of nanobots inhabiting a patchwork corpse rather than a traditional zombie. As another zombie who was smart to begin with gets dumb and lethargic after eating a similar quantity of grey matter.
* Unity herself; Dr Lee created her for Anasigma as a bioweapon, and she was recruited by Skin Horse after a rampage. What happened between these two events is unknown.
* Unity is an imperfect example. She always calls Sweetheart "Babes", and she decided to call the helicopter "Biscuit" despite Nick telling her he
* Unity is set on a generation ship several million years in the future.
* Unity is the sapient computer core of the alien starship known as Silver Mount. It's spent the last 9000 years slowly building mythic power, and has a plan to complete its ascension to true godhood. Unlike the other gods of Golarion, it's not big on allowing its worshipers any kind of free will.
* Unity just for him. He claimed that being part-owner of the ship gave him that right.
* Unity — not only do most of the characters not understand English (aside from the rare Oracle), but within the ship there are several different languages, represented by different colors for POV characters which can understand them and garbled fonts for those who cannot. All writing is conveyed in its actual script, as well. The "fact" the comic is being "translated" into English is lampshaded in several strips' popup text, as well.
* Unity, one of the protagonists, is a non-virulent virus. She's a collection of nanobots suspended in fluid, and anything injected with her becomes her completely... but she can't actually fight off the immune systems of the living at all, so anything not dead she tries on ends up vomiting her out after a short while. And she has no method of spreading outside of purposeful injection.
* Unity on the other hand, is praised and loved by fans and critics alike.
* Unity, the creatures living in the ship are all distant descendants of Earth life. Humans built the ship, but disappeared long ago.
* Unity, the facility used by the Anti-Villain League as a headquarters for their new superhero team is a giant underground bunker.
* Unity, this is brought up when Honey Lemon learns that Susan's Ginormica, as she asks how she didn't recognise Susan when Ginormica doesn't wear a mask, Susan observing that it's surprisingly easy to blend in when people expect you to be ten times taller.
* Unity where the humans who originally crewed it seem to have gone extinct while the fauna evolved sapience in various ways. The main character is distantly descended from the platypus.
* Universal-Adaptor Cast: Putting famous characters in an alternate setting while still having them play themselves.
* Universal-Adaptor Cast: The series tends to do stories with the same characters playing different roles.
* Universal-Adaptor Cast). This might explain why Mario holds the record for most appearances in a video game.
* Universal almost thirty years later to create a series of theme parks.
* Universal. Because both existing Hulk movies have underperformed at the box office, Disney doesn't have incentive to try to compromise.
* Universal Century kicked it off with bits, funnels, and incoms. Bits tend to be larger and carry their own reactors, while funnels are smaller and have to dock with their
* Universal Chaplain: Military chaplains are priests who provide religious services to fellow soldiers, regardless of their faith.
* Universal Combat Pattern, based on the more terrain-appropriate Multicam Arid Pattern to front line troops in 2015, although the UCP is still worn at home.
* Universal Compass sometimes has the characters in a deformed style to emphasize

humor. Also, the artist used to draw in a more detailed style to show the importance of a scene, but then she switched to giving every page that style.
* Universal did this with a number of short-lived series. In fact, they had a producer on the payroll, Harry Tatelman, whose job was to take short-lived series and create movies out of them. Tatelman is listed on each 'movie' as a producer, even though he had nothing to do with the production of any of the actual series.
* Universal Driver's License: A character can drive any vehicle they come across without any training. Adding training would make for unnecessary interruption of gameplay when you're just using it to cross between plot-important places.
* Universal Driver's License: The hero will know how to drive or operate any vehicle, regardless of its general control scheme.
* Universal dwarfs. Since the Brothers Grimm's version of the fairy tale (first printed in 1812) already has seven dwarfs, the only way you could run into trouble with the dwarfs would be by making them look too similar to Disney's version or giving them the same names. More likely, the director was joking.
* Universal Eyeglasses: Corrective lenses work perfectly even when not prescribed for the wearer.
* Universal Fighting System and the player's name as the card name. This leads to basically anyone who decides to use the championship cards referring to their deck by the champ's name.
* Universal hardly promoted the film despite its critical acclaim and later tried to blame the film's failure on the director for not making it more accessible.
* Universal Horror are both based on books written in the 19th century but the films take place in then-present day.
* Universal Horror comedy team with surprising ease and created a whole series of its own as the two encountered nearly all the Universal monsters themselves.
* Universal Horror in terms of comparison to the original's quality. The rest, well...
* Universal Horror) into a single shared movie universe, one of the first major examples of such in Hollywood.
* Universal Horror remakes in the '50s and '60s hewing to Universal's characterization only solidified their impact.
* Universal Horror takes place in the present day while the others happen in a dimly-characterized past), but they didn't care much by that point (Universal's horror films of the 40s are strikingly dumber and more juvenile than those of the 30s).
* Universal Horror was a massive success, temporarily stopping the rot before its own sequels turned out to be disappointments.
* Universal Horror, which was produced by Paramount and therefore isn't part of the Universal Monsters franchise.
* Universal in practically every ancient and medieval battle. The most common hand-to-hand killing weapons in most armies before massed black powder weapons were variants of blades on sticks. Swords were primarily side-arms. The Republican and Imperial Roman are exceptions, where the primary weapon of their front-line troops was a gladius, but they still had two pila (variants of javelins) and the auxila and triarii did have spears. (Note that these statements are generalities, and there will be nuanced, numerous reasons for the choices made by every culture and time period.)
* Universal Kids, it aired a variety of hosted programming blocks throughout the day. These included:
* Universal love was a defining feature of the ancient Chinese philosophy of Mohism. Mozi, the founder of Mohism, went so far as to say that we should not act preferentially even towards our own family, because we are all equal under heaven; this was a major point of contention in debate with their major rival, the Confucians.
* universally attractive and all having sexy voices, making them all incredibly charismatic and persuasive.
* Universal Mobile's mascot in France, Chico. A very sterotypical black man (so stereotypical

* Universal molecular assemblers were created, enabling the end of poverty and the creation of a new economic system with two economies, one of them being personalized products with the price of each product decided by an AI analyse based on the quality of a design, making a civilization where innovation and creativity is the greatest value.
* Universal Monsters "Gee, tough audience!" he quips. Fortunately, he finds a bottle of "Eu de Torme", that lets him sing like Mel Torme (who does his singing voice in the cartoon) and he's a hit.
* Universal omniscient, in which the narrator has access to information that nobody in the story could logically know ("Little did they know that the dog was actually Count Basingdorfer in disguise!!"). See
* Universal Orlando had been trying to develop its own water park throughout the '2000s, but like the idea of a third theme park, it was put on hold due to the financial issues they were facing at the time. The water park finally came to be in 2017, under the name Volcano Bay.
* Universal Pictures comes the closest to making dinosaurs a cash cow franchise in the United States (Japan already achieved this with
* Universal Pictures logo generally centers on the western hemisphere.
* Universal PoisonThere is only one type of poison, and generally one type of antidote for it.
* Universal Poison: There's only one type of poison and generally one type of antidote for it. This prevents the player from having to tote around thirty different antidote potions, hoping they'll have the right one for the next encounter.
* Universal's 2010 features a house called The Orfanage, which is a prequel to the popular Screamhouse series revolving around the Caretaker, Albert Caine. The Orfanage features his daughter, fan favorite ex-icon Cindy, before her adoption in an orphanage where she and the other students were tortured until Cindy's latent pyrokinetic powers allowed her to free the children and burn down the orphanage. The house has you going through the burnt-down remains of the orphanage, facing the (ghosts of?) children and Cindy, with a spectacular scene involving fire roaring next to the window you walk by.
* Universal's behind the event's entire history. This partially occurred again in 2015, when Jack the Clown once again became the main "Icon" and had the others serving as his henchmen.
* Universal's director), "The Storyteller" (an old lady who reads twisted tales), and "The Usher" (a movie theater usher who brutally murders anyone that doesn't follow the rules).
* Universal's earlier screen attractions were few and far between as well, and like with
* Universal's Halloween Horror Nights; the event was cancelled for 2020 in favor of two reduced-capacity haunted houses plus a third house on the final weekend of the usual season.
* Universal's has done this plenty of times, most notably in 2007 with the "Carnival of Carnage" theme, where the event's main icon, Jack the Clown, rounds up his own band of sideshow freaks and creates a horribly demented midway. He would later do this horror carnival again in 2015, the event's 25th anniversary.
* Universal's has had too many examples over the years to list them all. There are a few stand-outs however.
* "Universal" ships, which are so far limited to the "Bullin" ships that exist solely to be used to upgrade others, use UNIV for UNIVersal.
* Universal's Horror Make-Up Show, the hosts say this disclaimer to the kids in the audience, before they begin to demonstrate how various gore effects are done. "That's right. Try it at a friend's house."
* Universal's Horror Make-Up Show, the main host is named Alex Ross, but their co-host is an aversion, being named Mark James if played by a man or Marty James if played by a woman.
* Universal's in Hollywood recreated the Roach Motel scene from the fourth movie, complete with a screen in the window to simulate giant Freddy looking in through

the window.
* Universal's Islands of Adventure in 2010 that caused the park to finally become profitable and more recognized among tourists, as well as finally dragging the resort out of debt.
* Universal's Islands of Adventure opened on May 28, 1999. CityWalk Orlando also opened on the same year.
* Universal's is this in her third backstory. She was a mentally unstable young girl who was driven off the deep end by abuse from the other children and ended up burning down the orphanage, killing everyone but herself. She was later found and adopted by Dr. Albert Caine, a man just as insane and murderous as herself.
* Universal's Museum of Horror: Chamber of Horrors from 1998 contained one of these at some point.
* Universal's New House of Horrors with her bursting out of a closet wielding a bloody axe.
* Universal Soldier (1992). In the latter's case, it's also subverted: when Luc visits the scientist who was involved in the original project before he resigned, the scientist points out that the bad guy still thinks he's in Vietnam. However, by the end Scott seems to have realized that the war is long over, and is only continuing to pursue Deveraux to destroy his life and kill his family out of spite.
* Universal Soldier (1992) invented by the Australian Army in the 1960s.
* Universal Soldier (1992) starts out with a rogue soldier killing Vietnamese civilians — to emphasize his insanity, he wears a necklace of human ears.
* Universal Soldier (1992): Van Damme is only able to defeat Dolph Lungren after he takes a dose of supersoldier serum.
* Universal Soldier. And it gets more crazier and manlier with each sequel.
* Universal Soldier are generally considered to be excellent action films.
* Universal Soldier. As soon as Scott regains his memories he kills his controllers and goes on a blood-filled vendetta across the States to punish Deveraux for disobeying his illegal orders back in Vietnam, graphically killing anyone who gets in his way. At the end he takes Deveraux's elderly parents and his love interest hostage, awarding all of them the death penalty. Despite claims earlier in the film that he thinks he's still fighting the insurgents in Vietnam, Scott later plainly admits that he's fully aware of where he is and what he's doing, and his only motive is revenge for Deveraux refusing to partake in his atrocities.
* Universal Soldier: Because of their augmented thyroid, UniSols have an increased metabolism, which in turn, fuels their bodies' accelerated rate of recovery. The augmented metabolism, coupled with the nutritional supplement, allows for their bodies to produce newer cells at an accelerated rate, letting them heal and recover from injuries quicker. However, due to their augmented metabolisms, their bodies overheat rather quickly.
* Universal Soldier: Day of Reckoning, as John travels upriver to confront the insane baldheaded former soldier (Deveraux) and his private cult deep in the hot jungle/swamp.
* Universal Soldier: Day of Reckoning can be programmed with false memories.
* Universal Soldier: Day of Reckoning is awash with blood and gore. So much that it got an NC-17 rating, and some scenes had to be cut/edited for its theatrical release.
* Universal Soldier: Day of Reckoning that he was in fact one in a line of cloned humans with fake memories and that he was only born a few weeks before.
* Universal Soldier lead him to save her and protect her from the other unisols.
* Universal Soldier — Science fiction action series. 6 films since 1992.
* Universal Soldier movies had a titular soldier who wore his kill tally as a gruesome keepsake: a necklace with the ears of his kills strung like beads.
* Universal Soldier played a cyborg who just discovered food and orders multiple plates without realizing that he has to pay for it. You can imagine where it goes from there.
* Universal Soldier: The Return: It's easy to interpret S.E.T.H.'s intent to turn Luc's daughter into a Unisol as some sort of twisted fatherly affection on his part, since she was one of his only human contacts and he looks genuinely concerned

when he visits her in the hospital and realizes she has a fever. In S.E.T.H.'s mind, he's just ensuring that she will never die.
* Universal Soldier: The Return: Romeo is ordered by S.E.T.H. to capture Deveraux, since only he possesses the code that can avoid the automatic resetting of S.E.T.H.'s memory. Romeo proceeds to get fired at, slammed through walls, set on fire, and run over by a truck, but nothing seems able to stop him permanently. Even when Luc managed to destroy S.E.T.H. and a majority of Uni Sols, Romeo still proved to be impossible to destroy as he managed to pummel down Luc without breaking a sweat. It eventually took the explosion of an entire building to finally bring Romeo down.
* Universal Soldier: The Return: SETH kidnaps Deveraux's daughter Hillary to force him to give up the code that will prevent his own program from shutting down. However, when SETH notices that she's sick, he decides to turn her into a Unisol to "fix" her.
* Universal Soldier: The Return, the live TV News crew and their van that gets taken out by a Unisol's grenade launcher.
* Universal Soldier: The Return to face off Van Damme. Also, this allows him to escape the facility his computers were housed in, making it harder to shut him down.
* Universal Soldier: The Return: When SETH's human operators command him to relinquish control of the base, he projects a hand on the viewscreen giving them the middle finger.
* Universal's, set in an abandoned western town (called "Lightning Gulch") that's filled with the evil spirits of its former citizens.
* Universal's, the event's four previous "Icons" (Jack the Clown, The Caretaker, The Director, and The Storyteller) came together as a group to "celebrate" the occasion.
* Universal's, this is the signature kill of "The Caretaker", who will slowly and painfully rip out the heart of his victims and then show it to them (and to the watching audience) just before they die.
* Universal Studios, a haunt event run in September and October that contains numerous haunted houses, scarezones, and special shows. It's also an event that grew so big in scope and fans that it was enough to warrant its own page.
* Universal Studios a long-time MCA/Universal executive who not only helped build the park, but also helped spearhead many of Universal's '70s/'80s blockbusters and essentially made the studio what it is today.
* Universal Studios, and other parts of the studio when they appear in movies and TV shows.
* Universal Studios. At nighttime, the theme park alters the entire park with their annual horror theme with complex and elaborate haunted houses, street decoration to turn the streets into a zombie apocalypse or a carnival covered in freaks and killer clowns, and various actors (known as "scareactors", rhymes with "characters") who play the part of killers, victims, monsters, and various other horror characters to chase and scare the guests. Even creepier—many of the haunted houses are built in the queue lines of rides. For instance, to get into one, you may find yourself going backwards through the ET ride line, which is darkened to make it look uninhabited. Brrr... Universal is one of many that jumped on the bandwagon after Knott's Berry Farm's annual Knotts Scary Farm attraction, which has been doing the "big theme park converting to a horror-themed park at night" shtick for over 40 years now.
* Universal Studios ' Back to the Future: The Ride had a lava falls at one point.
* Universal Studios demonstrates how blood and gore effects are done in films through very comedic means, particularly when one of the hosts squirts the audience with "blood", particularly focusing on hitting one specific guest for petty reasons.
* Universal Studios, despite never being mentioned outside of the theme park.
* Universal Studios, each of the classic Hanna-Barbera characters not only know full well that they're animated characters as well as Hanna-Barbera properties, but they also know of each other and their respective worlds.

* Universal Studios event, several haunted houses have attempted (not always successfully) at making completely dark environments.
* Universal Studios Florida as "USF" around Floridians will often result in a lot of confusion, as the University of South Florida in Tampa also uses "USF" as an abbreviation.
* Universal Studios Florida featured an out-of-control subway train nearly colliding with the riders in the attractions' finales.
* Universal Studios Florida was a project that Universal had been trying to get done throughout the entirety of the '80s, but due to a variety of circumstances, including quarrels with Disney, the park wouldn't open until 1990.
* Universal Studios has a green breath attack that's powerful enough to destroy the Mark IV rocket.
* Universal Studios has Bart and Lisa do this in one of the pre-ride clips at the early stages of the queue line. In response to this, Homer sarcastically says that they are here and this is the thing that they are waiting for, at the middle of the line. It doesn't work.
* Universal Studios has "Eddie", a mechanical werewolf that ends up coming to life and going rogue at the end of the show.
* Universal Studios has one of the hosts coming on stage "dying" from being impaled in the heart. Their "death" goes on for a while, with them dying a slow death as they constantly scream to the point of sounding bored and spend a large portion of time specifically asking one person in the audience for help.
* Universal Studios Hollywood has gone through this a total of four times. It first started in 1986, but after an incident that resulted in the death of a scareactor, it was canceled until 1992. After 1992, it again went dark until 1997 and continued to run for 1998, 1999, and 2000 before once more going on hiatus. In 2006, the event was at last revived and has been run every year until 2020. As a result of COVID-19 affecting theme parks on a global scale, Universal had to cancel the Horror Nights once again.
* Universal Studios Hollywood was made into a part-studio/part-theme park on July 15th, 1964.
* Universal Studios' Islands of Adventure can be seen as an example of this.
* Universal Studios Japan became a location for a wide variety of special event offerings.
* Universal Studios Live" at both parks, the trick was retained with the final stunt involving the winning contestant detonating explosives that drop the very same façade over the host, who has been patiently sitting on a stool.
* Universal Studios nuts in their performances and risked damaging sets.
* Universal Studios, one of the hosts will pick someone from the audience to be an "unwilling" participant in the show all on his own, not taking any raised hands.
* Universal Studios (rated "Blockbuster" by the Academy of Film Review).
* Universal Studios ride at Universal Studios Florida, there was a more accidental-instance of this in a scene where the tram's guide would be unable to see due to a light coming from a chopper, incidentally leading the tram right back to King Kong in the process.
* Universal Studios rides and shows that feature a live component, the hosts are often given unisex names so that both male and female employees can play them as needed.
* Universal Studios suddenly hurls the passengers forward during the climb up the first hill, right when the audio says the experiment they're listening to goes wrong. The engineer says this represents the sudden surge of uncontrollable power experienced by Bruce Banner upon turning into the Hulk.
* Universal Studios tend to rely on jump scares, so the same effect is often given through various sound effects without even an actor to perform them.
* Universal Studios that's going on. Though this can be somewhat excused, as in this case he literally is addressing the audience.
* Universal Studios, the end of the ride had a fake trailer for a movie called "Mutha Nature", where this is the main plotline; with nature fighting back against "a world corrupted by greed".

* Universal Studios, the riders themselves are this from the perspective of the attraction's storyline:
* Universal Studios: Throughout the ride there's several narrow entry-ways that the characters narrowly avoid hitting the tops of.
* Universal Studios use. They would even hold dinner parties and use the corpses as "guests", doing things like dancing with them.
* Universal Studios, when Dastardly's rocket is destroyed, he and Muttley are able to stay in the air briefly by standing on top of the still-functional engines.
* Universal Studios), which he still feels some level of guilt for even at his worst.
* Universal Studios, which was set in a possessed toy factory where the toys would come to life and kill the workers.
* Universal's" was revealed to have been the entity that was secretly pulling the strings of everything that had occurred in the history of the event.
* Universal's! Witness him resisting the urge to bump off Richard Nixon!
* Universal System called the D6 system was rereleased as open source under the SRD. PDF versions of a couple of books (including the base rules) were then released to the general audience for free.
* Universal System has been used for a number of RPGs based on shows including:
* Universal: the entire universe, all or most galaxies within it, or all major galaxy filaments or equivalent highest-level structures.
* Universal, the word "Marvel" cannot actually be used anywhere in the parks.
* Universal Translator — the Tamarians used an extremely metaphorical language, speaking exclusively in references to their stories. Both crews try this approach of speaking loudly and slowly. It slightly worked, but both could grasp only very, very little.
* Universal Translator when a virus screwed around with the Translator.
* Universal Translator which makes him understand all of the alien languages in his own native tongue. Meaning that if Solar is the best translation of the concept in English, Solar is exactly what Crichton will hear.
* Universal Universe Time: The whole universe uses the same measurements of time.
* Universal War One is supposed to be the United Nations Organisation's sucessor, but the military is NATO-like and civil society is very similar to the american one. The United Earthes flag features stars and red/white stripes like the american flag. We have no information about the government, except that its capital is New York, and one of the characters comments that they could not have Washington as capital as it would have been too obvious that the USA are dominating the United Earthes.
* Universal War One, scientists build a space station that can create a wormhole.
* Universal War One sends a space station into the sun, not to destroy the station but to destroy the sun!
* Universal War One. The reason why Cpt. Williamson leads a squad of 7 people is because she saved the admiral's daughter, not because she screwed her.
* Universal War One: When the group of heroes are trapped in the past, one of them realises that all the attempts to avoid the death of one of them is in fact leading to his death.
* Universal War One, which is named after Bill Gates. They built a spaceport on the top of this tower.
* Universal was very successful, which means we will probably get more in the future.
* Universal, which was set in the future where humanity is fighting essentially "World War II in space with giant robo-suits". The show had complex plots, characters that got killed, and using the Terran-Neosapien conflict for un-preachy lessons about racism and the horrors of war. It got cancelled too, but not because of content—despite the clout and muscle of Universal Studios backing it, it often got shafted by local stations (it was syndicated) to crappy timeslots like 4AM.
* Universal Wrestling Federation in particular, as mixed martial arts was essentially "shoot style but better" to the general public. What few shoot-style

promotions survived either became hybrids that showcase MMA too like the Inoki Genome Federation or openly adopted the tropes of other pro wrestling styles like LLPW.
* Universal Wrestling Federation resigned in penance for Taru assaulting someone during the off hours and then was refused re entry back into the company when the new brass started running it into the ground.
* Universal Wrestling Federation (Southern Pro Wrestling) was cancelled and CWF became a NWA Pro Wrestling with localized commentary and a different name/intro. UWF disappeared as 1988 started, PPW disappeared a few weeks later, and CWF stuck around for a few more months.
* Universal Wrestling Federation, which aimed less for realism and plausibility and more for flash and dramatic overacting.
* Universe 4 Majin Buu (named Zen Buu here) absorbed Goku, Vegeta, Trunks, Gohan, Goten, Piccolo, and Bulma in his universe, then went across his galaxy absorbing more people for their knowledge and power. The result makes him one of the most powerful beings participating in this tournament, and one of the few that's strong enough to fight Vegito.
* Universe 6 counterpart. He's initially depicted as the Emperor of his universe, beloved by all as a hero, but during the Universe 6 Saga, it turns out that he's, in fact, a villain just like Frieza who does such things as start wars so he can end them and gain good publicity, which he openly brags about. Upon this reveal, he's one-shotted by Vegeta, beaten up by Hit after trying to steal Champa's cube, and becomes a fugitive on the run. Come the Universe Survival Saga, Hit finds him huddled in an alleyway, with nothing but a worn cloth to protect him from the elements.
* Universe at War and also enter the fray. After the tutorial, humanity is largely irrelevant as three alien races duke it out on their home planet.
* Universe at War, and let her go toe-to-toe with Heirarchy hero Orlok and Grunt troopers.
* Universe at War awake, both species intent on bloody revenge against the Hierarchy for crimes committed against them in the past.
* Universe at War: Earth Assault. Their predations of inhabited planets is mainly because they also require biomass, and because they are a warrior culture that regularly nips any sentient species that might challenge their supremacy in the bud before they can become a credible threat.
* Universe at War, effectively granting him immortality and thus giving him the title of "The Eternal".
* Universe at War feels that if any species couldn't keep themselves from getting wiped out by the Hierarchy, then they didn't deserve to live in the first place.
* Universe at War has cattle as a valuable resource for the Hierarchy faction, because collecting organic resource is immediate, and cattle is worth 500 each. This fact is actually pointed out in the campaign, where the advisor told you that they're highly valuable.
* Universe at War has "Mutants". They're the classic 50's monster-movie type zombie, right down to being radioactive and transmitting their "contagion" through their attacks
* Universe at War have decimated millions of worlds before coming to Earth, they believe that they are killing off the weak and they are superior to all.
* Universe at War: Hierarchy(Powerhouse), Masari (Balanced), and Novus (Subversive).
* Universe at War is researched, as opposed to only 3 projects in regular play. It starts at 4 and counts down to 1.
* Universe at War look small, which they deploy as the final stage of the invasion of a planet to wipe out any remaining life on it.
* Universe at War love radiological weapons. This may be because radiation heals purebred hierarchs, and they get to use the dead and dying indigenous population as zombies.
* Universe at War mostly plays this straight with the Masari, though there are implications that it may be the inverse as the Masari had been "guiding" humanity

for at least ten thousand years. Alien humans anyone?
* Universe at War reinforces that they are pissed off alien gods on the warpath.
* Universe at War series but no sequel materialized after SEGA decided the sales and reception wasn't good enough.
* Universe at War surprise at the fact that the natives of Earth are still alive and kicking implies that humanity at least did better than the rest of the Hierarchy's victims.
* Universe at War: The Hierarchy play the stereotypical role of an Empire. Their a galaxy spanning race that has conquered countless worlds, and strip mine them for their resources (and by resources it includes all of its living inhabitants).
* Universe at War, the Novus robots serve as this, shining white robots and machines who stand against the more Hierarchy invasion force. Due to the influence of Mirabel, a Novus commander, they assist the human militaries (notably the US Army lead by General Moore) in pushing back the aliens and protecting civilians, despite their Founder's original misgivings about interfering with human life.
* Universe at War) under the Atlantic ocean. The ship's name? Atlatea. Considering it's implied that the aliens had a hand in aiding our species' development...
* Universe at War While humanity is never shown as being capable of bringing down a Hierarchy walker by themselves, human tanks, fighters, and trained infantry are shown to be perfectly capable of killing Hierarchy ground troops, albeit with heavy casualties. When Earth finally manages to launch a nuke against a Hierarchy ship, it's implied that it does decent damage, and a high-ranking Hierarchy commander considers it a humbling lesson.
* Universe at War who have ruthlessly conquered thousand of other worlds, strip mined them of all resources, and wiped out any life forms that got in their way.
* Universe Bible: A defined set of rules and procedures followed by the production team that detail how everything about a series must run.
* Universe Bible explicitly invoked artificial gravity for the Ark, but coyly refused to quantify the technology, except to note that gravity generators were likely to be large, massive and completely non-portable devices. The show did not last long enough for the specifics to become important to a story.
* Universe Bible. For any given book, movie, or television series, the people making it more likely than not have developed aspects about the characters and the world far beyond either what can be shown in the work itself; be it due to time, being hard to naturally work into the plot, and (of course) being too unimportant to the story being told. You don't need to know the first name of a character's mother, or how the city was built, if they has nothing to do with the events of the story after all.
* Universe bio makes reference to his lab exploding on a regular basis—something not indicated in his original G1 bio, but a popular event in G1 fanfiction.
* Universe Chronology: A timeline graph that records all events that take place in canon (and sometimes out of it).
* Universe comic introduced a gigantic number of characters in the first issues. This was way more than could be properly handled, so they massacred most of them until it was at a better size.
* Universe Compendium: Supplementary material that includes loads of background information about a series and its development process, for the purpose of being sold to fans.
* Universe expanded on them a little further - they can transform as well, in this case into torpedoes, aimed at anyone foolish enough to come near them.
* Universe Falls: Because Blendin's time machine works like this, when Steven, Connie, and the Pines twins travel to ten years in the past in "Blendin's Game", Steven's younger self temporarily vanishes into thin air, and doesn't return until Steven travels back to the future. For some reason, the Gem-made "time thing" from "Copies and Clones" works differently, allowing for the existence of time-travel duplicates.
* Universe Falls features an example of gold-digging by proxy; when Stan finds out a girl has feelings for Dipper in "Mismatched Making", he laughs it off as a joke.

Then he finds out the girl in question is Pacific Northwest, heir to the uber-rich founding family of Gravity Falls, and realizes this is a chance for his family to be connected to wealth.
* Universe Falls: In a flashback in "We Need to Talk", Stan is confused by Greg's talk of wanting to "fuse" with Rose Quartz, and asks "Is this some kind of innuendo or something?"
* Universe Falls: In "Catch and Release", Steven ends up breaking Mabel's fall when the two sneak into the temple to free Peridot from being bubbled.
* Universe Falls: In "Into the Bunker", Experiment 210 shape-shifts into Rose Quartz in order to break Amethyst's spirit and make her drop her guard.
* Universe Falls: In "Lion and Waddles", Steven starts listing all the naturally-pink animals he can think off when Mabel wishes she had a cool pet like Lion.
* Universe Falls: In "Log Date 7 15 2", Peridot objects to Dipper observing that she seems to be in the middle of an existential crisis.
* Universe Falls: In "Magic and Mystery, Part 2" Dipper, Mabel, and Steven have to find a second Laser Light Cannon, and Steven calls Lion out to help. Much to Dipper's mixed shock and annoyance, Lion suddenly appears standing right behind him.
* Universe Falls: In "Northwest Mansion Nightmare", the Crystal Gems aren't happy about being at the Northwest Fest, and take the opportunity to "accidentally" damage some Northwest family heirlooms. It eventually escalates to them just straight up trashing the place when they think the Northwests aren't looking.
* Universe Falls: In "Scary-oke", the Crystal Gems are surprised to see Stan helping to fight off a horde of zombies, and he quips "What are you three looking at!? Haven't you ever seen a man beat a zombie's head in before?"
* Universe Falls in science and kept it a secret from her mother, because Dr. Maheswaran puts so much pressure on Connie to succeed academically.
* Universe Falls: In "The Return", as Dipper sees the townspeople riot against Mayor Dewey, a nearby parked car inexplicably catches fire.
* Universe Falls: In "The Stanchurian Candidate", Amethyst is still mad at Stan after the events of "Not What He Seems", and initially refuses to help with his campaign for mayor of Gravity Falls. Steven's idea of taking "drastic measures" to convince her is to cling to Amethyst's leg and beg, whine, and wheedle until she agrees to help.
* Universe Falls: In "Three's a Crowd", Steven and Dipper fuse into Stepper in mid-air when Steven's levitation powers accidentally kick in, and Stepper falls to the ground as soon as he realizes he's several feet above the ground. Justified, in that Steven hasn't gotten a handle on his new power, and certainly not using it when fused with another person.
* Universe Falls: In "To Con a Clod", Peridot downs an entire mug of hot coffee at once, and this is her response:
* Universe Falls remarks that she thinks that Dipper and Mabel came out the same exit hole, not realizing that by virtue of being twins she is correct in a sense.
* Universe Falls. She just throws a huge boulder at them, forcing them to run screaming back into the Man Cave.
* Universe Falls. These are still among her least favorite chapters in the whole story.
* Universe Falls: The Series: In episode 8, Wendy and Lapis learn the Tent of Telepathy has reopened and go to investigate, but almost immediately return and refuse to go back. This turns out to be because Robbie Valentino (Wendy's ex) and Jasper (Lapis's "ex") are both working at the new Tent of Telepathy.
* Universe Falls: The Series" prompts a reaction shot from the original Waddles that appears to be a mix of "jealous" and "weirded out".
* Universe Falls. While they're distracted by their argument, Ruby manages to escape and free the others.
* Universe Falls with vastly different lengths and timelines. Events that transpire over 3 seasons in SU (which took place over roughly a year) have to take place over the 3 months of summer vacation in Gravity Falls.
* Universe gate spins, and instead of the more familiar watery blue event horizon

of the other gates, this gate's event horizon is silver.
* Universe intended to take center stage and the clearer that became, the fewer people watched.
* universe knows that gold, silver, and bronze mean first, second, and third best, respectively. Unless you introduce platinum. Platinum beats gold. This, of course, is based on the chemical purity (ie. lack of reactivity) and economic value of the metals for which the colours were named.
* Universe pre-dates the ATA gene and genetic locks, so it's clearly something they added later on, perhaps for that very purpose (security). Unfortunately, that didn't stop sufficiently determined societies from getting around the locks (if you build it, somebody's going to find a way to tear it down), and the presence of the gene in a subset of the human population is thanks to a couple of post-Atlantis Ancients "getting frisky" during their brief time back in the Milky Way before ascending.
* Universercus, the promised third book in Gillian Rubenstein's Galax-Arena trilogy, is yet to be more than briefly mentioned at the end of Terra Farma (which was published in 2001). Even though the author has published books since then and left the plot gaping open!
* Universe Sandbox 2. He was underwhelmed by the lack of destruction at first before the game finally calculated the damage and showed that the Earth was completely destroyed.
* Universe Survival Saga in order to outlast everyone else and win the battle royale.
* Universe. The Corco Omega was an emergency craft stored in an escape pod attached to a larger ship. It could hold a pilot and four passengers and was capable of interstellar travel.
* UNIVERSE!" The third witch sees both signs and puts up her own sign reading "Here lives the most powerful witch in the village."
* Universe Today in the series is starting to look almost quaint even by today's standards.
* Universe X. While this, at first, seemed a victory, it quickly turned sour when many people who had suffered irreparable injuries or incurable diseases found themselves trapped in endless suffering. This was especially to the chagrin of the already-impossible to kill Daredevil, who had made a living out of never dying, no matter what was done to him. Finally, a team of heroes and scientists manage to find Jude, the Entropic Man—and his touch, it is revealed, can end even Daredevil's life, turning him to inert atomic dust.
* Universidad Católica de Chile Televisión, known for produce original teleseries and TV series.
* Universidade Federal do Ceará. It helps that the official acronym for the state of Ceará is "CE", which would mean that the place should have been called "UFCE".
* University and included in every expansion afterwards allows Sims to influence other Sims into doing stuff, including talking or even flirting with other Sims, effectively allowing you to play matchmaker.
* University, by contrast, has names that often sound like research installations (often dual Russian and English) or university departments: Bibliotyek Letters, Bibliotyek Science, Gagarin Memorial, Zarya Sunrise (after the Russian module of the ISS!), Oceanographic Lab...
* University Challenge, but for younger competitors) that can be completed by groups of students who don't mind all of the horrid auk-related puns. "You're AUKcellent", indeed...
* University Challenge eligibility only for the producers to decide it was fine before changing their mind after the show aired. Even the Manchester team came out in support of their rivals, saying it was all a fuss over nothing and Corpus Christi's win should stand. Nevertheless the official record shows Manchester as champions for that series, giving them the joint record for most titles with four.
* University Challenge (on ITV from September 1962 to December 1987 with Bamber Gascoigne, and on BBC2 since September 1994 with Jeremy Paxman; British

television's longest-running quiz show)
* University Challenge than the usual series and befitting the time of year, tends to include a significant proportion of questions with a Christmas theme.
* University Ever After. While the first season uses an in-universe camera, the second one alternates with a traditional camera
* University Expansion pack, you could tell any sim to look at you and smile on demand for photos. You could even have them pose in various ways while looking at you.
* University High (talking about serious relationships, baby mamas, money, etc). The main guy of the video has a son who can't be younger than 5.
* University Medical Center of Princeton at Plainsboro is just a mile or so away — it's the back side of Princeton University's Frist Student Center.)
* University of Central Florida call the stadium "Bounce House". However, this only lasted one season; the university managed to get a new corporate partner shortly before the 2021 season and the venue became 3MG Stadium.
* University of Illinois Visual Cognition Lab and try the seven "Gradual changes to scenes" videos. You know in advance that something is being added or taken away from a scene you are watching, but many (most?) people will miss most of them.
* University of Michigan than to the Buckeyes' campus, so loyalty is divided evenly among those two schools and their own University of Toledo.
* University of Nevada hoodies were sold out from the university online store after pictures of
* University of North Carolina has been a long-dominant team, but had a nasty reputation between 1976 and 2005 as the
* University of South Carolina fans will most likely think of it as the Gamecocks' entrance music at home
* University students in medieval Europe were considered honorary clerics and as such, were above any secular law. This meant they were basically free to terrorize the towns and their citizenry with little or no repercussions. The blowback from these unrestricted privileges led to things like the
* University theatre departments do this all the time. New sets are constantly being built out of pieces of old sets.
* University, the college neighborhood has certain restrictions due to time passing differently and students being in their own separate age group with its own game mechanics, which all later expansions had to take into consideration. Students also have teenage voices, meaning the voice actors would have to record lines for all the things adults can do but teenagers cannot.
* Universum Bremen has an oversized chair and table. They are upscaled to show adults how toddlers perceive regular furniture.
* Universums öde (~Destiny of the universe, 1979-1986). Humanity's nuclear-powered spaceships journey through the solar system by accelerating at 1G until they're halfway to their destination where they start decelerating at the same rate, thereby solving the problem of on-ship artificial gravity. Just remember to turn the ship around so all your furniture doesn't go flying.
* Univision and would blow a beat-up trumpet to stop and eliminate the bad singers.
* Univision; effectively America's #5 network based on ratings if you count it among the English networks, but the #1 Spanish network. When it beat NBC for the #4 slot for the February 2013 sweeps it was a good day for Univision, but the exact reverse for NBC.
* Univision uses the "La Kalle" brand for many of its music stations in the U.S.
* uni-whale-scorpio-Pega-squid-icorn Candace appears behind him, though he admits that when combined it's more ridiculous then scary.
* UNIX, a game Thompson had originally written for a more powerful mainframe while working on MULTICS.
* UNIX, a precursor to modern social media. The real killer app for Unix was the C programming language. While C itself is portable, a lot of C developers tended to assume a Unix environment. Even on non-Unix systems, compiler makers try to emulate as much of a Unix environment as possible, inluding tools like make. Fortunately, it was relatively easy to port Unix to new hardware. Software development is the

biggest non-server use for Unix and Linux systems.
* UNIX-based OSes are often seen as intended for programmers and other geeks who have in-depth knowledge of how to use them, but are gaining in popularity among casual users who simply want an alternative to Microsoft and Apple, or for ideological reasons (FLOSS).
* Unix epoch. Though they themselves have forgotten the fact, and falsely believe that their clocks start from the time of the first Moon landing. (It's close enough for government work, anyway; the Unix epoch is coincidentally the first Gregorian new year after the moon landing.)
* UNIX is a more popular spinoff of BSD UNIX in particular. The various other BSD operating systems are at least more popular than the original incarnation of BSD, and possibly commercial UNIX-based or UNIX-like operating systems (aside from OS X and commercial Linux distributions, obviously).
* Unix is widely studied in computer science classes, particularly those on operating system design.
* UNIX-like operating systems. They also prefer minimalistic desktop environments/window managers that look like they could be from the '80s and '90s. This isn't because of nostalgia or their being 20 years old. If used by experts, CLIs can do things faster than with graphical environments. So even another two decades in the future programmers will still likely be using command-line interfaces in many situations.
* Unix/Linux/DOS users tend to look down on GUIs for this reason. From a performance and power issue, this does make sense, as GUIs eat up a lot of resources in a computer, and GUIs tend to make things so abstract that getting under the hood can be a pain in the ass. However, for people just trying to do basic computer work, GUIs are a Godsend, and kept them from languishing in the realms of laboratories, businesses, and hobbyists.
* UNIX", referring to the year when a signed 32-bit integer will overflow when reading UNIX time (but most systems nowadays are 64-bit, which would last you about another 300 billion years).
* Unix, was invented. Then Unix documentation moved to the Web. And there was much rejoicing amongst the TTY jockeys.
* Unix", which annoys a lot of BSD and Solaris admins. Linux doesn't even have any actual Unix code in it.
* Unjust Depths is a sci-fi web serial novel about an underwater society hundreds of years after the surface became uninhabitable by humans, focusing on a mecha-based guerilla force trying to overthrow an Empire.
* Unkei. His entire clan is defecting from Konoha and he knows full well the only way for them to succeed is to have as much of a lead as possible. He still insists on killing Yakumo (due to the demon sealed in her betraying them), who's under 24-hour guard.
* Unkempt Beauty: A 70s trend that returned big after women spent the previous decade wearing heavy amounts of make-up.
* Unkempt Beauty: Tomboys tend to be less obsessed with their appearance than girly girls. Sometimes, this works to their advantage.
* Unkillable 2 and 3, but even then those are iffy, since they just bring you back after some time.
* unkillable creature from beyond space and time as the rest of the vestiges and its corpse remains ignored where it died, for all eternity or until someone figures out what to do with it.
* UNKLE? Eventually, he's resigned to his fate, which is quite...explosive.
* UNKLE's clip for "Burn My Shadow" has one that starts off as a Jump to Action type, but becomes Fatalistic when he realises he can't get it off.
* UNKLE, who also played piano on the track. Hollis was left uncredited at his own request. The piano part was one of the few commercial music performances he did following his retirement from the music industry, and one of the last ones prior to his death in 2019.
* unknowingly allowing the crucial phase of Han's plan to succeed by opening the final lock on the vault

* unknowingly drank laxatives in Episode 82 end up with these. Some make it; others don't.
* Unknown (2006), an undercover cop infiltrating a criminal gang. The point is, he doesn't know of this for most of the plot because of temporal amnesia.
* Unknown (2006) by one handcuff is visibly in great pain and it's stated that he'll almost certainly lose that hand.
* Unknown (2006), doors are shut tight, windows are made of bullet-proof glass, cell phones are destroyed and the landline connection is cut. Lampshaded by one of the trapped characters: "Somebody's obviously gone to a lot of expense to secure this."
* Unknown (2006) her husband so they could get married and the kidnappers would be blamed.
* Unknown (2006) involves five men waking up in a warehouse with no memory of how they got there and soon learning that at least two of them have been kidnapped and at least two of them are the kidnappers...
* Unknown (2006), where the protagonist is trapped and try to find a way out.
* Unknown (2011) after a road accident to find that another man has completely taken over his life and identity, to the extent that the impostor has the same family photos and is believed by his wife to be the real Martin Harris. Harris decides explore what happened in the four days he was unconscious, eventually discovering that "Martin Harris" is not a real person but a cover story - Martin and his "wife" are undercover assassins, and the "impostor" is another agent sent to replace him after the accident, the trauma of which caused him to believe his own cover story.
* Unknown (2011): Another Liam Nelson, this time pretty much losing everything in his life on a trip to Berlin.
* Unknown (2011), at Gina's place, we hear noisy sex from the next room which leads to an awkward moment between Gina and the hero.
* Unknown (2011), Martin has several flashbacks of him and Liz having sex in a shower.
* Unknown (2011), the assassin does this to his first onscreen kill, the hero's nurse at the hospital.
* Unknown (2011), the assassins' goal is to prevent the open-source release of a new variety of corn on behalf of agribusiness giants.
* Unknown (2011), the hero notices that he is being followed but manages to escape his pursuer by boarding a car at the Berlin subway right before the doors close up.
* Unknown (2011), when Professor Cole goes to see Jürgen, Jürgen empties a sachet of cyanide into his tea and drinks it when he realizes that Cole is not all he seems, and to keep Martin safe.
* Unknown Armies. Additionally, high skills usually imply a measure of fame in a particular area, meaning that, for instance, a player with a skill of 55% in Jeet Kune Do would probably be well-known in the martial-arts circuit.
* Unknown Armies adepts, people who can actually perform magic, tend to use the "magick" spelling when referring to what they do. Yet most of them seem to think that the people who believe in the stuff Crowley advocated are stupid. Go figure.
* Unknown Armies alludes to it in the GMs section when explaining how to plot a game, suggesting that GMs throw in another faction "in case you need somebody to come through the door with a gun"
* Unknown Armies: A lot of hardcore members of the Occult Underground end up like this. Some of them are on the run, some are forced to wander around because of their archetype (The Pilgrim, the Masterless Man, possibly also the Flying Woman) and some just have nothing left back in their homes, so they set out seeking knowledge, power, and trouble.
* Unknown Armies. Also the cause of lycanthropy, in a rather complicated and roundabout fashion.
* Unknown Armies. Archetypes can be deposed by other people who walk a similar (but not identical) path to theirs and symbolically demonstrate their superiority to the reigning Archetype. Alternately, if most of humanity stops imagining an Archetype, then that Archetype disappears and whatever mortal held that office is cast down.

The latter doesn't happen often, though; for an Archetype to exist in the first place, it has to be universally ingrained in the collective unconscious of humanity as a "thing," and ideas like that don't disappear easily.
* Unknown Armies: A signature Epideromancer attack. One spell allows the caster to manipulate an area of flesh roughly the size of one's palm. Its most common use in canon is to seal a victim's mouth and nose shut. Have we mentioned it's a horror game? Have we mentioned that Epideromancy is freely available (beyond the craziness and sadism required to get magic power from self-mutilation) to player characters?
* Unknown Armies as The Flying Woman, and Neil Armstrong as The Pilgrim, amongst others.
* Unknown Armies clockwork automata. While most clockworks have the creativity of a particularly stupid dog, automata, the most advanced kind of humanoid clockwork, have an average Soul score of 95 - 40 points higher than the human average. They still have no souls, though, and they can't learn any other school of magic than the one powering them.
* Unknown Armies gives us Entropomancers (chaos mages who get power from taking risks), who are based around re-writing history. Cliomancers, despite being history buffs, can only affect people's PERCEPTION of history, as well as their memories. Of course, this still counts as retcon.
* Unknown Armies has all people who aren't in the Occult Underground being this way. Use of Magick, or Avatar powers, in front of them... well, the core rulebook talks about 'waking a sleeping tiger'. Let's just say it's never, never pretty. But then, not much is in UA, so.
* Unknown Armies has an entire Adept school called Narco-Alchemy, based on applying alchemical practices to drug cooking in order to open one's mind.
* Unknown Armies has the Mother archetype. High-level Avatars of the Mother get huge bonuses in combat when they're either defending a child, or pregnant. The phrase "mama bear" even shows up in the rulebook description of their second Avatar channel.
* Unknown Armies has the Self madness meter, which is meant to address this trope specifically.
* Unknown Armies has the Sleeping Tiger. As the masses cannot deal with magic, any display that is too explicit will likely result in mass hysteria, possibly leading to mass violence, most likely directed towards the mage.
* Unknown Armies have stats — in three versions. In one of these he's ridiculously powerful, but in another he's a baffled regular guy and could be potentially killed. Of course, since his role as Archetype of Karmic Reincarnation is to install the rules of Ascension in every newly created universe, killing him could have very complicated consequences..
* Unknown Armies in an early edition had a spell called Laff Riot, which allowed the user to locally suspend the rules of the game and have everything play out according to situational comedy tropes. No one could die, anything too dangerous wound up a funny pratfall, and so on.
* Unknown Armies is a painfully shy, timid man; the only time other people don't make him nervous is when he's looking at them through his scope from a good distance away.
* Unknown Armies loses all their charges if they spend too much money in one transaction, while an Avatar of the Healer weakens their connection to the archetype if they ignore a cry for help.
* Unknown Armies many different magic styles have ways of getting people to believe anything. An avatar of the Demagogue can convince anyone by talking to them for a while, a cliomancer (history mage) can make a person think they "heard it somewhere before", etc.
* Unknown Armies means new characters are naive, the player can be almost as surprised as their character when they discover something new.
* Unknown Armies mentions that a particular powerful immortal figure has no idea what was up with Jesus, since he was in China around that time.
* Unknown Armies notches where you are more likely to go to pieces. A character so hardened to Violence that they don't bat an eyelash seeing people blown to bits

might be reduced to a quaking pile of nerves by the sight of disturbing magic.
* Unknown Armies. Often referred to in the fandom as TWECHBY - The Woman Everyone Can Have But You.
* Unknown Armies, one of the oldest kinds of magick is Mechanomancy, a magickal school from the industrial era based on making clockwork creatures, from near-perfect replicas of your dead loved ones to bulldozer-tanks that run on human blood to little lunchbox-sized replicators that can eat a scrapyard overnight. Making the bigger stuff has a steep price, though, paid in memory and history - unwary mechanomancers tend to end up even more soulless and machine-like than their creations. There is a workaround: if you can work a historical artifact of singular importance (like John Wilkes Booth's pistol) into your machine, you won't need to give up any memories to make the thing work.
* Unknown Armies, one of the perks of being a higher level Avatar of the Merchant is to allow them to facilitate the exchange of intangible qualities. They can buy your good fortune, sell your youth, or trade histories. The only rule is that the exchange must be must be mutually agreed upon.
* Unknown Armies plays with this trope. Magic is not inherently evil, but it draws peoples whose values are so alien to normal that they can't really be expected to uphold normal human ethics. As a consequence, this trope shows up, but much less than you expect from a modern horror game. When one adept gets power from subverting their sexuality to a porn star, another from having money (not using it, just having it), and a third from collecting (but not studying) old books, you can't expect these people to be terribly sane, can you?
* Unknown Armies takes the notion of Post Modern Magik a step further than this — instead of just finding small, modern innovations in archaic magic, the game makes a point of stating that what is considered to be "traditional" magic is obsolete. Magic-users who practice antiquated forms of occultism are shown to have fairly minor abilities when compared to what the postmodern magicians can bring to bear... until they manage to dig up the right ritual.
* Unknown Armies. The 2nd Edition core book has a chapter on "The Unexplained," which offers up scientific but undiscovered explanations for weird phenomena that show up in pop culture, such as cattle mutilations (caused by a parasite that's unidentified by humanity due to several chance factors), spontaneous human combustion (caused by a rare bacterial infection that gets consumed by the very combustion it caused, leaving no evidence of its presence), and vampires (an Eastern European family with a gene that causes the classic vampire symptoms). Then at the end of the chapter, it gets to Elvis, and the explanation is two words: "He's dead."
* Unknown Armies. There is an NPC whose skepticism is so strong, he has an antimagic aura. Which, in turn, makes any attempt to prove the existence of the Unnatural to him impossible.
* Unknown Armies They're probably the largest, probably the least competent, and probably the most benign secret conspiracy within the setting. Despite this seeming aversion of the dullness of Burger Fool work, the game is pretty clear that not only do you still have to contend with that soul-crushing banality (which costs them conspirators) but also that the conspiracy stuff itself isn't as much fun as it sounds.
* Unknown Armies they're somebody else, at least a little. And gaining recognition as themselves kills their power. One of the quickest ways to gain power is to pretend to be somebody else into a mirror for one hour. Do that every day for years and eventually, you start to buy it...
* Unknown Armies, they still have to deal with some kind of permanent aftereffect, such as stat penalties or the loss of limbs.
* Unknown Armies things; Dipsomancy, one of the more versatile schools of magick, powered by alcoholism; and Pornomancy, the ability to control people and their emotions by performing ritual sex acts copied from a magical porno tape.
* Unknown Armies this is the default state of the Occult Underground. Being composed of very driven, obsessed and, a lot of times, outright insane people, the Underground in most cities is either in constant conflict between the different

cabals, or is just at the tipping point of an all out war.
* Unknown Armies to reflect how shocking and unpleasant real violence is to a normal person, along with several other sources of mental and emotional stress. Unless you get some kind of therapy, you can end up falling into what may as well be PTSD, or so horribly jaded you can easily go overboard with your own violent responses.
* Unknown Armies, wherein a street level rumor claims that if there are ever less than nine truly righteous men left in the world, God will destroy it.
* Unknown Armies, who can pull this off easily and walk away unscathed.
* Unknown Armies works. An Adept's obsession warps their view of the world so much that he can bend reality with his will simply because he is absolutely sure that what he does is possible.
* Unknown how much this applies in the first episode. The process for creating the series monsters has been in use for some time by the villains, but a good scientist was forced to work on it which resulted in the process which creates Kamen Rider 1. Since this scientist dies in the first episode, it's unknown how much knowledge/plans he may have taken to his grave. Given that Kamen Rider 1 and 2 are substantially stronger than any previously created monster and any subsequently created monster, the scientist may have taken the best process to his grave.
* Unknown Island has a fight between a giant ground sloth and a Ceratosaur which looks more like a waltz.
* Unknown Item IdentificationGeneric-labelled items that must be appraised/identified as a separate step before you can actually use them.
* Unknown Lands: Inara shatters Vard's arm and breaks his nose when the trio first approach the champion since she mistakes them as being part of the group of hunters that were just trying to kill her. After she's had them all swear themselves to act as guards for a year in return for her aid one of her more wide range attacks nearly takes off his arm while he's fighting with his back to her with him only being saved because the group's other mage yanked him out of the way.
* Unknown Lands: Inara uses her magic strings to remove the limbs and heads of some men hunting her.
* Unknown Lands (lesbian, demisexual, pansexual, bisexual and poly main characters)
* Unknown Lands: Mischief is the main group's very impressive magical healer, and is also their second most lethal combatant as a powerful mage with an understanding of blood magic. Kai, the other member of the group with medical knowledge cannot magically patch people up in the middle of battle and isn't much of a fighter either, though he does know how to use his knife to kill if he has to.
* Unknown Lands: When his name is questioned Mischief agrees that it's not his real name, and when subsequently asked what his name is replies Mischief.
* Unknown Mortal Orchestra's concept album "Multi-Love" explores the relationship triad consisting of the singer, his wife, and another woman.
* Unknown Movies, often packed with unpleasant imagery and subject matters, then giving a bit of insight about its production history, some background on the people involved in it, then discussing the general themes and ideas behind it and giving his opinion on it... and then brutally murdering someone during the review. Apparently as means to crusade against the masses' awful taste.
* Unknown order the ransom to be stashed in a public locker. Though the police are surveilling the area with cameras, they fail to realize that the locker has no bottom and the ransom fell through into the station's basement where it was picked up.
* Unknown Phenomenon of rooms and decks all jumbled up. The problem sorts itself out and afterwards the crew discover their computers have been scanned and a whole lot of new information downloaded. Janeway believes that the whole affair was an attempt at communication, but the nature and motivations of whoever did this remain a mystery.
* Unknown Pleasures is based on an image of radio waves from pulsar CP 1919, printed on hatch-textured pressboard stock.
* Unknown Relative: Includes when somebody is unaware that a close friend has a twin, often leading to shock or mistaking the one they don't know in sticky

situations.
* Unknown Rival, ambushes and challenges him to a race around his turf, the Red Canyon, for Falcon's machine.
* Unknown Rival faces Roy again in the desert, he's already forgotten everything about him.
* Unknown Rival: One person sees another as a competitor, but the other person either doesn't know that this guy exists or is oblivious of how this guy feels about them.
* Unknown Rival: The hero doesn't acknowledge the villain as an enemy.
* Unknown Rival to Dororo, even though Zoruru's nondescript nature technically made him a better assassin.
* Unknown Rival: Two students competing for the same goal without one of them even aware of the competition.
* Unknown Rival. When Haga and Ryuzaki are about to be disqualified (they weren't invited) Siegfried insists the ref let them stay, as he wore his best suit and doesn't want to waste the trouble. He has a phenomenal winning streak until he loses to Kaiba.
* Unknown. Several men, some of them kidnappers and others, their kidnappers, wake up with no memories and find themselves locked in a warehouse, having all been overcome by an accidentally-released toxic gas. A brief phone call from the kidnappers' accomplices reveals that more thugs will arrive soon, and presumably kill the ones who aren't on their side, but none of the trapped men know if they're the culprits or the victims...
* Unknown Specimen 4's area is constantly covered in thick blue fog throughout the chase.
* Unknown Specimen 5 makes every room redder and redder as they begin to loop, mirroring her actions in
* unknown, terrible wrath at the hands of his undead research partner, whom he buried out in the dunes after he died in an airlock malfunction.
* Unknown to Heralds in most time periods, the spell works by attracting a (previously bound to Heralds) non-sentient air elemental to the subject and then inducing it to possess him or her. Based on the more detailed description, stage one is actually a slightly more focused polygraph, and there's nothing to prove it lacks the same weaknesses. We tend to see the truth spell used against people lying to hide powerful and violent feelings, and the spell tends not to show up in time periods where people who can resist possession are present.
* Unknown to her, Amaka is pregnant when she's held hostage by the baby's father in
* Unleashed: Danny fights with pure aggression when he's let off his leash.
* Unleashed): Danny (played by Jet Li) is entered into such a tournament by the gangster who essentially owns him.
* Unleashed slimes in town, and weaponised his spouse to remove the slimes that spawned inside his house.
* Unleashed was raised like a dog—locked up in a cage and with a leash around his neck. He has no social skills whatsoever other than some basic English language skills.
* unleashes a barrage of kinetic strike projectiles and enhanced fallout nuclear weapons against one of their worlds, far more than the orbiting defences can hope to intercept.
* unleashes an army of mecha-tamas upon the Kuromitsu Inn guests, directed to pursue and explode.
* unleashes on Franz Scorchman, including telling his squire (who rides a donkey) "If superficial resemblances are all it takes, then you sit astride his dam!"
* Unleash the Archers, he stops running and fights her for his freedom.
* Unleash the Archers on her own counterpart and takes that Brittney's place onstage.
* unless a Meth uses a cloned or artificial sleeve, it means they've bought the repossessed sleeve of a convict whose stack has been put on ice for the duration of their imprisonment and couldn't afford the storage costs. Once they're released,

they have to put up with whatever wasted junkie body the government provides. One character discovers that while she was on ice, her body was sold as a spare to an advertising executive who wears it on alternate weekends.
* Unless a really good player uses him to humiliate a weaker player. Nothing says 'pwned' better than
* Unless a small portion of the sand was subconsciously converted into energy to power the spell. Matter energy conversion is shown to be possible through magic later in the series.
* Unless characters who have interacted with each other retain the same present in different times: for example the sisters have to plant the spell before the Chris who has just left them – not the one who only has the potential to be him – meets with the danger.
* ...unless he approaches fast enough, as in, riding a horse at full gallop.
* "Unless it can open doors." Cue raptor learning how to open a door in the very next scene...
* Unless it personally offends one of the ruling oligarchs to the point where he'd rather take it out of your hide even if doing so hurts his profits, whereupon
* Unless it's funny. Like when Peter is suddenly shocked to hear Brian talking... in the middle of a conversation, after having known him for years. Or when Brian goes to visit the farm he was born on:
* Unless it's Russian Draughts, where men attack both forward and back, and kings move much like chess bishops, just like in Polish Draughts (the most commonly played variant worldwide, which in contrast to the Russian variant is played on a 10x10 board, and almost certainly did not originate from Poland).
* Unless it's the one-off about being a good loser or something. If that's the case, then the episode will usually
* Unless it was the Lords from the beginning, if that's the case, then they don't exist anymore.
* Unless, of course, the purpose of Stonehenge was, like the pyramids of Egypt, to be a burial site for people of importance. But where's the fun in that?
* unless once by a badly disguised Sailor Venus trying -and succeeding- to convince them and Kaolinite that Usagi wasn't Sailor Moon. In fact, Uranus seemed rather surprised when Kaolinite said that Usagi was Sailor Moon...).
* unless one of your friends saves their Councillor from assassins sabotage the dispersal, you risk losing a lot of krogan support if the truth comes out.
* Unless the current show ends with the Doctor dying permanently (which will obviously never happen) or
* Unless the DM tells you no and hands you a randomly made character, and yes, this is a suggested way to play. Also, a new six-pack costs a lot and suffers from genetic drift (getting this cleaned up costs even more, and is only legally available at Blue clearance and up).
* Unless the infected in question were the Grendels, who were apparently well aware of their leash.
* Unless the last thing you want to hear before being deprived of your epidermis is "Bored Now".
* Unless the One Shot fires high-explosive shells, there's no reason why an oversized sniper rifle would instantly turn someone's entire upper body into a shower of red mist.
* unless the private citizen to illegally seize the evidence). Similarly, illegally-acquired evidence that would have been found later on anyway during a later, legal search and seizure, would be permitted.
* Unless the projectiles are guided or homing, then they kinda just hit stuff, pretty much regardless.
* Unless the video was a recording that had at some point in the past suffered decay in analog transmission or storage — converting a static-y analog recording to digital is going to perfectly preserve the static. That's no excuse for live transmissions, though.
* Unless they have a mask on, in which case it takes around 60 headshots to kill them.

* Unless they have Human ancestors, the color of the Elves’ hair in The Village in
* Unless they luck into circumstances like Elspeth's (and being a Herald helps), marrying for love isn't a realistic option for most Valdemaran nobility, which is explored in
* Unless they've been in a coma for a decade or two, they'll know who Batman is. But you'd be hard-pressed to find someone outside the hardcore fandom who knows that
* unless you aimed for the eyestalk that do succeed in blowing Daleks apart.
* unless you convince him that doing so is lunacy, he will sacrifice the Rangers to the last man and woman to cover General Oliver's escape from Hoover Dam during the climactic battle—sacrificing fifty Rangers to save thousands of soldiers sent to Vegas on what he considers a fool's errand.
* Unless you count her brief foray into normality (or, at least, her own brand of normality), Jerry Spinelli's
* Unless you don't really care about it, and/or manage to be successful with being gimmicky.
* Unless you figured out to immediately hit the light switch to your left when the ambush begins,
* Unless you find mauve not striking enough, that was not always the case. The first aniline dye
* Unless you intentionally create a landlocked map, you'll usually wind up making at least a few of the seagoing version. A well-equipped one will include at least one Settlers unit and at least one military unit to protect the new settlement, plus possibly a Scout to search out premium sites for founding cities and additional Settlers or Engineers earmarked for improving infrastructure.
* Unless you keep summoning them, in which case they very quickly run out of banishing spells. Alternatively the top level summons such as
* Unless you live in the US, Canada, the UK, Germany, Spain, Italy, India, Japan, Australia or Singapore, you're stuck using the global version of Amazon
* Unless you load it with more than one brand of ammunition, kill someone then toss it in a river with the empties still in the cylinder. A murder where a person was shot with different brands of .22 bullets was solved years later when a person wading stepped on a revolver. When the gun was examined by police it was found to be loaded with several brands of .22 rimfire, with fired shells matching the bullets removed from the victim. The gun was traced back to its owner - and a report of it being stolen. The thief had been caught with other stolen items, but not the pistol. Had he the presence of mind to empty the cylinder and toss the rounds elsewhere, he'd have gotten away with murder.
* ... Unless you lose to Hoggmeiser during the fourth stage, which results in the episode's Bad Ending where Laharl is forced to become an idol; he only agreed to the deal because he fully expects to turn back into a guy soon anyway and thus null the contract, but he winds up remaining a girl for longer than expected... Probably forever.
* Unless you plan to get every item, master every spell, and go through the extra game modes.
* Unless you're an '80s kid, in which case you might recognize it as the opening tune to
* Unless you're a pretty major film buff, chances are pretty good that you've heard of
* Unless you're into Brazilian dance music, the whole genre of Brazilian samba is probably covered up by Bellini's "Samba de Janeiro"/"Samba do Brasil" for you.
* Unless you're not in the UK. It recycles the opening theme for the ending theme in overseas broadcasts (at least in Australia it does).
* Unless you're talking to an actual Constitutional Law scholar, odds are that most people who talk about the Constitution and what different Amendments mean in different contexts have not actually read the entire document or can tell you what all the different Amendments are. This is also true for many European constitutions; you'd be lucky to find an average person on a German street who

knows at least 3 articles on the
* Unless you're the Void Engineers, of course, in which case it's the result of the Engineers finding an alien ship somewhere in the Deep Universe and
* Unless you're using the shotgun at close range, or the sniper rifle, speaking of which, score 15 headshots with the snipe rifle and you're rewarded with the 'Melonpopper' Trophy. Or you can simply aim for their
* Unless you scan for items, since such trap rooms tend to have abundance of loot.
* Unless you see Stellar and Shinn's bond as romantic. Then, they get the raw-est part of the deal. Not helped by how Stellar's last words are "Shinn... I love you". If they don't count, is there a sort-of trope that is an equal of "Star Crossed Lovers", but with friends and family?
* unless you want to stretch it a bit counts, as he's looking to make himself a better person after being forced to betray Cecil twice during the game.
* Unless you were doing it before it became mundane (for instance Jake "The Snake" Roberts,
* Unlicensed Game), complete with being commanded by a Skynet stand-in.
* unlicensed multicarts, and pirated versions of games), and games that don't infringe on people's copyrights (e.g. Color Dreams, Open Corp., American Video Entertainment, and Idea-Tek).
* Unlife Is Unfair, a character caught by a zombie pretends to be a zombie herself and overdoes the charm a bit, ending up being stalked by the zombie for different reasons now.
* Unlike a crapton of other characters in the universe (including Betty Brant), J. Jonah Jameson in
* Unlike a few incidents (mostly caused by the godmodder blocking prophecies) this one has a fairly low chance of working, but its there nonetheless.
* Unlike all other beings (including humans), Quincies have no resistance to Hollows. While Shinigami and Humans can undergo Hollowfication, Hollowfication instead kills Quincies and destroys their souls. At best, a Hollow attack can have a permanent impact on the power level of a Quincy and his future descendents. Quincies therefore hunt Hollows as a matter of survival. Urahara uses this weakness against the Quincies who stole captain Bankais to restore the Bankais to their rightful owners. Even a tiny amount of Hollow energy can poison a Quincy's soul.
* Unlike a lot of artists here who were denied Hot 100 placements of their big hits due to an unintended consequence of
* Unlike any other game and place in the series, where they are usually high-end enemies, the dragons in Garrotte Gorge are friendly to you (and you can even
* Unlike both Inuyasha and Kouga's groups, he and Jaken continue on as nomads at the end of the story, although his ward Rin settles down with Inuyasha's group.
* unlike - do take over their hosts entirely instead of there being a merging... despite this, it's still portrayed as a desirable thing.
* Unlike Finral's Spatial Magic which is used to form portals and teleport targets, Langris' offensive Spatial Magic teleports targets out of existence.
* Unlike Gary Dubin and Liz "Louise" English, there's very little information about Dean Clark (voice of Berlioz). Since the film's release, he never returned to acting and completely vanished off the face of the earth.
* Unlike genuine sports where the kids think wrestling is only about the stories ("W.T.F.").
* Unlike her comic counterpart, Jessica Jones in the Netflix' TV show
* Unlike her comics counterpart, Laura is much more prone to this trope in
* Unlike her movie version, Buffy has long since put this personality behind her — but we do get a brief glimpse of it in the flashback to when Angel first sees her.
* Unlike his book counterpart, Prince Viserys Targaryen (who later became King Viserys II) disappeared during the Dance of the Dragons as his ship fled to the Free Cities.
* unlike his comic book counterpart, which gives him something of a slasher movie villain vibe.
* Unlike his historical counterpart (who, as far as anyone can tell, only sported

wicked sideburns), Junot in Tetsuya Hasegawa's
* Unlike if the ritual was performed. Otherwise he's just a normal boy.
* Unlike in canon, Kurenai returns to active duty after her daughter Mirai is born.
* Unlike in the anime, Lt. Surge doesn't get his jollies from "beating up babies", bringing him more in line with his in-game portrayal.
* Unlike in the books among her group, presumably to contrast Aslan, the Jesus Lion.
* Unlike in the books, Cersei genuinely loved her mother and was saddened by her
* Unlike in the comics, the movie's Gatling gun defaults over the right shoulder. However, it is mounted on a flexible arm which is then mounted on a sliding rail, enabling it to shoot in any direction, including behind him while flying.
* Unlike in the English versions, whenever a character is unlocked or otherwise introduced in the Japanese version of both versions of
* Unlike in the film, where Ariel found it in a sunken ship, the fork that Scuttle calls a "dinglehopper" is thrown overboard from Eric's ship
* Unlike in the movies, this can happen if you crash through a glass window and high speed (such as on a motorcycle) as hundred of razor-sharp shards of glass slice through your flesh.
* Unlike in the original, none of the character's ages are given initially. It's presumed that the characters are anywhere from 10-12 at the start. This is made more confusing because in Chapter 700 of
* Unlike in the previous game, falling to a bottomless pit due to failing a platforming segment will bring the player back to the nearest platform instead of killing them. It does take away some health every time you do this, however, so falling into enough pits
* Unlike in the series, the Curse of the Dark One cannot be broken by True Love's kiss.
* unlike Kaoru, believes you can accomplish almost anything if you try hard enough), says that grades are important, since you're a student first and an athlete second.
* Unlikely Eden all Coalition soldiers are engineered to be one of four castes. Visibly they are indistinguishable, but their abilities are all specialized for their combat roles. This governs everything from authority to the acceptable formation of friendships. The main characters are somewhat unusual for their cross-caste friendship.
* Unlikely Eden is a weekly-updated web serial told from the alternating points of view of two 10-year-old girls. The story begins with the destruction of the girls' home, which forces them to escape into the surrounding area. They immediately run afoul of the residents of a small outpost and, through fortunate coincidence, encounter a crotchety old trucker and his teenage ward, who become their only friends besides each other. Throughout the course of the story, they gradually begin to learn the complicated sequence of events that led to the destruction of their home. From prophecies to roller skates to robot teddy bears, there's never a dull moment.
* Unlikely Hero despite lacking a glove and the ability to throw a baseball properly.
* Unlikely Hero: Nobody really expects them to rise up to the challenge of saving the day.
* Unlike Manticore with its different peer ranks, all Grayson Steadholders have the same official rank. They also have significantely more authority over their Steadings than even the highest Manticoran nobles, being effectively Kings complete with the right of High, Middle, and Low Justice. This is slowly changing thanks to the Mayhew Restoration, which reinforces the authority of the Protector (basically,
* Unlike many Caligulas, however, Zephiel is ruthlessly competent. It's just a shame that his goal is the subjugation of humanity by dragons.
* Unlike many examples of this trope, though, it was planned from the start. The story revolves around prophesies of
* Unlike many fighters in MMA, UFC light heavyweight Quinton 'Rampage' Jackson

always makes it clear that he's purely in it for the money, much to the confusion/amusement of most interviewers.
* Unlike many Megaten protagonists, however, Serph completely averts this trope in the novel adaptation
* Unlike many of today's tightly-scripted and -edited cooking programs, the original nationally-recognized cooking program,
* Unlike many practitioners of the Indy Ploy, Skitter, protagonist of
* Unlike many RPGs, your character’s race and backstory actually has an impact on the plot and how other characters interact with you. For example, a Watcher from Old Valia can get angry with people badmouthing the region or display knowledge about it when it’s brought up in conversation.
* Unlike Marvel, who were at least willing to listen to fan feedback,
* unlike most characters, is the same in both the Japanese and English versions of the games) is a reference to Apollo 11, the first manned spacecraft to land on the moon.
* unlike most depictions of fantasy elves. Unlike many caste systems, a Path is not a permanent choice. Most Eldar will change Path multiple times in their lives, moving on once they feel they have sufficiently mastered their current path. Some Eldar do get stuck on a Path, unable to put it aside and focusing on it to the exclusion of all else. While such Eldar are naturally very skilled at their chosen Path, getting stuck like this is very dangerous since the obsession with their Path goes against the controlled lives of other Eldar.
* Unlike most examples, Matsuda is actually in another room, watching via surveillance (but he had contacted them moments ago), so it's somewhat natural that they'd forget about him for a moment. Also, this is arguably the kind of thing L would do deliberately.
* . Unlike most examples, Naruto is the one who determines if the looping ends because he started it with a wish that "We could all go back and do things right".
* Unlike most examples of stereotypical English dialects, you won't find much terms
* Unlike most examples on this page, Mallory often makes vocally racist remarks (though usually towards Mexicans and other immigrants), which makes this even
* Unlike most examples on this page, the two cavemen-like Ugga Bugas in
* Unlike most examples, this wasn't caused by failing to detect a collision, but rather a flaw in the
* Unlike most examples, though, it's been stated that the Covenant races
* Unlike most, he quickly realized what he was doing, and is now walking the fine line between this and
* Unlike most Infinity Plus equipment, the armor and swords don't come on the verge of the final fight, but the player is given a goodly chunk of story and action to make the most of them.
* Unlike most musicians, Fogerty no longer had the publishing rights to his CCR songs; he had surrendered those and all future royalties to get out of his contract with Fantasy Records. With the departure of head Saul Zaentz from the company, the two sides later reconciled.
* Unlike most of Dr. Gero's creations, #17 and #18 are cyborgs, not androids.
* Unlike most of the military-clothed Sternritters, Robert wears a smart suit and coat. His encounter left Kyouraku quite badly injured whereas he got off with barely a scratch.
* Unlike most of the other third games, which are generally seen as improvements over the originals and are the "canon" versions,
* Unlike most of the Progress Tokens, which have cool and unique effects, all Philosophy does is sit around and be worth 7 Victory Points at the end of the game. However, that is a pretty decent amount, and unlike the more situational tokens, it has an effect that is useful in most games (i.e. whenever you're not going all-in on an
* Unlike most of the world, Ironwood knows about Salem; he knows about the Relics and the Maidens, and the threat that's facing the world. He knows who was behind the fall of Beacon Academy, and he knows the other three Academies are in danger.

However, his decision to cut off Dust trade with the rest of the world to cut off supply to the villains drives Jacques up the wall, given that it cuts into his business profits. Ironwood has obtained intel that Haven is the next target, and he doesn't trust Haven's headmaster to deal with the matter properly. He's also still angry over Beacon's fall, feeling Ozpin never listened to his advice. He therefore decides to seal up Atlas, preventing anyone from coming or going and implies he'll take control of the entire kingdom if he has to. Jacques points out this is extreme, echoing Glynda's earlier observation that Ironwood struggles to trust people.

* Unlike most other examples, the books actually do address the issues of coriolis and its
* Unlike most other tanks, the T-34 was also built to operate well in winter conditions - its diesel engine could start easily and keep running in such freezing conditions (diesel fuel has a lower freezing point than petrol/gasoline which the German tanks ran on) and cold even nullified defects in radiators that earlier tanks suffered from in summer, and its wider tracks were like snowshoes, allowing it to race across ground that German tanks couldn't hope to cross (the German tanks had narrower tracks meaning they bogged down in mud and snow, and outfitting them with "snowshoes" just didn't work).
* Unlike most products made with flour, Passover matzah never spoils (as long as it stays dry) because even mold spores won't eat it. Likewise, hardtack or sea biscuit. It'll keep forever as long as it's kept dry, but calling it bland is being very charitable.
* Unlike most professional wrestlers, Seleziya Sparx had no prior athletic background. She didn't identify with any group growing up and continued to struggle to make friends in her chosen profession, though she found a group very eager to bring her into
* Unlike most samples, it's not really done as a joke, but it's a continual chain of
* Unlike most Starter Villains, it turns out that Victor Sells was connected with the series'
* Unlike most unicorns, Littlepip does not have a unique spell related to her Cutie Mark. All she has is the same basic telekinesis spell that every unicorn has. But in a world where no one has hands, basic telekinesis is pretty useful. She starts with the ability to use it to hold lockpicks, quickly learns how to fire guns with it, and even trains it to be strong enough to lift extremely heavy objects such as train cars.
* Unlike most volcanic worlds, Kratzar — which is actually just a planet in its primordial state and not suffering from a cataclysm — is entirely covered in lava, save for a few islands. These islands are used as mining sites by both Mustafarian colonists and Valkoran forces, but are often infested with giant lava snakes that sometimes pop out of the mining siphons.
* Unlike other Action Survivors, he was however intentionally climbing the Tower.
* Unlike other beings and even other lamas, tulkus, in Buddhism, are able to choose the form of their reincarnation.
* Unlike other chapters, the Space Wolves group their newest members into fully-armored Blood Claw and Sky Claw packs (equivalent to the Assault Bikes or jetpack-wearing Assault Marines respectively), headstrong young glory hounds seeking to distinguish themselves and earn promotion. Their scout equivalents are actually older, more experienced warriors. This also continues all the way through their career; Space Wolf packs are set in stone at the Bloodclaw stage and they can never replace lost squad members. This is why Bloodclaws usually number 15-20, Grey Hunters (the next step) having from 10-5, and the eldest Longfangs having just barely 5 man squads; centuries of war prune the weaker members of the pack, leaving only the exceptionally strong. Lone Wolves are those who lost their entire pack to a random disaster, and have gone insane from the experience (and, along with Wolf Guards, are the only exceptions) and isolation, and are
* Unlike other companies, IKEA makes it a point to not relabel their products for foreign markets, no matter how stupid they sound in the local language. It's still

backfired, though: IKEA got in trouble when it advertised its "Gutvik" brand bunk beds in Germany — because while "Gutvik" is the name of a town in Sweden, it's an explicit sexual reference in German, albeit a grammatically wrong one. It sounds a lot like the expression "guter Fick," meaning "good fuck" or "good lay."
* Unlike other contemporary sitcoms, it did not have a laugh track. Most, if not all, sitcoms at this time had a laugh track, and while
* Unlike other examples there actually was rehabilitation as there were crystals placed around convicts heads that gradually reduced their criminal tendencies.
* Unlike other fantasy genre magic who is filled with shooting lightning from your hands, and casting spells with wands, Magick in the
* Unlike other gems, shapeshifting can change Steven's voice. He's changed his age several times, which made him sound older or younger. (Note that regular gems
* Unlike other Lycans, William is an albino and has the most wolfish appearance. He can also spread the Lycan virus with his claws. This strain of the virus is so potent it can even turn the dead. These first-generation werewolves are mindless beasts with a wolfish appearance. Second-generation werewolves (the ones properly called Lycans) are the ones that are more civilized and can engage in
* Unlike other natural disasters, tornadoes can cut a path through a town while leaving the surrounding area untouched. This leads to something that looks like a post-apocalyptic wasteland next to a perfectly normal area.
* Unlike other stories involving this trope, Twilight didn't ignore the abuse that was dished out by Starlight's former caretakers.
* Unlike other surfaces, it's physically impossible for Link to climb Sheikah surfaces. This rule is probably present as not to make the shrines too easy to cheat with.
* Unlike other women's promotions at the time, which usually didn't feature male talent, Mildred Burke's WWWA reversed the standard gender dynamics of four\five male title belts and 1\2 female titles, having five women's divisions and two male divisions, albeit, midget male divisions.
* Unlike Palpatine in canon, Plagueis decides that leaving the Trade Federation leadership alive after the blockade of Naboo, when they might reveal their connection to the Sith, is too risky. So he arranges to have Nute Gunray and Rune Haako assassinated as they're brought in to stand trial (Haako survives, though he does end up in a coma for years).
* Unlike past games, you can now save anywhere so long as you can open up the Burroughs menu.
* Unlike Ramsay or Harrald, Smalljon Umber dies in the thick of battle.
* Unlike reality, Robert Bork's nomination for the Supreme Court is confirmed, and he ends up as Chief Justice.
* Unlike Rikidozan, Killer Kim came to the USA in the 1980s, so he was allowed to still be a Korean when he was given the evil foreigner gimmick.
* Unlike said episode, the Doctor doesn't win personhood, as the official in the case isn't prepared to grant the status to beings who possesses no actual physical form. However, he IS granted the status of "Artist" and given full creative rights. The ending also implies that the story has sown the seeds of rebellion among other holographic lifeforms.
* Unlike, say, the Brooklyn Bridge with its raised promenade, the Manhattan-NJ tunnels are not pedestrian-friendly.
* Unlike Space Marines, who are only ever grafted into Dreadnoughts in order to save their lives,
* Unlike Straight Pool, where the winner needs to pocket 150 balls, or Eight Ball, where the 8 can only be pocketed after several other balls have been pocketed (sinking the 8 before that point results in a loss instead of a win), in Nine Ball, only the 9 ball itself truly matters. It's entirely possible for one player to sink most or all of the other balls, miss one shot, see the other player pocket the 9 (directly if it's the only non-cue ball left on the table, or with a combination shot if it isn't), and lose.
* Unlike the above example, the Japanese Blu-Ray release includes both dubs.
* Unlike the book it is based on, Cornel Wilde’s 1970 adaptation of the Sam

Yourd novel
* Unlike the comics, Nolan is never captured and enslaved by the Flaxans, as he entered their dimension willingly and he tears them and their world apart singlehandedly.
* Unlike the first and third games, where she was replaced by Cat O'Conner and
* Unlike the five preceding videos, the sixth video's Teacher is almost immediately revealed to be malicious and ignorant, and as such, the Lamp's voice is quite slurred in order to immediately convey his incompetence.
* Unlike the games, the protagonist (Ash) is given a clear age of ten years old, however, the Pokémon themselves are a mystery. Meowth is apparently an adult but everyone else is up in the air. Do Pokémon age when they evolve? If a baby Pokémon never evolves are they always considered a child? Is Donphan a
* Unlike their book counterparts, the TV Unsullied all wear identical spiked helms with face plates which leave only their eyes exposed and make a rare light-grey morality version under Daenerys' command. Their commander Grey Worm is established as a character the moment he removes his. In Seasons 4 and 5, we do see plenty of Unsullied without their helmets, though.
* Unlike their predecessors, the Praetorians, the Varangian Guards were very loyal and well trusted precisely because they were foreigners (and thusly not mixed up in local politics).
* Unlike the Lois & Clark situation, Carol's rejection wasn't that she didn't want to be with Hal Jordan. It was because she was his employer and it would have been a conflict of interest. Hal could have simply found another job (he eventually went through a ton of them).
* Unlike the main-series games with secrets, the OG games often assume a
* Unlike the Mets, who at least play in their own stadium, and whose up-and-down tendencies gave them two championship rings and a host of signature players and moments to look back on, the Clippers have spent most of their history completely in the dumps while sharing the Staples Center with the Lakers since 1999, and even in their best years, they've never made it to the Western Conference Finals, infamously blowing two 3-1 leads in the conference semifinals in the last five years.
* Unlike the moons of the other planets (named for the associates of the gods in
* Unlike the more famous Supreme Chancellor Palpatine Blotus was a benevolent ruler whose economic reforms and actions led to prosperity and had a term of over two hundred years and even thousands of years later is known as one of the greatest to hold the office.
* Unlike the old expanded universe, Imperial military service is open to all humans, regardless of gender. One of the most popular new-canon Imperials is Grand Admiral Rae Sloane, a black woman.
* Unlike the original version, it is easy to get over $10,000 in the first round, meaning that hitting "Add-A-One" would add $100,000 to your score.
* Unlike the others, Super Saiyan 3 (the most powerful form, excluding
* Unlike the others, Topher joins the game in "Brunch of Disgustingness" after interning for Chris.
* Unlike the other Titans, we never learn her fate, as she isn't among the bodies shown during the Paradooms' attack on the Tower, yet unlike Robin, Superboy, and Raven, she also doesn't appear after it.
* Unlike the other two games, were each campaign is set in its own timeline, all four of the campaigns in
* Unlike the rest of his male comrades who are enthralled with the extravagance that the taxpayers' money give to the Midland aristocratic-held ball, Guts from
* Unlike the statue/mirror portal, the magic portals opening up do not change people, leading to more canon possibilities for human-pony interactions.
* Unlike the vast majority of dragons, the Dragonets of Destiny do not fear other tribes, because they were trapped together in a situation where their only comfort was each other. This lack of xenophobia gives them the courage to travel the world and talk to
* Unlike the zombies, which are always recently possessed, and so the demon inside

still has enough power to cast basic buffs (rage demon)/ debuffs (hunger/sloth demon), the skeletons lack the magical power to do anything but attack in melee or at range with whichever weapons their hosts used to have in life. However, they compensate for that through using that weapon's class abilities - whether learning them on their own, or somehow assessing that from the host's (muscle?) memory.
* Unlike tradition, Batman and Superman swapped stances on the League and teaming-up, meaning this version of Superman initially refused to get involved in the Justice League when it was started and had to be convinced to team-up with Batman, whereas he's usually the one of the two to be more open to both ideas.
* Unlike Valentine, who refuses to abide by the cliches of classic Tuxedo and Martini
* Unlike VIKI's face, Lanning's recording is two-dimensional, although it appears volumetric from the front.
* Unlike virtually every other Precure before her, Tsubomi Hanasaki, alias Cure Blossom, of
* Unlike virtually every other Wiki, which semi-frequently promotes new administrators and desysops those who have not edited in a while (usually a year, as is the case on
* Unlike what the name would suggest, Inferno transforms into a firetruck and
* "Unlike what you may read in detective stories, the butler is an unlikely suspect in any murder investigation of this sort."
* "unlike you, I'm not a cop killer." But he's not above leaving them both guns so they'll kill each other
* Unlimited Adventures, so making mods is the whole point, but some people have figured out ways to create "hacks" which give the designer possibilities far beyond these offered in the program (editing items, for example.)
* Unlimited and manage to not backstab them, possibly because they don’t want Darkseid to win.
* Unlimited Blade Works is Shirou's "Just because you're correct doesn't mean you're right!", which in context is probably supposed to mean "just because you've got your facts correct doesn't mean your conclusions are right".
* Unlimited Blade Works puts Rin in the expository role, while Fate mostly splits it between the two (Kotomine for history, and Rin for the technical side of magic).
* Unlimited Blade Works route, Caster capture Shirou's Servant, Saber by force, then tortured her. And knowing Caster from Fate route, you know she is
* Unlimited Blade Works while replacing the scene itself, making it seem as if Rin turned into a complete bitch for no reason for a single scene and then reverted; among other problems.
* Unlimited Fafnir, as summoning these weapons costs him some of his memories.
* Unlimited Fafnir, Atlantis was under attack from a being that could shut down electronic technology, so they carved the binary of their civilization's administrative program into stone tablets in an attempt to salvage their technology. In modern times, NIFL managed to recover these tablets and reproduce a lesser version of the program.
* Unlimited Fafnir. But the way she describes it, it makes him sound like a pervert trying to rip her clothing off, which doesn't help his situation any.
* Unlimited Fafnir: Dragons are powerful alien beings, although many of them still look remotely reptilian.
* Unlimited Fafnir. Fortunately he doesn't need to do it after they manage to find a way to defeat the dragon attacking the school in episode 3.
* Unlimited Fafnir shown during episode 4. When she sees him again, a few months or years later, she immediately declares herself to be his wife.
* Unlimited Fafnir, Tear does this to Yuu after seeing him at the school.
* Unlimited Fafnir. The camera occasionally focuses on her hands, or she'll look at them when saying that she'll kill Iris too if she has to. Fortunately, he stops her from having to do that, while also helping them to defeat the dragon attacking the school and coming for Iris.
* Unlimited Fafnir, the dragons that attacked humanity are huge, standing several hundred feet/meters tall.

* Unlimited Fafnir who wants Yuu, the main hero, to join in on her escapades in peeking at the girls while they're having a physical exam. Made more hilarious because she looks like a ten year old girl, and she is usually kept in check by her assistant Micah.
* Unlimited in order to woo the Flash, who simply thought she had legitimately reformed. After finding out that Flash had a date with reporter Linda Park, Giganta gave up the charade and tried to kill them both.
* Unlimited of the Batplane racing to intercept a Nuke over the ocean — all in low-grade CG.
* Unlimited Potential, Taylor thinks that her Quirk is just being a robotics Tinker - until a fight while she's wearing her armor allows her to discover she can expand her fighting repertoire by defeating other capes.
* Unlimited's "destiny" to kill Wally, which started back in "A Better World" and was repeatedly referenced during the Cadmus Arc.
* unlimited shapeshifter and gets quite a bit of mileage out of his breath weapon during the battle on the Plains of Death.
* unloads a whole blast from a blunderbuss straight into the Predator's chest and even tries to load the weapon to continue the fight. And all this when Batman told him to stay away from the fight. Truly a loyal butler, no matter what.
* Unlocked that faded away when one listens to the verses as opposed to just the chorus (and this is a novel aimed at conservative Christians).
* Unlocking infinite ammo requires players to beat the game on No Escape Mode, the game's hardest difficulty. Doing so means you'll probably have no need for infinite ammo in the first place. Not helping is the fact that you're allowed to use the aforementioned infinite Rocket Launcer on this mode if you managed to obtain it beforehand, practically making this an even bigger example.
* Unlocking the Intrigue outfit (by levelling all three of the Intrigue category's skills to at least 25) in
* Unlocking the Talent: A character has a skill that they never use and have to learn to use it to their advantage.
* Unloved. When Jimmy gets married, his parents disapprove of him marrying a woman with three kids, calling her "a tramp" and "trash." They're proven right when four years later, the wife divorces Jimmy, leaving town with her kids and his money, more proof of how awful Jimmy's life is and how no one cares for him.
* Unlucky Childhood Friend no matter how much one of them would want it to.
* Unlucky Childhood Friend (other than Ranma), namely Tsubasa and Konatsu.
* unlucky-numbered caster shells. While firing two is survivable (though not recommended), a third shot is likely to kill the shooter as much as it is the target. Naturally, Gene fires all of them in the final battle and survives.
* Un Lun Dun, Deeba's army of rebels starts with the... extreme shoppers, and works its way up from there.
* Un Lun Dun is absolutely full of these — not surprising, since the title of the book is "Un-London".
* Un Lun Dun is set in a city where lost objects from London go. Other cities have their own Super Sargasso Seas.
* Un Lun Dun. Notable in that there seem to be many different ways to get to and from there (turning a handle, climbing a bookcase, crossing a bridge), and that due to it being fairly easy as long as you know roughly what to do, problems from one world can cross to the other if the wrong people are involved. Needless to say, in the story, they are.
* Un Lun Dun. Then her friend Deeba—the completely normal, non-prophesied high schooler—must save the city instead.
* Un Lun Dun. The protagonist consults a book of prophecy, discovers that she's supposed to follow a bunch of clues that work this way, and insists on skipping immediately to the end of the list.
* Un Lun Dun this trope. At the end of the book, the protagonist Deeba is told that she has to return permanently to her home in mundane London because travel between London and UnLondon is too difficult to allow her to return. Her response is to burst into laughter, systematically list all the people in the book who've traveled

back and forth between the two along with how easy it was for them to do so, and say, "Of course I'll come back!"
* Un Lun Dun when Deeba first fires the unGun she falls over because of the recoil. She gets better at firing it later on, though.
* UNLV (University of Nevada, Las Vegas-founded in 1957) is larger and more famous than the original University of Nevada in Reno (founded in 1874). Although the latter's official name is now "University of Nevada, Reno" they've taken to billing themselves as "Nevada" in athletics and other events to emphasize that they were first (though the state of Nevada recognizes both campuses as flagship schools).
* unmagic mage, but he's certainly no longer sane and has become very inhuman.
* Unmanly Secret: A man hides his love of something stereotypically not masculine.
* unmanned blow them to bits if they go off course. So any rocket malfunction which doesn't make the rocket explode... gets the rocket blown up.
* Unmasked first rather than them and utterly refused to have their massive injuries treated until they were sure that their leader would live.
* Unmasked Part 25 implies this trope), several snarky comments are made throughout regarding the probability of another sequel.
* Unmasked, which is considered pretty definitive. Gin was later confirmed as dead in the Germany Interview.
* unmasks himself and charges them with a spear. Zhao throws him off the ship without missing a beat and calmly continues talking.
* un-move [mountains]", including denying that a barn obstructing his view exists... and it instantly doesn't.
* Unmoving Plaid handle moving plaid, but kept the look as an homage to the original, and even undertook the difficult task of incorporating it into the 3D games, since it was so iconic of Stan that it simply didn't look like Stan if it moved around.
* un-named befriends a much, much older man whom he calls Sensei, as well as Sensei's wife.
* unnamed fawn/chamois that's been the company's mascot since the 1960s. Later commericals featured the fawn wearning shades and a bowtie.
* Unnamed fictional counterparts to Premiership teams have appeared a number of times in UK drama.
* Unnamed Hero that are far too powerful for him to deal with via any means but outwitting them.
* unnamed in-show, but her father eventually has the name "Doug" used by the credits and the title of the episode "Doug Out". Connie's mother's name, Priyanka, has only been used by the show's staff.
* Unnatural Acts, a villain threatens to smash a jar containing a highly-volatile captive soul unless the heroes back off. When another character jumps the villain from behind, the jar falls and Dan dives to intercept it, letting it land safely on his own body rather than the concrete floor.
* Unnatural Acts people he can think of - the IRS - to take down the Smile Syndicate. This, from a zombie who regularly questions vampires, werewolves, demons and necromancers.
* unnatural causes (violence, suicide, accidents, etc.) would end up pinning the average lifespan of a real life Ageless at around 2,000 years. Of course, that's not taking into account behavioral and technological changes that would go along with such a long lifespan.
* Unnatural Death, Bunter shadows the (female) suspect all the way to a major London railway station, where he sees her enter the ladies' room. He waits at the door... and waits... and waits. The suspect, thinking she might be trailed, had earlier that day checked a suitcase containing a black cloth coat and a black felt hat; she put these on, re-packing the case with her fur coat and red straw hat. (Remember, women's hats in those days frequently concealed most of the face.) Hence, Bunter was looking for an empty-handed woman in a fur coat and a red straw hat; he never noticed the woman in the black cloth coat and hat carrying a suitcase.
* Unnatural Death explains that when they lost their money, Mr. Stephen was thrown

over by his rich fiancee.
* Unnatural Death, Wimsey opines that to be successful, a crime mustn't even be suspected. The moment a crime is suspected, it's a failure.
* Unnatural features ravenous genetically-altered polar bears besieging Arctic residents. And they are VERY bad news.
* Unnatural History, after mentioning that he goes commando, the camera is very sure to follow Henry's bum as he walks upstairs.
* Unnatural History begins with the characters facing imminent danger at an unknown location, then goes back showing how they got into the situation.
* Unnatural History ended with the cast in the Mongolian desert, when they hear a strange noise. Jasper and Maggie wonder what the noise was, and Henry suggests the area is "more than just dust and bones".
* Unnatural History, Henry Griffin, lived in pretty much everywhere on Earth except in urban society, which is where the show takes place.
* Unnatural History occasionally bases its episodes on history like Sputnik, the Pony Express, and the history of Vikings in America. Unfortunately, the line between fact and fiction gets a bit murky (most likely to encourage kids and teens to do some research themselves).
* Unnatural Issue had gone in for would sicken even a (sane) Earth Master inured to the filth and pain of London's slums. The Air Master in the squad follows her a minute later to do the same.
* Unnatural Issue, Richard Whitestone's secret library and Work Room is concealed by a bookcase in his bedroom.
* Unnatural Issue, Richard Whitestone's wife dies giving birth to Suzanne. Richard immediately blames Suzanne:
* Unnatural Issue well, refuses to set eyes on his daughter, and turns to necromancy.
* unnaturally quiet. This comes in quite handy in bogs, rain forests, etc., but applies everywhere.
* "Unnatural Selection" and its sequel "Criminal Nature" take place at an indeterminate point in the near future when genetic engineering of children, resulting in
* Unnatural Selection, Dr. Pulaski wants permission to study a child in a shuttlecraft, breaking a quarantine and presenting a risk to herself, but not to the rest of the ship, which was Captain Picard's main concern.
* Unnatural Selection from the remaining player, who only had a full house.
* Unnatural Selection": The crew lands on a planet and realizes its surface is made entirely of Replicators.
* Unnatural Selection, where Penn laments that she's struggling to make everything she has to say about her project fit the required 50-page limit, so she's contemplating cutting some parts. Likol tells her to submit the paper unabridged anyway, because in the long run, having her name on an incomplete paper would be worse than being failed on a technicality by one examiner (and that's assuming they're enough of a jerk to do that in the first place).
* Unnatural Selection, where Rokolo's Chief chose to switch from male to female.
* Unnatural, the giant killer polar bear is finally killed with a large ice drill, which one of the last surviving characters mounted on the front of a snowmobile.
* Unnecessarily Creepy Robot: A robot that looks scary when it shouldn't have to.
* Unnecessarily Creepy Robot: A robot who's scary-looking but doesn't need to be.
* Unnecessarily Large Vessel: A ship is way bigger than it needs to be.
* Unnecessarily Large Vessel larger than it needs to be, often for ostentatious purposes.
* Unnecessarily Large Vessel refers to the ship itself being bigger than it needs to be.
* Unnecessarily sesquipedalian verbiage: "Due to the fact that" sounds high-falutin' and fancy, but just say "because".
* Unnecessary Combat Roll, when upset at Pinkie she starts yelling that they need to stay quiet. Of course, her shouting eventually gets them noticed.
* Unnecessary Makeover: Fans mostly prefer a certain character before the makeover

made them less attractive.
* Unnecessary Roughness in NHL history, Colorado Avalanche forward Steve Moore's career was cut short in 2004 when he was sucker-punched from behind by Vancouver Canucks forward Todd Bertuzzi during a game, which broke three vertebrae in his neck (though, fortunately, he was not paralyzed as a result), left him with a serious concussion, and caused him to suffer several other injuries during the fight that broke out when his teammates rushed to his defense. Despite attempts to stage a comeback the following year, he continued to suffer concussion-like symptoms and was never medically cleared to play again.
* Unnecessary Roughness, the English and Scottish game is far from free of the stain, one which goes right up to international level.
* unnecessary shouting, but still occasionally snaps and yells with little provocation.
* unnecessary violence. It can come as a great surprise when a known Angel of Flowers suddenly, with absolute surety, goes for the throat.
* Unnervingly Heartwarming: An outwardly heartwarming moment made deliberately unsettling or even horrific through undermining elements.
* Unnervingly Heartwarming: A superficially sweet moment made deliberately unsettling or even horrifying.
* Unnervingly, this has repeated numerous times on this world, and it is confirmed in-universe that this is the (so-far) inevitable result of a world producing ever more powerful wizards: Eventually, the strongest wizards develop a god complex... and decide that the world only needs one god.
* Unobtainium." This is based on an old engineer joke wherein an otherwise perfectly good design turns out to require some material whose tensile strength, melting point, or whatever is higher than that of any known substance, and the spec therefore calls for "Unobtainium."
* Unobtainium used to make the RX-78-2 Gundam and many other mobile suits, for a limited edition model kit of the Gundam. In this case it's an alloy of titanium, aluminum, and yttrium, though unlike its original name "Luna Titanium" it doesn't use any materials from the Moon. It still costs around $2000 USD, though.
* unobvious places bodies might be found, Grissom mentioned having once found a head in a bucket of paint.
* UNO-City in Vienna makes a similar impression to viewers. Like most planned towns and districts of the
* un; oddly, a semi-adult character is part of the totem pole. The lobbyist targets see through it instantly.
* unoffical minifigure film as one of its licenses, and an official Wicked Witch figure is made as part of a Fun Pack.
* unofficial, Blue and Yellow are girls, out of the three-person team.
* (Unofficial) Core value number 9 of the Singapore Armed Forces: do whatever you want, but don't get caught.
* Unofficial knight imagery is incorporated into Ymir, the stern and brawny protector of angelic-seeming
* unofficial lyrics" include references to Hitler's rumored testicular problems.
* Unofficially, the list includes Van Curtis' only son and heir Arthur (
* unofficial rules of is "Don't restock all the weapons lockers with BANG! phasers."
* unofficial strategy guide was based on an early build of the game and features various beta elements, such as different time requirements for relics and different amounts of fruit in levels.
* unofficial video and try to keep a straight face as long as the band does.
* Uno is introduced with just one eye, later on he starts wearing an eyepatch with a scary eye painted on it. While he IS a badass he more of a drill sergeant.
* UnOrdinary, actually thwarting the other students' efforts to end the bullying.
* Unordinary as the series moves along, he hasn't performed such villainous actions since.
* UnOrdinary being a "cripple" and having no special ability of his own, he is still able to defend himself from and defeat low and mid-tier individuals with his

superior hand-to-hand fighting ability.
* Unordinary: Blyke can create energy from his hands that he fires as laser beams at his enemies.
* UnOrdinary. In the present story, Seraphina's peers in Wellston see her like this since she started hanging around with John and no longer caring too much about her grades or reputation. However, Seraphina feels a lot better about herself than she did before.
* UnOrdinary: In this world, everyone has an "ability" though few are to be considered "cripples" like the main protagonist John.
* Unordinary John eventually calls him out for it in chapter 132, and threatens to destroy the hierarchy that Arlo is desperately trying to hold on to.
* Unordinary: Remi's quite perceptive for her age. She's been keeping up with things on EMBER to find out more about them since the organization killed her brother for becoming a superhero vigilante. She also begins to put together that there might be a connection between EMBER and the authorities since they desire to keep to the current society's status quo where the strong bully the weak.
* Unordinary: The power level reading vendor from the early chapters returns (and then quickly leaves) when Remi, Blye and Isen go to the same mall.
* Unordinary: The shady organisation known as EMBER have recently been going around executing self-titled superheroes.
* Unordinary though she healed herself in seconds by rewinding the injury. Additionally, anyone who attacks the barrier appears to have the force the used reflected back on them, hurting them even more, though whenever his barrier breaks Arlo takes damage as well.
* Unorthodox Holstering cool, it's actually a very good way to injure or kill yourself.
* Uno: The Movie has Jack Patillo pretty much say this when he joins in.
* Uno Undercover Agent a seven- or eight-year-old makes lunch for her family of four. When her mother says that the sandwiches are delicious and asks what's in them, the kid replies "Mayonnaise, sardines, tomato and half a stick of gum."
* Unova is based loosely on the New York City metropolitan area, with the first game, the player roughly starting their journey on Long Island and ending in the Bronx while the second game starts the player off in New Jersey instead. The influence is best seen in the cities of Castelia and Nimbasa, which are Downtown and Midtown Manhattan, respectively. The region also takes elements from the American southwest (the Desert Resort), Hollywood (Pokéstar Studios) and even Europe (Village Bridge is based on Florence's Ponte Vecchio).
* Unova theme, with Reshiram as fire, Zekrom as thunder, and Kyurem as ice.
* Unova were berries. Even when they're blatantly eating apples (and they're called apples in the Japanese version), they're referred to as "berries". They also have a tendency to not refer to vegetables by name but, instead of a fictional or unusual name, they just call them "veggies".
* un over his designated allegiance, recognizing that heaven really has no idea what it's doing regarding God's actual Plan.
* Unown are supposed to become stronger in numbers, greater than the sum of their parts. Carrying multiple Unown in your party doesn't influence their strength at all.
* Unown, whose only learned move, Hidden Power, is of unknown type, determined by an intricate number manipulation involving values to which you normally wouldn't have access. And it comes in 28 different flavors! Collectors can seek out all 28 forms (about all they're good for), but they probably won't be used for battle. And lest you make the mistake of believing that Unown is potentially worth using for that move (the move's main use is obtaining odd move types on a mon that could not otherwise learn, and even then it is so much of a pain to set up that it only gets used in simulators where it can be picked from a menu instead of excessive inbreeding),
* Unpaid Programming: Lawrence and John are the Straight Men to Jeff and Tim's Wise Guys.
* Un-Paused: When a person is frozen or in suspended animation, unfreezing them has

them finish whatever statement was interrupted by their motion ceasing in the first place.
* UN Peacekeepers are the most neutral in this regard. Their uncompromising commitment to the UN Charter signifies their readiness to remain faithful to the ideals of humanity (in their understanding) to the very end.
* U.N Peacekeepers = Liberal USA. A large, democratic state that upholds personal freedom, celebrates cultural diversity and is home to a number of people with different religions and languages, and often seeks to encourage other nations to work together. However, they're also troubled by bureaucracy and inefficiency, and also sometimes far too enthusiastic about intervening in the internal affairs of other nations, which the other nations find a tad annoying. Alternatively, modern India, for many of the same reasons.
* UN peacekeeping tend to wear rather ordinary fatigues, but with sky blue helmets (Commonly with "UN" in white letters) and berets. Also, all their vehicles, including tanks, are painted bright white, with UN or the UN logo on them.
* Unperson: All evidence and records of a person's existence are eliminated or revised to make it seem as if they never did exist.
* Un-person: All evidence and records of a person's existence gets eliminated or revised to make it seem as if the person never did exist.
* Un-person. And when several claimants vied for power, authors writing after the fact were liable to dismiss those that missed out on power or whose memory the current rulers didn't want to evoke, even if they actually got to rule for significant amounts of time.
* Unperson: A person for whatever reason (commonly because they've become disgraced) has all evidence and records of their existence removed or revised to make it seem as if they never existed in the first place.
* Un-person, in such a way that suggests the site doesn't even exist at all (attempts to access it from those IPs instead redirect to a MacBook Pro ad).
* Un-person, one of the punishments for traitors in Ancient Egypt was to chisel away every written or carved instance of their name. Egyptians believed that they could only have an afterlife if their name, and either their body or a good portrait, was preserved for eternity. So this was considered a most permanent punishment. Sometimes they cremated criminals' bodies too, to really prevent an afterlife.
* Un-person: Since he's a dissenter, let's falsify the records and make them disappear from all documents!
* Unperson: We will erase your history and act as if you never existed.
* Unplanned that Inojin sometimes worries that he looks too feminine. His mother Ino lies and tells him otherwise.
* Unpleasable Fanbase: Changing the work to satisfy fan complaints leads to more complaining (possibly even from the same fans who complained before).
* Unpleasable Fanbase: Fans get upset by anything, no matter what. No examples, please.
* Unpleasable Fanbase: No matter which direction you go, the fans will still complain about the work's quality.
* Unpleasable Fanbase: Nothing the creators can do will ever completely satisfy the fans.
* Unpleasable Fanbase to the new and interesting ways you can now make certain classes nigh unbeatable in skilled hands.
* unpleasant future where all the TV sets play only exercise shows and the food comes in pill form. Kind of a subversion of the above example, in that when Garfield wakes up, he's thankful for all the normal food he can eat.
* Unpleasant Parent Reveal: A character meets their missing parent, only to find out that they're not anything like the child had hoped they would be.
* unpleasant that neither he nor the series creators want to go there.
* Unpopular Popular Character: A character who is despised by the other characters, but well-liked by the fans.
* Unpopular Popular Character: A character who is unpopular in-universe is beloved by the fanbase.

* Unpopular Popular Character, a direct sequel to the original game, where half the Netherworld seems to be unaware of his status as Overlord, and the group trying to instate their own Overlord doesn't consider him to be a threat.
* Unpopular Popular Character type of character, not necessarily a villain. (Unlike a Draco in Leather Pants, this is often the writer's intent.)
* unpopular way came up with about half of the things that people don't like about the movie.
* Unprecendetented Crisis that at first, seems to only modify the gameplay (such as making Edward useful and giving Cecil access to Black Magic), but when a certain event doesn't happen, a whole new chain of story events happen, like there being 8 elemental lords (the original four and a new set of four).
* unpredictable power-sets. Magic can be used by anyone but espers at a level based on study and practice (with a few exceptions) and the knowledge of spells can be used to invent entirely new ones, or alter per-existing ones.
* Unpredictable results are a core part of D&D, as well as many other roleplaying systems. Wandering monsters, random encounters, loot, many spell effects and curses, and much more are all often determined by dice rolls and tables. Many supplements are little more than a bit of flavour text followed by pages and pages of encounter and effects tables.
* Unpregnant: Barbie Ferreira is currently dating a woman, and she plays lesbian Bailey.
* Unpregnant (lesbian main character, lesbian supporting character, LGBT youth)
* "unprincipled" type: willing to exploit others for her own gratification, feels little to no remorse over it and always uses her sexuality and devil-may-care attitude as an excuse to get away with horrid actions.
* Unprocessed Resignation: A character quits their job, but manages to get it back by the end of the episode due to the boss refusing to process the necessary paperwork.
* Unprocessed Resignation: Someone resigns but their superior disallows the resignation through inaction.
* unproductive distractions they faced, Vaarsuvius leaves; once he/she gains the power to reunite the party, he/she finds that the others have already gotten together in his/her absence.
* Unpronounceable Alias: Someone uses something that's hard to pronounce as an alias.
* unpronounceable symbol for his name for most of the 1990's, for legal reasons.
* Un prophète. His gang and the prison administration obey him; he helps the protagonist, Malik, get day leave so he can run his errands for him. (Well, for most of the film anyway...)
* Unprovoked Pervert Payback: A character is mistakenly assumed to be lusting over someone else when they aren't, but is punished for it regardless.
* Unprovoked Pervert Payback gets employed against someone who didn't really do anything to deserve it.
* Unprovoked Pervert Payback: Were you just lusting at me, you pervert?! *Smacks you*
* Unquestioned maestro of organ composers J. S. Bach both played this trope straight and averted it. The aforementioned
* Unrated Edition: A work that had to be censored in order to be released theatrically or aired on television has a raunchier cut made available on home video.
* Unrated Edition, Howard reads his sister's friends' minds when he has sex with them, and hears them thinking about what they'd like him to do to them.
* Unrated Edition" might have saucy material too risque for theaters... or it might have five minutes' worth of deleted scenes no more or less extreme than what was already in there tossed back in, but the distribution company didn't want to go to the trouble to send the almost-identical new version back through the MPAA ratings process.
* Unraveled episode, BDG drops a line that's so bad it wraps around to hilarious:
* Unraveled episode dedicated to creating the perfect PokéRap as a way to

include and honor the gods and demigods of Pokémon.
* Unraveled episode "How to make a perfect E3 press conference (or drinking game)", BDG lampoons the cliche "business gamer outfit" found on all E3 presenters (a blazer, diesel jeans, and gamer t-shirt) by starting off his demonstration with a shirt full of various "gamer" phrases, with "I L♥VE EATING" and "CLASSIC" in the center. When he puts his covering blazer on, it ends up reading "I L♥VE EATING ASS".
* Unraveled income level and job situation—and he seems deeply, personally shocked when those "random numbers" say that Brian—er, Mario would have to work for 88 years to save up enough money and retire.
* Unraveled in fines, largely due to repeated offenses. The only safe stage is the Boxing Ring, since it was designed to be a fighting arena.
* Unraveled that are simply world building and add nothing to the plot.
* Unraveled, where he tries to blackmail Sakurai with the evidence...demanding fifty bucks, because he's in a tight spot right now and just needs to get through the month.
* Unraveled working on the video instead of after multiple hours of work:
* Unreachable Promised Land: there. Either the Promised Land can only be reached by those with money and/or power, or some kind of barrier, physical, political, or whatever, prevents the characters from arriving to this place. In this case, getting there may be a driving force of the story, like in the other flavors, but the goal may be later discarded when reality sets in. Another take on this flavor is that the Promised Land is never really visited or even seen, but merely mentioned by the characters as they wistfully dream of making it there, but know deep down that they could never make it and continue on with their dreary lives. A variant of this is that the land is reachable, but at a great cost. Perhaps the character would have to sell his or her soul, or enslave him or herself to a cruel master, or eat a thousand babies alive before they could even think about setting foot there. Regardless, the land is not reachable for common folk.
* Unreadably Fast Text: Text scrolls by at a speed that it's hard to read all of it without pausing the video.
* Unreadably Fast Text: Text scrolls by at a speed that it's impossible to read all of it without pausing or slowing down the video.
* Unreal (1998), a Kraal minion leaves behind journal pages about a human prisoner the player is tracking. In the first entry you find, he says the prisoner "kicked me in the hrangos!" Soon after, just to make sure there's no doubt what those are, another entry says the prisoner escaped, and when the Kraal's superior officer finds out, "I'll be de-hrangoed for sure!"
* Unreal (1998) are enclosed inside their combat environment suits probably since they can't survive in the Earth-like environment.
* Unreal (1998) has several islands in the sky, one of which ("Na Pali Haven") the player visits after travelling to the top of the Sunspire.
* Unreal (1998) has some skies being almost completely dominated by other planets and their rings.
* Unreal (1998) has Tarydium crystals, that glow a soft, watery blue that varies from very clear cyan to duke blue. The former occur naturally in the crystals, making caves and mine shafts some of the game's most well-lit areas, while the Nali like using the latter as wall lamps in the sleeping and bathing chambers of their more elaborate buildings, such as the Sunspire.
* Unreal (1998) has them all over, as well the consequences of turning off the power...
* Unreal (1998) has the 'Universal Translator,' a small computer like device that translates alien script, but not alien speech.
* UnREAL (2015) responded by featuring an African-American bachelor, something that the other show has never done.
* Unreal4Ever. Can be upgraded by picking up more of the same gun; at its most powerful it really embodies this trope, as casually moving the beam across an enemy will kill them almost instantly.
* Unreal are a simple, agricultural race with at best medieval Earth-level of

technology, believe the extraterrestrial artifacts are sacred relics – for instance, they call the Skaarj rocket launcher "the Stick of Six Fires", which "came from the Nali water god when the star fell from the sky", and put it on a holy pedestal.
* Unreal) are described as being abandoned warehouses, factories, smelting plants, stress-testing labs, etc. that have been re-purposed as battle arenas.
* Unreal, but also just because war and imperialism seem to be a key feature of their culture. In the later games, they manage to follow the humans back to Earth and invade there as well.
* Unreal Championship 2: The Liandri Conflict (half hybrid with Third Person Shooter)
* Unreal Engine 4 themselves and the Unreal community, furthering this trope.
* Unreal Estate. Though it's technically not a harem comdedy towards the end.
* Unreal fight naked. Even when you attack them with rocket launchers.
* Unreal games, and is now considered virtually mandatory in any FPS game.
* Unreal games, being multiplayer-focused, give you the option whether to play this straight or avert this, whether manually through the voice-command menu, or automatically with a menu option to always taunt after a kill or acknowledge a completed objective.
* Unreal games fall almost directly into this trope, though the bonus packs and mods included with them are all free for online downloading:
* Unreal games surround the player, or its weapon, with a purple forcefield-like aura. This is also represented in-game with a purple light from the player's feet.
* Unreal II: The Awakening an activation key — it provides no control, so the new supersoldiers rampage through the ship this was tested on and you have to reroute it into the nearest star and escape alive.
* Unreal II: The Awakening. An in-game dialogue maintains that females are naturally ruthless and that that has been the reason behind the creation of these squadrons.
* Unreal II: The Awakening fame, has a magnum pistol which she calls Grace. She's even more emotionally attached to the ammunition, judging by how few bullets the game gives you for the damn thing.
* Unreal II: The Awakening features a mission where you guide a scientist up to the very top ceiling of a large skyscraper.
* Unreal II: The Awakening features bits of people in jars and buttons you can push to make them twitch...
* Unreal II: The Awakening into a nearby star to ensure no-one can ever retrieve it again — it's proved to be basically indestructible thus far.
* Unreal II: The Awakening is going down in an elevator when it suddenly stops in the middle of the trajectory, then the lights go out, and a Light Skaarj falls from above, damaging the counterweights and sending Dalton plummeting to the lower floor.
* Unreal II: The Awakening The game's human enemies are made up of mercenaries working for corporations; the Izanagi's Ghost Warriors, and the Liandri's Angels.
* Unreal II: The Awakening universe with a magic system that used Ter'Angreal as the weapons.
* Unreal II: The Awakening where the artificial gravity starts failing, allowing the player to make larger leaps than normal, it then starts playing up even more pulling the player against the walls instead of the floor.
* Unreal II: The Awakening, while the rest of the main cast is human he is, apparently, an intelligent parasite living in a jelly-like alien, housed in a robotic suit.
* Unreal in the Nali Castle: it reveals a super health pack instead of an actual passage.
* Unrealistic Black Hole: A black hole that doesn't work like a real black hole.
* Unrealistic Black Hole: Portraying Black Holes as anything other than just a giant gravity field that will trap anything that passes its event horizon. The typical portrayal is more akin to a vacuum cleaner.
* Unrealistic Black Hole that sent Vejur across the galaxy into a wormhole.

* Unrealistic Black HoleWhen Hollywood screws up the thing with the most gravity of all.
* Unrealistic: Works in this category mimics real-life as we know it, and any indication on the existence of extra-terrestrial life is deliberatively left vague.
* Unreality fit into this trope quite nicely, as Sarah is a whopping 3 years older than her 13-year-old boyfriend Dominic, whose head is usually about level with her breasts.
* Unreality, so they obviously aren't going to be hitting the bedsheets anytime soon.
* Unreality, the main characters, Dominic and Sarah, consistently wear a gray hoodie and a green sweater respectively, or when they're in colder environments, they were overcoats over them.
* Unreal often try to get off one last shot before they die, usually while attempting to crawl towards you.
* Unreal, Prisoner 849 leads the Bodega Bay's missile back to it, crippling the ship and disabling its ability to pursue her shuttle.
* Unreal series has several weapons which are potentially more harmful to you than the enemy (Razorjack/Ripper, Biorifle), and a Gatling gun (Minigun) that depletes your ammo after a few seconds.
* Unreal sometimes lose their lower half when taking damage. This doesn't keep them from crawling towards the player and firing their boomsticks.
* Unreal that move at speeds between "painfully slow" and "stupidly fast" and are all covered in fresh red blood. The kicker is the sign on the wall at the start:
* Unreal they are the only form of protection. The latter three also feature the Shield Gun, which is always on-hand and can be used near-indefinitely, but is less effective than actual armor.
* Unreal. They even shine (separately) during the night, as seen in "Velora Pass" and beyond.
* Unreal to the acronym simply so the weapon's acronym could be pronounced.
* Unreal Tournament 2003 and later has a remote camera within the transport-destination disk. This idea was taken from "Translocam", a mod that added this functionality to the classic Translocator.
* Unreal Tournament 2003), who are basically space Egyptians, are fond of these. One of the most prominent Futuristic Pyramids can be found in the map "CTF-Face3".
* Unreal Tournament 2004, along with some other useful attributes, but having the eponymous ballistic weapons be much more plentiful and far easier to use properly.
* Unreal Tournament 2004 and has no area damage, so it's theoretically impossible for players to kill themselves with it. However, just in case someone, somehow, does manage to do just that, the devs left in an appropriate suicide message: "<player's name> violated the laws of space-time and sniped himself".
* Unreal Tournament 2004. A robot uprising led by future champion Xan Kriegor killed the scientists working on the asteroid LBX-7683 and took the asteroid for themselves, and a riot control team was sent to the asteroid to lead with the robots.
* Unreal Tournament 2004 between several corporations (including the one that runs the titular tournament) known as the Corporation Wars. Several Assault maps recreate various events of said conflict, notably AS-Glacier.
* Unreal Tournament 2004 can still load and launch three rockets at a time, have minimum recoil.
* Unreal Tournament 2004 come in two formats, one of which is six CDs. First-run editions of the DVD version also came in a bundle with a microphone and a second DVD with tutorials on how to use the included level editor. The later Editor's Choice Edition added more discs for both formats to include its extra content, up to ten CDs or two DVDs.
* Unreal Tournament 2004, expect a lot of DM-Rankin online, assuming you can find any populated servers outside of Onslaught mode, where ONS-Torlan reigns supreme.
* Unreal Tournament 2004 included several bonuses in the collector's edition, which—unusually for CE versions—came at no extra charge to those that pre-ordered. These included a second DVD containing "making of" videos, an

extensive series of UnrealEd tutorials (which probably helped to kick off the massive number of mods and maps for that game), and even a cheap Logitech headset for making use of the then-new voice chat feature.
* Unreal Tournament 2004 is a result of this, being humans taken from the ancient Egyptian empire and transplanted to other worlds as part of an experiment. They end up not only surviving but thriving well into the 23rd century.
* Unreal Tournament 2004 is handwaved with the explanation she's in the tournament to demonstrate the model's agility and AI adaptability (her armored shell and combat abilities don't come standard) and her womanly figure is described as being based on a "popular adult holoactress" in another bid to boost sales.
* Unreal Tournament 2004. Most of the weapons actually playable in the mod are futuristic upgrades of old 20th- to 21st-century weapons.
* Unreal Tournament 2004 onward, there is the Cicada. It is an airborne vehicle that fires missiles in quick succession. The alt-fire lets you target a spot and load up to 24 missiles. Boom.
* Unreal Tournament 2004 or some sort of continuous beam with a short reach; in comparison, the ballistic weapons are much simpler, all having set ranges and uses where they're most useful, but being incredibly efficient at making things dead within that limit.
* Unreal Tournament 2004 removed this ability, but also added hoverboards and grappling hooks to let vehicles drag you around partially because this was too useful an exploit to just get rid of outright.
* Unreal Tournament 2004, so chances are the match is over before you reached the enemies, but if you do, he's practically unstoppable.
* Unreal Tournament 2004's Onslaught mode function as a Portal Network, since the maps are actually way bigger than in most other FPS modes.
* Unreal Tournament 2004 sported the Link Gun, a plasma rifle that has a long stream of plasma for an alternative fire. Death by this plasma stream resulted in its victim being reduced to a skeleton. Another skeletonizing weapon in the same game was the Ion Cannon, an orbital Satellite that fired a gigantic purple beam of death, unsurprisingly, reducing victims of it to skeletons, the downside of it was that it had to be "painted" onto an enemy with the Ion Painter, which took quite a lot of time to do so.
* Unreal Tournament 2004, which added several maps, characters and vehicles, plus a set of 10 community-made mods.
* Unreal Tournament 4, said to be a collaboration between Epic Games and the Unreal community.
* Unreal Tournament and sequels, not just a game mechanic, as game lore suggest repeated death and resurrection can chase a persons mind to collapse.
* Unreal Tournament as a Deathmatch map) and Myscha's CTF-Command][(a symmetrical version of CTF-Command made for clan games).
* Unreal Tournament, but the beam does not. The result is that when you fire you see the target light up with the blast shockwave before the actual bolt reaches it.
* Unreal Tournament: collect 100 of the pills, and you can activate a special bonus such as super speed or healing.
* Unreal Tournament examples, if there are more players in a match than there are spawn points, it's perfectly possible for one or more of them to telefrag someone else as the match starts, even teammates.
* Unreal Tournament feature the map Morpheus, which takes place atop of three skyscrapers whose height spans up to the space.
* Unreal Tournament for the franchise. He is, indeed, their finest creation.
* Unreal Tournament franchise: the NEG and Liandri Corporation run the Tournament as a way of keeping the masses in order. Contestants include convicted criminals, mercenaries trying to win fame and fortune, and aliens and robots trying to prove their dominance over humanity. The original title included at least one economist, with the character bio saying, "people will pay good money to see economists, lawyers and other scum fight in the arena". Not to mention that the big champions like Xan Kriegor and Malcolm have become genuine celebrities for their Tournament exploits.

* Unreal Tournament had amazing mods and "mutators" (miniature mods that could be switched on and off in-game).
* Unreal Tournament. If you are able to look through the portal, you can see the reactor repeat itself several times.
* Unreal Tournament III at launch. However, its gameplay isn't as bad as the fans of previous installments make it seem, and, with the advent of the Black Edition, it was improved in just about every sense possible.
* Unreal Tournament III. But more often than not, Indy Escapes are attempted and failed by those you aim it at.
* Unreal Tournament III: Driving vehicles into water causes them to take damage if they become submerged.
* Unreal Tournament III: Every player has an un-losable one of these in the vehicular game modes, allowing players on foot to get into the action reasonably quickly. Weapons can't be used while riding it and any damage will make you fall prone (and vulnerable) for several second, but a tether can be attached to friendly vehicles, allowing you to be towed around faster.
* Unreal Tournament III has a particular approach to their levels: each of them takes place in a particular area and belong to a particular faction which the player gets to fight (either against or as) in the Campaign:
* Unreal Tournament III: occasionally the characters are shown in a briefing room in cinematics. A minimalist example is done at every mission loading screen; schematics and still shots are displayed with a summation that sounds like it's being delivered in a briefing.
* Unreal Tournament III rather than a trained soldier and officer - but with both sides in the current war bringing respawner technology from the Tournament to the battlefield, there's not much difference anymore, so the Izanagi corporation hires him to run special operations for them.
* Unreal Tournament III revolving around the tournaments, so it works anyway.
* Unreal Tournament III's singleplayer mode is called Ronin. Reaper acknowledges the meaning when his team is drafted by the Izanagi corporation, commenting "So, the Ronin have a master."
* Unreal Tournament III, the description for the Necropolis map states the Necris faction are attempting to rule over Absalom, the capital city of Omicron 6. The Unreal Engine 3 game included with UDK also contains a Necropolis map.
* Unreal Tournament III universe, Reaper is probably enough of a badass that a few dozen heavily armed, genetically engineered undead assassins in their own capital city are just a minor threat...
* Unreal Tournament III variant of this trope, armed with a dual laser cannon. It is one of the stronger vehicles of the game. The Scavenger is a small but fast vehicle that runs on three tentacles. One of its attacks is turning into an electrified ball and roll into enemy players.
* Unreal Tournament III version can also optionally download all the content included in the Titan Pack.
* Unreal Tournament. Including your own head should you get caught by the ricochet. Sadly, it did not return for later games in the franchise.
* Unreal Tournament makes note of this in the description for one of the opponents in the singleplayer Deathmatch ladder, claiming that economists are one of the few things close to being as bad as a lawyer, and that the audience for the tournament will pay big bucks to see such "scum" get blown to pieces repeatedly.
* Unreal Tournament map isn't so much "trains" as "gigantic trucks". Falling off is possible, and leads to instant death.
* Unreal Tournament mode: floating asteroids with a pair of towers acting as each team's base.
* Unreal Tournament. Or shoot every bot with your sniper rifle and after starting time again, watch as all of their heads are propelling into every direction. Works only against bots, but it can be loads of fun.
* Unreal TournamentOther frequent maps in servers are CTF-Clarion, CTF-CivilWar (and its smaller variant) and CTF-McSwartzly are usually the most-frequently played maps on Siege servers.

* Unreal Tournament series excels at these: bots will automatically taunt after killing another character, and players can set it so they automatically taunt after a kill as well.
* Unreal Tournament somewhat subverts this trope, since the players are full-fledged soldiers, they're just fighting small-scale wars with handfuls of soldiers in carefully constructed battle arenas, rather than legions of soldiers fighting on the contested turf.
* Unreal Tournament's Team Deathmatch and Domination gametypes can support up to 4 teams.
* Unreal Tournament still has almost all of the original's assets included (only missing the maps and music - models, animations, sounds and code for things like the original enemies, items, and weapons are all still there and fully usable if you put them in a map or spawn them with the console), which has led to mods recombining the two.
* Unreal Tournament takes this to ridiculous extremes with Instagib mode: Every combatant is armed with a shock rifle that shoots colour-coded laser beams that make players explode instantly into a shower of bloody chunks, "one shot, one kill"-style. Some user-made mutators (like "Gibalicious") increase the amount of gibs produced, possibly up to the point where the computer bogs down from the sheer number of gibs.
* Unreal Tournament, the abdomen is completely indestructible. Presumably a limitation of the engine, but it's quite hilarious to see the remains of a player blown to bits with a rocket launcher: an unharmed, fully armored crotch lying in a pile of bloodied gibs.
* Unreal Tournament, there are a lot of ways to blow off steam by blowing off heads, but the best by far are:
* Unreal Tournament with the pickup message: "It's been five years since I've seen one of these."
* Unreal, which very little is known about save for that one of your crewmates served in the war, and was responsible for setting up a trap for the eponymous Striders that resulted in their defeat.
* Unreal. With so many ground to cover, odds are that someone already did a campaign for a question you may have.
* UnReal World, being a pure iron-age Finland survival simulator, has bears that are exceptionally dangerous. Even if you survive an encounter with one, it's highly likely you'll be left heavily wounded. In the Finnish folklore-based lore, they're also considered sacred and thus their skulls have to be subject to a special ritual lest their spirit seek vengeance, although in-game not performing this ritual has no actual effect.
* Unreal, you find it crashed on a lake near the Sunspire - two humans found out the hard way that riding it in bad weather isn't a good idea.
* Unreal, you find one of these, though with no victims strapped to the slab.
* Unreal: You start off on the Vortex Rikers that has recently crashed, with corpses of both prisoners and prison guards strewn all over the place. Screams of the dying echo throughout the ship.
* Un-Reboot: A previous reboot is ignored in favour of a sequel to the original continuity.
* Unrecognised - The hero comes home and no one knows who he is because...
* unrecognized to purposefully mess with his head, and see what kind of man he's grown into during their separation.
* Unrelated Brothers (who even claimed to be "Twin brothers from different mothers"), etc.
* Unrelated, but one of the characters actually yells, "Where da white women at?" at one point in the film.
* Unrelated in the Adaptation: Characters who were family in the original work are made so they are not related.
* Unrelated in the Adaptation: The adaptation changes it so that characters who were relatives in the original work are now unrelated.
* unrelated people who have just been altered to be like someone else, and not

clones in the normal sense. This makes Kula's status as a clone unclear.
* Unrelated to their feeding, while Beasts usually can treat average
* unreleased 1994 Fantastic Four film Ben can change back to his original form, unlike in the comics, but isn't able to control it and switches forms based on his emotions, only changing back for a short time.
* Unreleased example; ReSaurus planned to release a line of action figures to tie in with
* unreleased was obviously going to be about this, albeit with a comedy touch. As the drunken protagonist Arpy comes home, he encounters all sorts of strange characters and surreal events (like a faceless man in a black coat), and it is unclear how much of this is real and how much is caused by his drunken state.
* Unrelenting) a supply noncom sabotages a shipment of contraceptive implants, causing over seventy unplanned pregnancies (including Kris herself) and getting a dishonorable discharge.
* Unreliable Canon: There's no definitive canon in those works since no one really bothers with maintaining continuity.
* Unreliable Expositor: Someone gives exposition, but they're lying or ignorant or both.
* Unreliable Expositor, whether by accident or in an intentional attempt at deception.
* Unreliable Illustrators design: she has blue eyes in the books but green eyes in all her illustrations, so eventually they outright made her green eyed in the text as well.
* Unreliable Narrator due to translation problems. It also doesn't help that said source admits that he sucks at history.
* Unreliable Narrator has been of much debate. Valve tried to invoke this trope by saying that "Keith isn't imaginary, except, well, it is a video game, so it's all imaginary."
* Unreliable Narrator: It's hinted that the narrator isn't telling the complete truth in their story.
* Unreliable Narrator: It's hinted that the narrator may not be telling the complete truth, if they were even honest to begin with.
* Unreliable Narrator. Main character Al Roberts describes a series of events where a person dies, and Roberts ends up hiding the body and taking their belongings and identity for perfectly innocent reasons. The narration points out that no one would ever believe it.
* Unreliable Narrator many existing players who LIKED the "My guys are the good guys simply because it's from their perspective" aspect of the whole ordeal. The kicker? They made the Tau seem like potential dystopian overlords through fluff which was written almost entirely from the perspective of Imperial scribes... Which tend to be about as accurate as 1940's or 50's newsreel depictions of the Axis Powers / Communists, respectively. So once more, "it's in the player's hands."
* Unreliable Narrator par excellence) claims that Justinian's marriage to the notorious actress/prostitute Theodora brought about the ruination of the Roman/Byzantine empire. It should be noted that Procopius was the secretary of the brilliant General Belisarius, one of the best commanders in history, who was resolutely loyal to the throne but was often the victim of Justinian and Theodora's not entirely unjustified suspicion (loyalty aside, he was of the stuff of which Emperors were made, and the stuff of which men made themselves Emperors), and consequently had quite a significant grudge against them.
* Unreliable Narrator 'proving' she is fallible and so not a god. He dies that night, a smile on his face. The Dunmer tell a different story: Azura sees through the tricks and strikes him down there and then.
* Unreliable Narrator 'proving' she is fallible and so not a god. He dies that night, a smile on his face. The Dunmer tells a different story: Azura sees through the tricks and strikes him down there and then.
* Unreliable Narrator. Ryan is describing how he was kept in a cage and fed older newspapers by his family while his big brother got extravagant meals. In reality, his parents were loving to both of their kids.

* Unreliable Narrator seem to portray him as a Shiva-like destructive but impartial deity.
* Unreliable Narrator thanks to the framing device of Tonto telling the story.
* Unreliable Narrator. The family of the original author disliked it for this reason.
* Unreliable Narrator. The Iron Dragon, kept alive by magic, was one of the more ruthless and effective of those remaining, and by the 1980s had co-opted or enlisted most of the others that were still around.
* Unreliable Narrator the most complete (if at times inaccurate in some of the details) extant account of Justinian's reign from that time period.
* Unreliable Narrator: The narrator is hinted to be lying about what happened in their story.
* Unreliable Narrator. The Spanish reported that this was how Aztec sacrifices were performed, but the method of removing the heart does not seem conducive to the kind of quick removal necessary (i.e. they went through the ribs, which would take some time to break). Furthermore, most Aztec artwork shows the sacrifices being decapitated, not having their hearts ripped out. So, many scholars now believe that the Aztecs beheaded their sacrifices, and removed the hearts much later.
* Unreliable Narrator was making it seem as though he was still alive.
* Unreliable Narrator while they regularly visited Linda and Bob in early seasons. Just about the only hint that Gayle is right is that Gloria and Al are generally not good to Linda.
* Unreliable Voiceover: A voiceover's narration doesn't match what's being shown.
* Unreliable Voiceover: During the flashback, the voiceover's narration doesn't match what's being shown.
* Unreliable Voiceover: What the narrator describes is clearly not the same as what the audience sees.
* unrepentant brat who denied the existence of Santa Claus, until Kris Kringle turned him into a jack-in-the-box in retaliation. Which leads to the following stanza:
* unrepentantly evil but all so entertaining because of it. Especially Blackbeard for being very, very effective for a coward.
* Unreplaced Departed: A character leaves and no one fills their slot.
* Unrequited" focuses on a disgruntled Vietnam vet who can effectively turn invisible by exploiting people's ocular blind-spots and intends to use it to assassinate a major military official. (Noticing a pattern here?)
* Unrequited Love - Elizabeth invokes Norrington's still-lingering feelings for her to get him to help her escape from Davy Jones... and the moment he does, Jones kills him for it.
* Unrequited Love finding a great woman whom he loves and who loves him back. It took years of catastrophes and hijinks, but it's gratifying to see the Crane men finally hit the jackpot.
* Unrequited Love Lasts Forever: A character never stops loving their unrequited crush.
* Unrequited Love Lasts Forever: Continuing to love someone you can't have.
* Unrequited Love Switcheroo: A character has an unrequited crush on another then later gets over it, only for their former crush to develop feelings for them.
* Unrequited Love Switcheroo: A crush is not returned so the crusher gets over it, only for the crushee to develop feelings for the former.
* Unrequited Love Switcheroo attractive young lady who won't give him the time of day.
* Unrequited Love whatsoever but all women should have feelings for at least one of the male characters.
* Unrequited Tragic Maiden: A woman loves a man that she just cannot seem to win.
* Unrequited Tragic Maiden: She can never have the man she's pining after.
* Unrequited Tragic Maiden: She's hopelessly in love with a man she can never be with.
* Unrequited Tragic Maiden: The romantic female lead who is hopelessly in love with a guy she can never have.

* Unrequited Tragic Maiden to showcase a point-of-view of it being an unrealistic idea of romantic love.
* Unresolved Sexual Tension and are not in a relationship. In fact, this declaration by Pepper is exactly what starts their relationship at the end of the film. Also, Tony doesn't accept her resignation.
* Unresolved Sexual Tension and dance around each other even more than Jack and Bitty.
* Unresolved Sexual Tension between her and John Crichton, without all this weird human emotional-attachment stuff he's into.
* Unresolved Sexual Tension between them, there wasn't even a hint that either Walter or Carmen were attracted to one another, so his out of the blue attempt to seduce her just comes across as weird and pathetic. Rather than turning the cheating into a mutual affair, he is fired from his job as a teacher.
* Unresolved Sexual Tension, causing her to wet the carpet...with spilled champagne. Subtle.
* Unresolved Sexual Tension is complete and utter annoyance. She even needles him about it in "This Little Piggy" and he unsuccessfully tries to shoot down the idea with (mostly) rational reasoning.
* Unresolved Sexual Tension. Karen's own emotional baggage, and personal issues, also play a big part in her decision.
* Unresolved Sexual Tension, Mondo and Taka get together near the end of the Hope Games.
* Unresolved Sexual Tension storyline. These last two were fully fleshed-out characters (Niles even married Mel). Donny, however, had certain character traits that were very off-putting (and were exaggerated in his few later appearances after Niles and Daphne got together): being a stocky, swarthy, loud-mouthed Jewish lawyer obviously far too old for Daphne doesn't exactly help to build realism.
* Unresolved Sexual Tension. The Chinaman gives The Girl a lift in his chauffeured car. As they sit in the back seat, his finger lightly touches hers. When she doesn't object, they silently move to this trope in the course of their journey into Saigon.
* Unresolved Sexual Tension: The entire movie up until the climax and prompt ending has this by Annabelle with Ms. Bradley.
* Unresolved Sexual Tension. Their lives are too different and they go their separate ways.
* Unresolved Sexual Tension: Two characters are obviously attracted to each other, but they never act on their feelings.
* Unresolved Sexual Tension when Richard notices Emmeline staring at him intently for reasons neither he nor she can really understand at first.
* Unresolved Sexual Tension, when they felt there were much more interesting things to be focusing on, and rejoiced when it was greatly reduced for Seasons 3 and 4.
* Unrest, a large tank of formaldehyde is used to hold an autopsy lab's cadavers between med students' dissection exercises. This being a horror movie, some living people get dunked, too.
* Unrest are of your character. In addition, their general opinion of you is summed by a one-word description over each bar.
* un-retiredHe retired for good following the 2010 season, and steps were taken on both sides to repair Favre's relationship with the Packers organization and fans. By the time the Packers retired his number in 2015, it was clear that he was forgiven by all of the fans and his Hall of Fame induction in 2016 was filled with festivities in both Canton and Green Bay.
* unroadworthy condition is cut; instead there's only two presenter links in Part One before the commercial break rather than three presenter links, and the episode is 21 minutes long without commercials, rather than 24 minutes (full runtime with commercials is 30 minutes, whichever version was aired).
* Unrobotic Reveal: An individual initially believed to be a robot turns out to be an organic being.
* Unrobotic Reveal when Velma splashed water at Cyber Gulch's supposed creator and founder Dr. Fleg as well as John Lawman, who initially appeared to be one of the

animatronics Fleg created for Cyber Gulch. The water shorts out Fleg and leaves John Lawman unharmed, proving that the former is a robot and that the latter is a human being.
* "Unruhe" features a type of creepy photography that can capture what's inside people's minds.
* Unruly Heroes specializes this trope to aid his team by floating them through tall passageways as well as pummel and roll down their enemies.
* Unruly Phoenix Xiaoyao who is reincarnated in the 13th century as a girl, disguised as a boy, who has just become the Emperor of China.
* Unsafe at Any Speed (so name because they made it easy to be thrown out of the car in a crash) all but vanished.
* Unsafe at Any Speed that GM executives had declined to include suspension upgrades that would have made the car safer after calculating that paying off lawsuits was cheaper than re-engineering the car.
* unsafe conditions at the camp, which leads to the enactment of a new law named after her. This new law improves safety for reality show contestants.
* Unsane, a horror/thriller author receives one about a series of murders related to his latest book.
* UN's answer to the UIU. They're far better funded, can even seriously compete with the Foundation, and the UIU call them "Suits".
* Unsatisfiable Customer: A customer who always succeeds in finding something about the service to complain about, no matter what the employees do to avoid that.
* Unsatisfiable Customer: An entitled customer who belittles and mistreats service staff.
* Unsatisfiable Customer: This is not how I want my food to be like, you dolt! Your food sucks! Why would they hire an idiot like you?!
* unsatisfied, and thus hopefully motivated to go out into the world and change things for the better.
* Unscaled MerfolkMerfolk that are aren't scaled fish below the waist.
* UNSC crew at first, in addition to Halsey's pre-existing rivalry with Colonel Ackerson from canon.
* unscheduled visit to Honeysuckle Creek, the Australian tracking station for the Apollo missions, hoping for a tour. When the security guard called the station to say the Prime Minister was there, the response was, "Yeah, and has he got the Queen with him?"
* UNSC hull numbers use a mix of existing and made-up prefixes, the latter of which are as follows:
* Unscientific Science as there are numerous other monsters who can fly just by magic, and no one seems to complain about it being too far-fetched in their case.
* Unscientific Science: When a writer explains something that should be scientifically impossible with an explanation that's also scientifically impossible.
* UNSC Infinity and then unleashing a small fleet of frigates upon them.
* UNSC Oversight Subcommittee Chairman Malcolm Hargrove, who, despite his well-liked status, is the person who hired Locus and Felix in the first place.
* Unscrewed Salt Shaker: Loosening the top of a salt shaker so that the next person to use it ends up spilling out all the salt in the container.
* UNSC rocket/missile launchers can often lock onto enemy vehicles... including aircraft.
* Unscrupulous Hero: A hero who fights ruthlessly, but is ultimately driven by a heroic goal.
* Unscrupulous Hero: A hero who is considered one because the villains are worse than him.
* Unscrupulous Hero: A hero who is repugnant in morals, but is considered good because the people they fight are worse than them.
* Unscrupulous Hero: A morally abhorrent hero who fights off villains worse than him.
* Unscrupulous Hero. He's aware of this and self-aware enough to approve of it, but otherwise doesn't care.

* Unscrupulous Hero in Series 4 even involves him screaming at someone objecting to his plan, because he is doing it all for the Party, and no-one should dare ever question what he would do for the Party.
* Unscrupulous player character merchants can sell TL12 weapons to TL1 societies.
* unscrupulous, which is the second reason the Red Cross is barely seen anymore.
* UNSC warships are capable of firing very large numbers of Archer missiles. The typical Archer pod contains 30 missiles, and even small ships like a frigate have over two-dozen pods, resulting in total payload of hundreds of missiles (perhaps thousands for larger ships). Unfortunately for the UNSC, all those missiles are useless against a Covenant warship if its shields are up, and even if its shields are down, its point defense lasers can shoot down a large portion of even a large volley of Archer missiles. This is why typical anti-Covenant tactics only use missiles to weaken the shields before switching to stronger weapons. It is also mentioned a single Archer missile is capable of disabling or outright destroying smaller human ships, so either warships were severely overpowered in pre-2525 engagements or the Human-Covenant war prompted the upgrade.
* UNS ''Dharma'' feel to it, except for the large turret below and the Tal-Seto boom in front.
* unsealed just as the Blood Ravens are; unfortunately their plan involves luring them onto the planets and then blowing them up, while the Blood Ravens are trying to save the planets.
* unseals Buu, forcing him to steal energy to do it. Babidi is also verbally abusive to Buu and controls him through the threat of being sealed away, unlike Bibidi who preferred to use cake as a reward, which got him killed when Buu finally made it clear that he didn't appreciate the poor treatment.
* Unseelie Accords sacred, and especially, no fighting may be done on neutral territory.
* Unseen Academicals 100% than previously thought. In the same book, the captain of the Cockbill Boars claims his team always gives 120% "and you can't give more than that".
* Unseen Academicals After hastily looking the word up she's merely embarrassed, and Glenda gently explains to Nutt why that might not be a good word with which to compliment women.
* Unseen Academicals, and is quick to correct Nutt when his assistant's vision shamelessly deceives him to make him believe it did. Smeems does at least trust Nutt enough to confide that this makes the third time the Emperor has "not gone out" in his long tenure as Keeper of the Candles.
* Unseen Academicals: a single moment where all humans are united in a single emotion (to the point of creating false memories), including the wizards unused to such emotional outbursts.
* Unseen Academicals assuming great importance in Ankh-Morpork. In a grudge match attended by tens of thousands of people, a team of wizards takes on a representative City team - composed of the hardest cloggers, foulers and dirty players in the game. It does not help that the referee is a wheezing thirty stone (350 pound) wizard who is un-used to too much physical exertion, and the forces of evil manage to pull many dirty tricks on the fly (from poisoning the wizards' goalie to breaking the legs of their star player).
* Unseen Academicals at the Department of Post-Mortem Communications. The memory is three seconds long, and she spends the several seconds to follow trying to excise the previous three seconds from her own.
* Unseen Academicals based on assorted street football games played in medieval Britain.
* Unseen Academicals by contemplating whether there's any kind of jam that would make this actually taste good.
* Unseen Academicals, by university statute, personality came with the placement of an X in his name.)
* Unseen Academicals chronicles the exploits of wizards playing football.
* Unseen Academicals gives Mr. Nutt a tuna, spaghetti and jam sandwich. With sprinkles.

* Unseen Academicals gives us two dwarfs who between them sum up the whole thing. Pepe is a human that converted as an adult, although unlike Carrot he's short enough that this is not obvious, and explicitly a gay man. He is in a long-term romantic and sexual relationship with Madame Sharn, a dwarf that identifies as female but explains it to the protagonist in a way that leaves her biological sex ambiguous and may just be an elaborate "queen" pun. This brings up all sorts of questions as to whether Discworld dwarfs consider gender identity and anatomical equipment at all linked, and for that matter whether a culture that traditionally only has one gender has a concept of sexual orientation at all.
* Unseen Academicals Glenda on the difference between talons and pounces. And, after a brief moment of awkwardness, attempt to justify his knowing this with "you pick stuff up, okay?"
* Unseen Academicals Glenda uses a variant, saying that football is "like war, but without the kindness and consideration!"
* Unseen Academicals has a double version. Ordinary guy Trevor asks his very loquacious friend Nutt to write him a really nice love letter and invitation for a girl named Juliet who has some common sense. This is because all Trevor can think of saying is "I think you are really fit, want to go out? No hanky-panky, promise." He wants it to sound a lot more fancy. When the letter is delivered to Juliet and her friend Glenda, Juliet cannot understand the words "Trevor" chose and asks Glenda for the translation. Glenda explains, in exact words, Trev is saying, "I think you are really fit, want to go out? No hanky-panky, promise."
* Unseen Academicals has been cited in two hundred and thirty-six papers...and one divorce petition.
* Unseen Academicals. He does have opinions, and sometimes expresses them, but is very meek about talking to anyone he doesn't know well.
* Unseen Academicals includes a set of football cards, giving biographical details about the players in the big game.
* Unseen Academicals join the team, it turns out skill at kicking a can ("You've got the long spin and the short spin") doesn't equate to skill at kicking a round ball. But there turns out to be a way round that as well.
* Unseen Academicals, Juliet promises a kiss to the bus driver if he'll make the bus go faster. It works less well when it's coupled with a threat from Trev that he'll use a lead pipe. Negotiations on how much kissing versus how much hitting with lead pipe the driver will get ensue.
* Unseen Academicals long in fact, that anyone listening to the audiobook version is liable to think their copy is broken.
* Unseen Academicals, Lord Vetinari has been compelled to make a law about this, because murder trials have a tendency to go wrong when the (formerly) deceased walks through the door: "If it takes an Igor to bring you back, you were dead. Briefly dead, it's true, which is why the murderer will be briefly hanged."
* Unseen Academicals, Nutt pens a poetic love letter on behalf of his friend Trev, whose romantic compositional skills are limited to "I think you are really fit, want to go out?". Subverted in that, while Juliet is impressed by all those fancy words, she doesn't really understand their meaning, so her friend Glenda summarizes its message as "I think you are really fit, want to go out?". Bonus points for the poem as written doubling as one from Nutt to Glenda.
* Unseen Academicals of A-M United realises that playing UU fairly is both good for the game and not actually that difficult, but there's a handful of real psychos seeded in there, and they're careful only to act when the ref isn't looking (linesmen haven't been introduced yet).
* Unseen Academicals) pauses in his tussle with a vicious football hooligan, to discuss the precise mechanical forces and tissue-resistance involved if he were to invoke made of plasticine and yank the ruffian's head off.
* Unseen Academicals Pepe gives Trev a pair of micromail underpants. They cause Andy Shank to hurt himself when he tries to kick Trev in the fork.
* Unseen Academicals, Pepe is looking for the bathroom in the middle of the night but finds an empty champagne bottle first. Madame unwittingly drinks it and says "this stuff has gone horribly flat."

* Unseen Academicals Ponder Stibbons to explain that no, they won't, although their 100% may be greater than previously thought.
* Unseen Academicals practical and hard-headed, especially in her advice to Juliet. She's still not convinced, but she's willing to meet romance tropes halfway.
* Unseen Academicals problems as they're learning to play Foot-the-Ball. Hilariously, when the goalposts are switched between teams at halftime, one of the wizards attempts to argue that the already-scored goals should be transferred between the teams as well.
* Unseen Academicals. Really, the fact that people don't find too much to complain about in this is all you need to know about Ankh-Morpork.
* Unseen Academicals, reports arrive of a seventy-foot monster chicken rampaging through Pseudopolis.
* Unseen Academicals, required to do or say the things that are morally questionable yet necessary like knocking his boss unconscious to break the hold of a possessing artifact.
* Unseen Academicals, she does end up angrily complaining about the way Margolotta has treated Nutt and only afterwards realizes that she might not have been talking to the librarian after all.
* Unseen Academicals. She's friends with a principal viewpoint character who likes her but always has to do everything for her. Eventually, her friend realizes that it's the fact that she's doing everything for her that makes her come across as dumb, and when she's allowed to do things for herself she's actually fairly competent. Could still be a mild example, but some expectations are certainly subverted.
* Unseen Academicals, Smeems refuses to admit that the candle The Emperor actually goes out, leaving a curious Nutt to ask "How many times has the candle that never goes out, um, not gone out?" and receive the reply "The candle that never goes out has failed to go out three times since I have been Candle Knave."
* Unseen Academicals, that despite the fact that the Wizards (Ridcully excepted) seem to be large, fluffy and harmless creatures quite divorced from reality, they can quite easily force their way through a large crowd of borderline football hooligans at a street football match.
* Unseen Academicals that he is in fact staring at her arms because they're such remarkably nice arms; this doesn't seem intended as flirting but rather a friendly compliment combined with wishing to clear up what he was doing. He also shares pertinent but wholly unnecessary details about his bodily functions, which is seen as part of his habit of being "precise but odd".
* Unseen Academicals that if the Patrician had ended his analysis of Glenda with "Am I right?" he'd have looked like a smug git, but he doesn't, because Lord Vetinari does not need to ask people if he's right.
* Unseen Academicals that Ridcully is discreetly mentoring him to ensure that he'll be the next Archchancellor.
* Unseen Academicals that Unseen University's sports instructor, Evans the Striped, died by spontaneous evaporation. Ridcully's a bit put out that one of UU's wizards would die in such an unimpressive fashion.
* Unseen Academicals). The bad guys also failed to take into account that even if they won the match, they would have made enemies of both the wizards and the Patrician. With enemies like that, they would have most definitely not prospered for long. The Librarian alone is likely to break a lot of bones belonging to the people who messed with his bananas. This is lampshaded by one of the professional players on the AU team, who would have been more than happy to play a clean professional game and beaten the amateur Academicals through skill alone.
* Unseen Academicals ("the ball shall be called the ball, if it has been played by at least three consecutive players") and win the game.
* Unseen Academicals the guards to accept (and report) any and all bribes, no matter how small. (They're also ordered to destroy the food, obviously. In this case, Vetinati laments that it was possibly some kind of crime and that no member of Glenda's family would ever try to poison someone out of respect for the food.)
* Unseen Academicals ("There appears to be so much I might inadvertently pull!").

* Unseen Academicals though. It also helped that by the end the United captain was so disgusted with the lunatics on his team that he deliberately gave them an opening for a winning point.
* Unseen Academicals, Trev asks Nutt to give him a playful punch in the arm. When Nutt does, and Trev says the punch was too weak, Nutt's "real" punch nearly knocks Trev over.
* Unseen Academicals, Unseen University's late sports instructor was Evans the Striped. Presumably, they were black and white stripes, as per referees.
* Unseen Academicals, we also have Glenda being very protective of Mr. Nutt.
* Unseen Academicals, when Juliet and Trev kiss at the end of the match, they float in the air and are lit with a golden glow. Other characters comment on this.
* Unseen Academicals. When various "ordinary people" appear not to care about this, he is touched that they do not see him as a monster and stands up, casually smashing the chains in the process. Everyone flees.
* Unseen Academicals, where the form of football that exists is known for violence and the wizards are tasked with reforming it.
* Unseen Academicals, who are closely connected to the most vicious rivals in Ankh-Morpork's football league ("two teams, alike in villainy"), with her being the daughter of the Dolly Sisters captain, and him being the son of Dimwell's most famous player, and a known Face in the gangs of supporters.
* Unseen Academicals, who'd be qualified to talk about this sort of thing, does discuss the fact that human heads would be very impractical to play football with, as they're heavy and, of course, nobody wants to be bitten in the foot.)
* Unseen Academicals with Madame Sharn. She claims female terminology but never really a female identity, and her lover is a gay male (biologically human) dwarf. Thanks to the weird interactions between dwarf and human ideas of sexuality she could equally be male, female, transgender, or not fit cisgender terminology at all.
* unseen as Laura says that his parent "Took the easy way out" when they moved.
* unseen (by the audience) horrors, saying that he is "going to be in business for a long time".
* Unseen Character until season 5 (after Lilith's death). Ruby could also be included, though her rank seems to be only slightly higher than mook.
* Unseen Evil: A mysterious, incredibly dangerous villain who is (mostly) offscreen.
* Unseen Evil, which is seemingly just a product of their paranoia that doesn't actually exist.
* Unseen University as though it does. Archchancellor Ridcully's response was "Just like everyone else, then."
* Unseen University doesn't pay taxes since the Wizards do not believe themselves subject to those laws. However, they do make a voluntary donation to the city which is equal to the amount they would pay in taxes if they were required to pay taxes.
* Unseen University has this in spades, thanks to high levels of magic. Got worse when the Wizards started doing it deliberately. At one point the Archchancelor gets a map (from a wizard he had no idea worked there until that moment) and was informed it would probably be accurate for a few hours.
* Unseen University itself, which has a personality likened to that of
* Unseen University. The Bursar's mind in particular is on an extended leave of absence.
* Unsere Mütter, unsere Väter, and distributed abroad. However, it had difficulties finding an audience outside of Germany, given that it's a movie that portrays Wehrmacht officers in a sympathetic light. It was particularly unpopular in Poland, as the series depicts the Polish resistance as anti-Semitic slobs.
* Unsere Mütter, unsere Väter commits at the behest of SS-Sturmbahnführer Hiemer are even worse.
* Unsere Mütter, unsere Väter, Schmidt is shot while making a quip to the effect of "Maybe they're phoning Comrade Stalin for hel-". It takes him a while to die but, having been shot in the neck, he's in no state to speak.
* Unsere Mütter, unsere Väter, set in World War II, contains an aversion.

Charlotte sells out Lilija to protect herself. A couple of years later the tables are turned, but Lilija saves Charlotte. Charlotte asks "Why are you helping me?" and gets the reply "Because otherwise it will never stop."
* Unsere Mütter, unsere Väter: When Friedhelm is abandoned behind enemy lines, he takes a dead Red Army soldier's uniform to sneak past the Soviets, but this results in him getting shot dead center by the Germans and he nearly dies from blood loss.
* Unsere Mütter, unsere Väter: When Wilhelm looks around an abandoned Russian cabin, he's disturbed by a black cat who knocks over some pans.
* Unser Sandmännchen in 1991). It continues to air on the various ARD member networks to this day, having racked up over 20,000 episodes.
* Unsettling Gender Reveal: Someone is disturbed by the revelation that a woman is actually a man in drag.
* Unsettling Gender Reveal: Someone is disturbed upon learning a person's true gender.
* Unsettling Gender Reveal: The confusion caused by the person a character was crushing on turning out to be the opposite gender of what they assumed.
* Unsettling Gender Reveal: This kind of revelation is unsettling because the other person is attracted to the person who's doing the revealing. It can result in violence, even death.
* Unsettlingly, many American comics used a Japanese variant of this, especially during WWII, as a form of propaganda. It's enough to make most modern readers
* Unsexy Sadist: I'm not good-looking, but I enjoy romantically abusing hot chicks!
* Unshō Ishizuka, the anime that followed the original manga story closer, was made four years later, he portrayed Ed and Al's father, Hohenheim.
* Unshō Ishizuka, which premiered two months after his death from esophageal cancer.
* Unshackled rescue mission Pacific Garden Mission, has been continuously produced since 1950 and is (along with the CBS World News Roundup) one of the lone remaining shows still airing on radio from the Golden Age Of Radio.
* Unshaved Mouse by declaring that it's "Not Fucking Around O'Clock", complete with picture of a clock displaying this time.
* Unshaved Mouse - finding it to be a decent movie that was quite enjoyable. At the time of its release, it was one of the Black Sheep of the Disney studio.
* Unshaved Mouse, he notes that this is the only time his degree in Folklore will actually come in useful (explaining the character's background in Greek mythology).
* Unshaved Mouse refers to child voice actors who did less-than-stellar work as "very nice young ladies/gentlemen doing their best."
* Unshaved Mouse was as great as everyone else. Though unlike most examples, Mouse has largely accepted this and moved on. (Being happily married to Mrs. Mouse probably helps.)
* Unshaved Mouse) was followed by a photo of a confused reader with the caption "I just came to this blog because I was told there were Disney reviews here and I have no fucking idea what all this bullshit is."
* unsilenced premise. But hey, that's the price you pay for being logical and trying to avoid the deaths of many of your people.
* Unskilled, but Strong) and tends to get pissy when she can't put away an opponent fast enough. Once she loses her cool, one good shot can stop her.
* Unskilled, but Strong as he has to train to master higher the higher increase in power into his skill.
* Unskilled, but Strong: Even those who lack natural talent can be strong.
* Unskilled, but Strong in some story arcs. During the Big Time arc he was temporarily stripped of his Spider Sense, and his fighting ability took a hit as a result, as he tended to rely on the early warning of his Spider Sense to anticipate his opponent's attacks. To compensate for the loss of his Spider Sense, he accepted an offer to learn martial arts from Shang Chi, one of the top martial artists in the Marvel Universe. Once Shang Chi taught him the basics, they perfected a unique fighting style called The Way of the Spider, which exploited Spider-Man's physical strength, speed and agility to maximum effect.

* Unskilled, but Strong. That said, not all of the examples in the story end up as Sabers.
* Unskilled, but Strong this when he trains with Krillin. When Krillin congratulates him on how strong he is, Gohan says Krillin kept surprising him just because of how many different techniques he knew.
* Unskippable deals with the intro to Bionic Commando. They go through every single arm/hand joke they can come up with. All the ones they can't fit in are shoehorned in on a text field at the end.
* Unskippable, is fond of shouting "I'm late for class!" when a character wakes up suddenly.
* Unskippable mentioned that a spaceship full of slaves should have them all rowing... with "Space oars. Duh."
* Unskippable mocks video games that start out with five-to-ten minutes with jerks before pressing buttons starts to matter.
* Unskippable was how to make cut scenes just as bad as the ones they riff.
* Unskippable when some catastrophe seemingly killed the main character was eventually acknowledged with the words: "No, wait, I take it back. Semenoske got nuked, this guy's going to be fine."
* Unslideable Passageway, a passageway that needs to be crawled through but isn't at ground level. Thus, it's inaccessible because you can't crawl over a tiny obstacle or pull yourself up into a crawl.
* U.N. Small Arms Trade treaty, but rather international arms trade: The provisions amount to "Every country has to have records regulations. This to ensure that gun manufacturers have to make sure that whoever's buying their guns won't sell them to rebels, rogue states, organized crime, and other international bad guys." As a happy bonus for American gun retailers, sales ironically went up, as they often do whenever there is a threat (real or otherwise) to 2nd Amendment rights.
* unsolvable or hopeless or other type of simple intervention, the solution is not a Deus ex Machina no matter how unexpected it may seem.
* Unsolved Crimes easy to get a Game Over if you don't cut it just right at just the right moment.
* Unsolved follows the two failed investigations into the murder of rapper Biggie Smalls and its possible connections to the earlier murder of Tupac.
* Unsolved Mysteries again. Two college kids entered a rest stop and called the police, having just learned that the guy they were riding with had stolen the truck he was driving. While he never explicitly threatened them, they were clearly fearful that he had done something to the truck's owner and refused to ride with him anymore. Given that the man had indeed murdered the truck's owner, their instincts probably saved their lives.
* Unsolved Mysteries a suicide that you wonder who the police thought they were fooling.
* Unsolved Mysteries covered the same case and revealed that the hitchhiker picked the man's house at random. It was just a horrible coincidence that the mother was murdered by the same man who had attacked her son earlier.
* Unsolved Mysteries have the police called on them by people who, having seen the reenactments, presume they're the criminals they're portraying.
* Unsolved Mysteries in what was supposed to probably be a very flat, newscaster-type voice. However, the tone of his voice and the creepy nature of the show sent it careening into this pretty quickly.
* Unsolved Mysteries once had an amnesia story where a man shows up in a town with absolutely no memory of his past or identity. A man gives him a job, and a customer came in and realized that he was operating an old-style adding machine so efficiently that he must have worked on them professionally in the past, which they used as a first step in figuring out his identity.
* Unsolved Mysteries ran from 1988-2002 and many fans feel that the reenactments from the earlier years were far better and spookier than the ones from the later seasons, even though the show's budget and production values improved as time went on.
* Unsolved Mysteries "Unexplained" segment focused on the search for the creature.

* Unsolved Mysteries what he said it would, piquing the cops' suspicions, as they found it highly unlikely that any man could know exactly what was in his wife's suitcase, as he himself had no idea what was in his own wife's purse. (It's actually a very sad aversion, as to this day, the woman remains missing, and despite the cops' strong suspicions that he killed her, they have zero evidence to support this, meaning he remains a free man.)
* Unsolved Mysteries when they took it over, cutting existing segments to fit five into an hour for a "faster, more modern" look and creating "more male-oriented stories." The show's distinctive spine-chilling feel was lost, according to fan discussions.
* Unsolved: Mystery Adventure Detective Games states that the Slavic folklore creatures need human belief in order to exist.
* Unsolved, Poole and Miller's attempts to investigate the murder of Biggie Smalls are hampered by the fact that several of their key witnesses are cops who also happen to be under investigation by Internal Affairs for moonlighting at Death Row Security, meaning that Poole and Miller aren't even allowed to talk to them.
* Unsong: Apollo 8's collision with the crystal sphere surrounding the Earth broke reality bad enough that the archangel Uriel had to move in personally to fix it. The Names of God can now work miracles, the Devil is now real, and the placebo effect is a workable form of magic. At the same time, however, the old laws of physics no longer work consistently, meaning much of what humanity has built is no longer functional.
* Unsong: Archangel Uriel doesn't get the human concept of humour. His first attempt at making a joke is to just say "knock knock" before a random sentence. After Sohu tries to get him to understand by comparing jokes to Kabbalistic correspondences, he comes up with the following joke:
* Unsong by the forces of hell, via Nixon, caused the collapse of the American federal government. The United States proper still exists but controls only the east coast. Independent countries include the California Republic, the Texas Republic, the Salish Free State, and the Oklahoma Ochlocracy. The Midwest is an anarchic land ruled by feudal warlords. The American Southwest and northern Mexico were ruled by the Comet King, and have since been mostly usurped by the Other King.
* Unsong has UNSONG, the United Nations Subcommittee On the Names of God, which enforces metaphysical copyright law.
* Unsong is a Kabbalah-inspired speculative-fiction story set in an alternate history where people are much the same and the rules of reality are most definitely not.
* Unsong. No atrocity is off-limits if it will put him in a position to do that.
* Un-Sorcerer: A lone unpowered person who's surrounded by superhuman beings.
* Un-Sorcerer: A muggle who is the exception in a supernatural population.
* Un-Sorcerer: When taken to the extreme, this is a powerless person who's completely surrounded by magical people.
* Unsounded about how she used to tend to the animals that later evolved into the human species.
* Unsounded a frustrated Jivi is unnecessarily cruel to Sette and embarrasses her in front of a bunch of other kids, she responds in kind and a deeply upset Matty makes it clear that being mean and then being mean in response is an endless cycle that he wants no part of.
* Unsounded and might be doing it to overcompensate for his humble roots; however, he also has a sincere love of theatre, which might colour his diction.
* Unsounded), and reabsorbs rogue memories that have transformed into ghosts and snuck into the world. The fact that people can sail beyond the influence of the Khert, and that some elements of reality appear to be beyond the khert's ability to affect, is theologically dangerous ground.
* Unsounded and superseding its physical laws, but still troubling in-universe.
* Unsounded and the glamour that keeps him looking human is broken by eye contact. In his case, being unhooded would actually draw more attention to himself. And mobs.
* Unsounded are juiced and sold to spellcasters so they have a handy source of

Light Aspect to draw on.
* Unsounded are still dotted with vast skulls and ribcages. And hundred-foot-tall pinky toes.
* Unsounded, as he is fixated on noose imagery — his father was hung, he ties his hair into the shape of nooses, and he plasters noose iconography all over his brothel. He had also killed someone in a similar manner (with a wire garrote) shortly before.
* Unsounded Boo is an unusually complex and precocious ghost that holed up in a pymaric spider.
* Unsounded, comfort, stealth, emulation of the sailors they see in the port, and because wearing shoes before winter is likely to get you beaten up by the other kids for "putting on airs". Even though Sette's Da makes plenty of money and is more than able to afford shoes for her, he doesn't want her growing up feeling superior. Plus, Sette just doesn't like wearing shoes at this point.
* Unsounded cycle and the Gods cannot bear to be away from them for long. In practice, however, they're no more or less moral than the other castes.
* Unsounded effect, and areas where they are working are often cordoned off so as not to disturb the living.
* Unsounded, for the souls of the damned to be trapped in the frigid, crushing dark for all eternity.
* Unsounded has one where Sette falls through a shadow and into the Khert, or fabric of reality itself, which is created from the memories of the dead. It's as bizarre as it sounds.
* Unsounded. He at first just seems to be a weird, minor bit character tagging along with the Red Berry Boys, but at the climax of the first arc, he reveals himself as the mastermind behind the whole First Silver operation.
* Unsounded "if the castes are mixed — which is forbidden and hence rare — placement follows a certain formula, always trending towards the Bronze caste."
* Unsounded is that they're more expendable than the longer-lived castes.
* Unsounded. It has the same effect, though, thoroughly disuading the attacker from continuing.
* Unsounded. It's not directly related to her kill, though, and is actually addressed to a bystander who previously gave her a chauvinist speech about how women can only do what their husbands allow them to.
* Unsounded: Letters written by a researcher who found Duane's journal are inserted here and there, implying that the comic is (possibly) pieced together from his and other accounts.
* Unsounded, like misstating the origin point of a spell, tend to involve the caster getting messily dissolved.
* Unsounded — almost the entire country, man, woman, and child — to make them hate the cursed one with single-minded, murderous intensity, regardless of any relationship they used to have. It's named after the state religion's Judas analogue, Etalarche, who was hunted down and ripped to pieces by the followers of their Jesus analogue after betraying him to his death, and those targeted by his curse usually suffer the same fate.
* Unsounded — with an implication that he took the fall to save his son, no less.
* Unsounded non-sentient zombies are usually called plods, although the word zombie does appear. Sette initially insists on referring to Duane as her "attack zombie", while he maintains that he's a "galit". This is not a recognized term (since Duane's status is almost unique and unknown) and means approximately "damned one" in his language, reflecting his religious belief that the creation of zombies is blasphemous and by extension so is his existence.
* Unsounded (NSFW and Crazy Alert): Naked Undead Serial Killer (NOT the protagonist, another guy) and Recently Deceased Angry Bandit Ghost are chasing the same thief for different reasons, flanking her. She trips them on their enchantments, and
* Unsounded of Kasslyne are "saddlehounds", dogs that have been bred to be the size

of horses. Horses and dog-sized dogs don't exist in the setting.
* Unsounded or as a gesture of sincere humility and deference, is to cover the face with the whole hand and bow deeply.
* Unsounded played a cruel prank on her, so she cut up his beloved pet rat and snuck it into his stew.
* Unsounded reflects his three-century age and his limited exposure to the outside world. Most of that exposure is through soldiers, however, leading to moments like these.
* Unsounded, regions in the nation of Alderode are afflicted by the Weeping Plague, which somehow spreads by making eye contact with a sufferer.
* Unsounded saw before his eyes were gouged out was his daughter's lifeless corpse lying in front of him.
* Unsounded, Sette calls Duane a pedophile in hilarious terms when he tells her she deserves spanking. Made even more hilarious when readers understand he is, by far, the least likely character to intentionally harm or distress a child.
* Unsounded, Sette complains that as a zombie, Duane should be eating brains and that hers is full of cunning and knowledge. His response is to knock on her head and declare it "hollow".
* Unsounded Sette is fiercely loyal to her Da', though she's a bit thrown off by the experience of Duane caring for her without asking anything in return.
* Unsounded's martyrdom and ascension, the rival Gefendur church hunted lions to extinction in an unsuccessful attempt to demoralize them.
* Unsounded, Stockyard starts off as an imposing and dignified crime boss. He dies while blubbering about his father and begging for a child to save him. The smoke eels in the area are quick to mock him for this.
* Unsounded's "traveling doctor" disguise fails when people nearby realize they're each seeing him as a different race.
* Unsounded that generates illusory clothes, because his teleportation spell doesn't work on his wardrobe.
* Unsounded that regulates the setting's reality, so the local mages can tinker with the basic parameters of reality at their whim.
* Unsounded. That said, he doesn't actually require any food to keep going, it's just that hunger is the motivating force that keeps plods going. If he wasn't ravenous, he'd drop redead on the spot.
* Unsounded the First Silver weapon is powered by a sort of hivemind of tormented ghosts, a loose amalgamation of many people's painful memories stripped of the context of their lives, that has been convinced they can end their suffering by sharing it.
* Unsounded the key out of the receptionist. The built-in magic soundproofing comes in handy when she lures one of the Red Berry Boys inside.
* Unsounded: The magical drug "glut" is smoked for a temporary high and a steroid-like boost in muscle growth, with prolonged use causing distinctive gigantism.
* Unsounded: The people of Alderode are divided into castes related to their hair color.
* Unsounded to answer both a handshake in the gangster's custom and a bow in his own.
* Unsounded to free the world from their tyranny. Meanwhile, the Gefendur religion believes that Ssael was just a mere mortal who lived, died, and could do nothing to scratch the creator gods. Most of the wars between Ssaelit-dominated Alderode and Gefendur Crese are fueled by an inherent belief of each side that their god/pantheon lives and the other's is dead, while both sides staunchly believe that they truly did exist.
* Unsounded unless his bones are damaged, so he ignores most injuries and reacts to the rest with minor irritation.
* Unsounded when he realizes that he now has perfect recall of his entire life without his brain interfering with his thoughts.
* Unsounded, which takes some of the sting off their 30-year lifespan.
* Unsounded while he's using the bucket in his prison cell. Startled, his aim slips upwards to the barred window Sette is talking though.

* Unsounded Wiki. Serves as an encyclopedia for the world of Kasslyne. An interesting case in that it's mostly maintained by the author herself which makes its purpose not only to list information already told in the story but also to offer supplemental information for the reader.
* Unsound EffectA visual sound effect for something that doesn't actually make that sound.
* Unsound Effect: Onomatopoeia is used for actions that can't really be heard.
* UN Spacy higher-up, who had assumed the Meltrandi would just jam the broadcast (both times the Minmei tactic had been seen used had been with broadcasts the enemy didn't jam for one reason or another).
* Unspeakable: Sigil & Sign takes a different track with players taking the role of cultists of the mythos gods.
* Unspecified Apocalypse: The cause or nature of the apocalypse is left unknown.
* Unspoken Plan Guarantee: A plan succeeds, but only because the audience doesn't know what it is beforehand.
* Unspoken Plan Guarantee, it's likely your plan will succeed or fail (or just not go as planned) depending on whether you keep it quiet or explain it all.
* unspoken pull the answer out of a hat — but no one points this out.
* Unsportsmanlike Gloating: A character who wins celebrates by mocking those who lost.
* Unsportsmanlike Gloating suspicious or for looking at her the wrong way, so she has the raw power and arrogance parts down to a T.
* Unsportsmanlike Gloating: The winner is arrogant enough to mock the other competitors for losing.
* Unsportsmanlike Gloating: The winner of a competition is pretentious enough to mock the other competitors for losing.
* Unsportsmanlike Gloating: When a character wins and boasts about it in the most arrogant way possible.
* Unsportsmanlike Gloating where a player whose victory is assured will drop a bunch of M.U.L.E.s in their opponent's base, essentially showing that they can afford to waste a bunch of Command Center energy and potential minerals collected just to taunt the loser.
* Unsportsmanlike Gloating: You've won something, and you're not going to be graceful or mature in accepting it.
* U.N. Squadron has the Crusader Challenge, where you try to beat the game with only the default plane, which only has access to three special weapons.
* Unstable also kicked out a few Urban Legends of Zelda of its own by breaking the long-held rule that each card must have a unique name. The set features a number of cards with the same name and cards type but different stats, rules text, and/or art. This led to some very interesting discoveries in the time between the official "complete" spoiler of the set (which listed one version of each card) and the product's wide release a few weeks later.
* Unstable bank robber Wayne gets killed during the opening heist sequence of
* Unstable Equilibrium: A losing RTS player needs more resources to adequately match their opponents, but the only way to get those resources is to take them from opponents...whom they can't match with the resources they have.
* Unstable Equilibrium, Korra is the Avatar and she's unknowingly dating an Equalist, her girlfriend Asami.
* Unstable Fables: In "Three Pigs and a Baby", Lucky pees on the pigs while getting his diaper changed in one scene.
* Unstable Genetic Code: A more scientific explanation for shapeshifting.
* Unstable joke set introduces a proper cyborg type. Its represented by the Order of the Widget, a group of well-intentioned but clearly insane artificers who replace body parts to function better. Its founder started this because he wanted a toaster.
* Unstable Mutation. +3/+3, but takes a cumulative -1/-1 penalty every subsequent turn — and Defence 0 means death.
* unstable. Post-Blackest Night, he spends most of his time hanging around chatting with his dead family (the fact that he can animate and control the dead is rather

convenient for this). He's also prone to raising a cemetery full of completely unrelated people to hang out with- including, at one point, Hal Jordan's father.
* Unstable Powered Woman: A powerful woman is dangerous because her emotions contribute to her unpredictability.
* Unstable Sale centers around Apple Bloom's contemplation of this trope, as she realizes that three years of crusading for her cutie mark has just made everypony else in town hate her.
* Unstable, the third parody set, made the long-fabled "Last Strike," (a creature that deals combat damage after both First Strike and normal damage), along with Triple Strike (a creature that deals First, Normal,
* Unstable Unicorns: The grenade Baby Unicorn from the NSFW expansion uses the pin of its grenade as pacifier.
* Unstable, which is the same two mice, though the Infernal Spawn of Evil is elderly now, and the Infernal Spawn of Infernal Spawn of Evil is now an adult holding his own daughter.
* Unstable who make themselves into bizarre multi-species aberrations, explosion-obsessed goblins, deeply inept spies and saboteurs, and a group of literal supervillains calling themselves the League of Dastardly Doom).
* Unstoppable is a Pinto. The film mostly portrays trains and railway operations realistically, but the one time a train derails, the force of the engine falling over onto the ground is apparently so violent that it causes the entire thing to blow up. Is it even possible for a diesel-electric locomotive to explode?
* Unstoppable is disabled due to other brakes not working, and there's nobody aboard to stop the train which has been set to full throttle causing it to blast across the rails at 70 miles an hour, is carrying dangerous chemicals, and is headed towards a residential area. In addition to trying to slow it down by coupling to it from the rear, certain things go awry such as a train derailer failing due to the weight and speed of the train. While many of these details are exaggerated for television (for example, nobody died in the real incident), certain things are true such as the train derailer failing to stop the train and that the train was carrying very dangerous chemicals.
* Unstoppable Mailman: A postal worker will cross every single obstacle to deliver mail packages to their destinations.
* Unstoppable Mailman: The mailman won't let anything keep him from delivering the mail.
* Unstoppable Rage (14th century BC), several mortals rebelled against the god Re when he grew old. He sent the fierce goddess Sekhmet to punish the rebels, but could not stop her from gleefully trying to exterminate all humanity. He finally tricked her into drinking an entire lake of beer, and she passed out.
* Unstoppable Rage about undoing a painful knot of sorrow and pain with rekindled familial love.
* Unstoppable Rage. After coming to, the werewolf returns to his old self mentally and is busy talking to his girlfriend when Sam approaches them with suggestions on how they can cure him. The couple decline, with the woman declaring she's "into that" when Sam points out he's now permanently stuck in werewolf form.
* Unstoppable Rage: A fury so intense that the character turns into a bloodthirsty monster incapable of stopping.
* Unstoppable Rage: Don't make them angry. You won't like them when they're angry.
* Unstoppable Rage if they're ever hurt or killed. They return the favor and are incredibly loyal to him.
* Unstoppable Rage, killing fifty Germans. He's awarded the Victoria Cross and discharged.
* Unstoppable Rage, often leading him to make decisions that have negative consequences on him and others.
* Unstoppable Rage so he'll make mistakes and be easier to kill (and does this by sending the video of him defiling the Castle family graves to every news station). When Frank responds by hitting every criminal organization he knows of, City Hall holds an emergency meeting to discuss what to do with the mayor specifically saying he does not want to see the word "terrorism" associated with the case.

* Unstoppable Rage state and become Exarchs who stick to the warrior path for the rest of their lives.
* Unstoppable Rage to fall upon Heracles (who was already a guy infamous for his temper tantrums).
* Unstoppable Rage (when a character goes into a berserker state and attacks in a fury so bad that it is hard for them to stop)
* Unstoppable Rage: When the hero gets utterly furious and uses that rage to completely own the bad guys.
* Unstoppable Rage, which means the baron lives in tranquil fury all the time he doesn't spend in non-tranquil fury.
* Unstoppable that is carrying extremely toxic chemicals. He does it with a broken foot no less.
* unstoppable!" That was a reference to Bryant's rape charges, which had happened a few years earlier. With WWE trying to paint themselves as a family-friendly program, and with Linda McMahon running for Senate, WWE fired A.W. for the reference.
* Unstoppable with eight tank cars filled with toxic chemicals. And it's headed for certain derailment at an oil tank farm, for added drama.
* Unstuck in Time: Somebody who randomly time travels with no idea when (and sometimes where) they'll end up.
* Unsuccessful attempt: Political talk radio is a right-wing medium, right? Certainly
* unsuccessful attempts to convice the rest of the campers of the ongoing sinister plot:
* Unsuccessful Pet Adoption: Someone adopts a pet, but it runs away or has to go. Maintaining the status quo is one of the reasons to play this trope, but not the only one.
* Unsuccessful Pet Adoption: You fail to own a pet, either because it runs away or is sent away.
* Unsullied training actually has worse aspects, including having no permanent name and having to kill an infant.
* Unsummon and similar cards removes a creature from the game for only one mana, but your opponent can still use that card later. If you use it on a creature with high mana cost, your opponent will have to spend all that mana again, and if you use it on a creature with loads of counters, you've reset them to their base power and toughness.
* Unsun Karuta — 75 cards, has 5 suits with 15 ranks. There are three extra face cards and one extra suit compared to modern playing cards.
* Unsurprising, considering the mutual love for friendly, skeletal protagonists, but a lot of
* Unsurprising for a series in which regular starship weapons can wipe a city off the map with a few shots, bombs exist that can consume an entire planet in a slowly but steadily spreading unstoppable nuclear firestorm, and even stars get blown up once in a while,
* Unsurprisingly, a few cards are like this; the most straightforward example is probably
* Unsurprisingly, Barry and other speedsters either dodge or catch a
* Unsurprisingly, considering that they are part of the Batman Rogues Gallery, almost all of the villains on
* Unsurprisingly, Fairies tend to be pretty unsympathetic in modern day versions of "
* Unsurprisingly for a film written by Charlie Kaufman, questions." Subtext: "Don't read too much into this, audience."
* Unsurprisingly for an astrophysicist-turned-author, Alastair Reynold's
* Unsurprisingly for a show about a gang of long-con operators, this happens all the time in
* Unsurprisingly, Gaelic games use a single Irish team, who play Scotland in compromise rules shinty-hurling, and Australia in international rules football (a clumsy fusion of Aussie Rules and Gaelic football).

* Unsurprisingly (given that Wedge was their founder), this becomes Wraith Squadron's stock in trade, eventually earning them a transfer from the piloting service to Intelligence. What else would you expect from a squadron whose second combat action — before even being officially commissioned — was
* Unsurprisingly, given the importance of good glass for camera manufacture, Germany and Japan are also highly regarded for the quality of their optical instruments (binoculars, microscopes, and the like). While German brands like Zeiss or Leica have been well-established since the start of the twentieth century, Japanese manufacturers built up their reputation after the Second World War, being imported under American names before brands like Nikon, Olympus, and Pentax came to the fore. That said, an increasing number of their products are now sourced or wholly produced overseas, most notably in China, but also in other Asian countries such as Thailand or Malaysia.
* Unsurprisingly given the stone age setting of at least the classic series and the fact that they make good hunting weapons when you're not fighting anything else, spears see quite a bit of use.
* Unsurprisingly, he becomes quite offended and/or hurt (depending on who he's talking to) if anyone suggests his intentions are anything but honorable. (Which separates him from the
* Unsurprisingly, Jack has a few more of these. The radio plays gave us Stella Courtney (from 30 years ago) in
* unsurprisingly), meanwhile, takes the "playmate with mildly scaly skin and snakes for hair" road.
* Unsurprisingly, one of these forms a big part of the back story in Jacqueline Carey's
* Unsurprisingly one's used on the aircraft carrier Donald's stationed on in
* Unsurprisingly, Scrooge McDuck owns a loupe which he uses to appraise valuables. Notably in
* Unsurprisingly, since Harry Dresden is something of a Phillip Marlowe expy in the earlier books, the same trick gets pulled on him several times with villains setting up an intentional
* Unsurprisingly since the show is set in the late 1940s, several of the villains of the backstory and series proper are Nazis in
* Unsurprisingly some people ship Jerrica and Pizzazz despite the fact they hate each other. A quiet, overworked prude with a loud, bad girl pop star just works well.
* Unsurprisingly, terrible news anchor Kent Brockman is prone to these:
* Unsurprisingly, the coat has become extremely sought-after, to the point where Belstaff reissued it for a limited time after the first series premiered, and it is now being credited with
* Unsurprisingly, The Joker went out with this in the DCAU continuity.
* Unsurprisingly, the most successful Clans are the ones who avert this trope, namely Clan Diamond Shark, Clan Star Adder, Clan Coyote and Clan Ghost Bear. To a much lesser extent, Clan Wolf before the Refusal War may count as another Clan to avert this trope due to their Warden philosophy and their
* Unsurprisingly, the Vampire Counts have several bat units, including Bat Swarms (regular bats), Fell Bats (flocks of bigger bats), Varghulfs (vampires who have (usually willingly) degenerated into
* Unsurprisingly, this happens a lot in the final book. Near the climax, Harry is psyching himself up for what he fully expects to be a suicide mission. He uses the Resurrection Stone to summon the spirits of James, Lily, Sirius and Remus, all of whom pretty much radiate this.
* Unsurprisingly, this happens in the adult film industry too, where the egos of the performers are possibly
* Unsurprisingly with one Bamco series with a passionate Cult Following (with the occasional
* Unsuspectingly Soused: Someone eats or drinks something unaware there is alcohol in what they're devouring and become intoxicated as a result. Hilarity or something dark may ensue.

* Unsuspectingly Soused: When a person gets drunk on something they think is non-alcoholic, but definitely has alcohol.
* unsustainable in a real-life conflict; as such, he happily leaves the business of tactics and strategy to the Avatar.
* Unsympathetic Comedy Protagonist are two major examples. In their case it's to get out of trying situations, only the explanations become so convoluted, bizarre and obviously fake, they needn't have bothered.
* Unsympathetic Comedy Protagonist, but is rooted for anyways because of their amusing personality.
* Unsympathetic Comedy Protagonist: I'm an asshole, but these stupid fans find me hilarious!
* Unsympathetic Comedy Protagonist: The hero is a jerk, but the audience finds it hilarious.
* Unsympathetic Comedy Protagonist: The main character is a bad person but that's ok, the fun is in seeing him get screwed.
* Unsympathetic Comedy Protagonist: The main character of a comedy is a jerk.
* Unsympathetic Comedy Protagonist: The protagonist acts like a complete dick and we love him for it!
* unsympathetic one) with elements of Brighella that come out around high-status guests.
* Untainted, the "pure" state, actually counts as well. It can be "spread" by non-corrupting factions just as corruptive ones spread theirs, and wielded to inflict penalties the same way. Most factions don't get any benefit besides lacking the penalties and denying corruptive enemies a foothold, save for a few special cases (i.e. Alarielle suffers special penalties as Chaos spreads).
* Untamed Heart, Adam and Caroline's relationship really begins because he rescues her from attackers while stalking her. He also enters her room while she's sleeping which he somehow pulls off without her calling the police.
* Untamed Heart: After Adam gets attacked by the same two men who tried to rape Caroline earlier, they get put in a police lineup, and she names them unhesitatingly.
* Untamed Heart opens with Adam as a child at an orphanage, where we see how sickly he is, and where the nuns who run the orphanage first tell him the story about his heart (or what they claim is the story).
* Untamed story, "A Night to Remember...", a woman lets her normal lover know that she is a werewolf in the most gentle manner as possible in bed. As it happens, her confession, followed by great sex, works so well that once the guy gets over the initial shock, he immediately reveals that he is a furry who likes to go fursuiting and notes she is a natural at that hobby.
* Untamed Youth, doing this in the beginning of the movie is what gets the pair of female leads arrested.
* Unternehmen Werwolf, and ended up being more useful as a propaganda tool for the SS than as an actual combat unit.
* Unternehmen Zitadelle, people thought the war would be over within two-three years.
* Unthinkable begins by cutting off the tip of the terror suspect's finger and it is later shown that he has pulled out all of his fingernails.
* Until 1215, Catholic clergy were allowed to participate in ordeals.
* Until 1984, there was a rule that animators had to draw at least 100 feet of film (roughly 68 seconds) in order to be credited.
* Until 1992, families played for cash. With the introduction of the Bullseye Round, families played for points instead. Plus, the Fast Money prizes of $5,000 or $10,000 depending on the version (which were already cheap by early 90s standards) were replaced with base amounts of $2,500 or $5,000. The 1994 Bankroll version had this even worse, with the most families could play for being either $7,000 or $14,000.
* Until 2012, the thought that a tiny group of unpaid 4chan anons were planning on making a free dating sim about girls with physical handicaps based on a single piece of obscure Japanese concept art would've probably either been met with

ridicule or followed by the assumption that the result would be the vilest of insensitive troll games. Cue
* Until 2016 in disguise and apparently prides himself on having never given an interview.
* Until 2019, highway exits in Massachusetts were numbered sequentially. After the Central Artery Tunnel (aka Big Dig) project was done, the new design removed some exits, and the remaining exits were not (then) renumbered. As a result, the state DOT added signs to the highway e.g. "There is no Exit 11. Next exit is 12" after exit 10.
* Until about 2002 it was shocking if a week went by without them airing the 1986 bomb
* Until advertising of tobacco products was banned in Britain, Lanbert and Butler cigarettes ran a series of posters featuring an Upper-Class Twit called Lambert, and his butler
* until after killing him and suffering when his lost memories come back.
* until Akito hacks it off originally wanted Isuzu to have short hair. However, being the horse of the Chinese Zodiac, it made more sense for her hair to be long and flowing like a horse's.
* Until Al had his vision corrected with LASIK eye surgery in the 1990s, his distinctive large wire-rimmed eyeglasses were also part of his trademark look.
* Until a major canon arms race between Traviss and Troy Denning, which started in
* Until Ando super-charges Matt's power, causing a temporary but disabling case of this trope.
* until an unexpected third party makes the bargaining chip's existence public.
* until Applejack reminds her that they're usually naked and nudity isn't taboo.
* until August 2014Not helping matters was a controversy over AiG's hiring policy, which requires employees to sign a statement of faith signifying their agreement with its strict Young Earth creationism views. Americans United tipped off the government of Kentucky under the implication that it could apply to the park itself as well. In turn, they refused to grant the park over $15 million in tax incentives. However, AiG sued, citing religious discrimination and First Amendment violations. The district court ruled in favor of AiG, allowing the park to become eligible for the incentives. The first stage of the park officially opened on July 7, 2016.
* until Barry runs so fast he travels back in time erasing it from the timeline.
* until Bingbong looks down to find them all lying dazed on the ground, which were believed to be where fairies would force the mortal entering it to dance to death.
* Until Boomer shows up and impersonates Athena... Despite his near-death in the finale, they get a happily ever after.
* until Botan offers him a second chance at living. He's initially wary, wondering what would be the point if the only person who ever gave a damn about him is his mother, but decides to take up Botan on her offer after visiting his own wake.
* Until cannons improved, the best (but not only) way to sink an ironclad ship was to have another ironclad, or better yet multiple ironclads, duel it until either the funnel or steering system was damaged. After this the wooden ships could join in and they’d all pound on the enemy’s armor with their guns until something gave way.
* , until chapter 40 most of the X-Men assume that Peter Parker has been hired as the Institute’s first purely human teacher, with only a few aware of his true identity of Spider-Man.
* until Dan & Jordan pointed out that the U-Turn could have just as easily been used to eliminate the more dangerous Jet & Cord.
* Until Dawn, after Hannah runs away into the woods out of embarrassment, only Sam and Beth show concern for her while some of the others accuse Hannah of overreacting and says she can't take a joke. Said "joke" was playing with Hannah's feelings, getting her to be almost naked in front of the guy she had a crush on and taping it. While Hannah knew Mike was already taken and was willing to cheat, it was still dangerous that she ran out into a storm, which would lead to her death.
* Until Dawn, a pop soundtrack, and campier dialogue, though the final version

played things a bit more seriously.
* Until Dawn are both portrayed (including motion capture and voice acting) by actress Ella Lentini.
* Until Dawn, Ashley scolds Chris when he misses the "ghost" that she keeps seeing.
* Until Dawn, aside from Sam, it's not really known how close the others were with Hannah, but they were willing to prank her in a humiliating fashion. For that matter, Hannah seemed perfectly okay with having an affair with Mike, knowing he was dating Emily at the time.
* Until Dawn: cut the fingers off, or use the machete to open the bear trap - which breaks the machete, leaving you unarmed in the lair of what for all appearances is a psychotic murderer.
* Until Dawn, Emily sets up a trap for Hannah that would have her caught on film in a very embarrassing situation, which she would use to slut shame Hannah in front of her entire school for having a crush on Mike (at the time, Emily's boyfriend). When Hannah runs out of the cabin in tears, Emily claims that she was just joking and Hannah shouldn't have taken her so seriously.
* Until Dawn, Hannah is this for Mike. A personality test found in her room lampshades their incompatibility, to say nothing of Mike's unavailability, as he was currently dating Emily at the start of the game. This hopeless pining for Mike is what kick-started the prank that later had dire consequences for everyone.
* Until Dawn It's noted that while no one intended the prank to have such terrible consequences, their motives were still malicious; the player also has the choice to have characters either deeply regret the prank, or believe that Hannah over-reacted to it.
* Until Dawn, it's not really confirmed that Mike and Emily were legitimately cheating with each other. While Ashley catches a glimpse of them embracing, they weren't shown doing anything more. Their significant others don't bring it up outside of the confrontation when first arriving at the lodge. The scenario is brought up as a way for Matt to rub salt in the wound when Emily is at risk of falling should he find out, at which point she'll hastily confirm it in a tone implying she's just saying what he wants to hear.
* Until Dawn. Likewise, Mike can also end the game with the highest relationship stat with Sam.
* Until Dawn long enough to return to safety with an injured ankle. Emily escapes from the mines on her own while being chased by something that wants to kill her.
* Until Dawn manages to stay on her even while she's running away from the killer, despite the fact that it probably would have fallen off in real life. Some players might be disappointed but it's a survival horror game, not a sexy one.
* Until Dawn or open the trap with it, which breaks the machete, leaving you unarmed.
* Until Dawn scratched up, but not nearly as much as you'd expect given the situation, and it's ambiguous if it came from the window or from the monster.
* Until Dawn the friends as this way and are even implied to blame themselves as well.
* Until Dawn the obvious final girl survives. However, there are two characters who are set up as this archetype.
* Until Dawn. This is especially true starting around the 7th chapter, when the threat level rises significantly and sharply. Prior to this point there are very few chances to actually get a character killed unless you're kind of trying to get them killed off, as of that point it's entirely possible, even likely, for three or four player characters to be picked off in quick succession, along with several non player characters.
* Until Dawn. Unusually for this type of plot, it's possible to mostly avoid the "dwindling numbers" aspect of the story; though difficult, all eight playable characters can survive.
* Until Dawn were due to a curse placed on the land. This would mean the Washington estate, the sanatorium and most especially the mines were all built on native holy ground.
* Until Dawn, where dialog choices can influence them, and thereby how well the

characters trust each other. This, in turn, can affect the endings, including the credit scenes.
* Until Death Do Us Part. She's like only up to his stomach. Or course she's still a kid.
* Until Death Do Us Part spends the time eating up because he didn't know when he'd be able to eat next.
* Until Death Do Us Part, terrorists had explosives implanted in their molars that were activated by biting down on it. Unfortunately for everyone else, they could also be remotely activated...
* Until Death Do Us Part the main character, Mamoru, is blind, but wears a pair of sunglasses that pick up bouncing sound waves and turn them into a crude image that gets transferred directly to his brain.
* Until Death Do Us Part, the protagonist's sword is camouflaged inside his white cane. Said sword is able to cut through a gun... And the cut is so clean they actually manage to stick the parts of the gun back together. Unlike most such blades in fiction, this one requires constant maintenance, needing regular sharpening and coating with a special lubricant to keep it from being stuck in the materials it cuts through.
* Until Death Do Us Part, where the heroine who ran up to the protagonist for rescue and help early on later revealed that she's staying with him not only to be rescued, but also because he's her future husband. The two she told this to were shocked on finding out and told her not to tell the protagonist about it, though she seems set on making said prediction come true. The heroine is twelve and the protagonist is in his mid-to-late twenties, which would make this a lot more squicky if not for the fact that there is no romance to speak of at this point and she is a powerful precognitive, so the foretold marriage could be decades off.
* Until fairly recently, Africa south of the Sahara was often called "Dark Africa" in many books and films because it was largely an unknown, "savage" land.
* Until fairly recently, many high ranking military officers of all nations, especially those from wealthy and privileged backgrounds (e.g. George Patton during
* until he bites the dust. At that point, Tir's most constant Number Twos are Flik and Viktor, with Cleo also being part of the core confidants.
* ...Until he died too, and the show seems to have cut all the book's fae-related characters and plots with the sole exception of Sookie's powers.
* Until he discovers that Itachi was forced to do this to save Konoha, because his family tried to get revenge on the others in the village for being treated as outsiders and for them casting out their leader. Who, by the way, also wants revenge for his clan not supporting him and assists in their murder. And then Sasuke wants to get revenge on Konoha... Just as Kakashi told him once: revenge just leads to new revenge.
* Until he has to cast the deciding vote for declaring independence. He votes yea.
* until Heingist's attempt to capture her and Bo's subsequent Heroic Sacrifice.
* Until her character was expanded upon, Lapis was usually depicted as either very depressed or as a
* , until he realizes that having the power to do real good is what he's always wanted.
* until he sees that the pole he was trying to grab him with had dissolved.
* until he turned up dead until the climax, despite how much sniffing around their doing, implies that Bobby was a serious threat to them indeed. The motel clerk even noted that he was there a year ago asking some of the same questions as Jay.
* Until he won the Masters in 2004, Phil Mickelson was known as the best player never to win a golf major. That mantle was passed on to Sergio García until Sergio also won his first major at Augusta, this one in 2017. However, Mickelson has still struggled to win the US Open, finishing second a record six times (solo and shared) and yet to win it. Since Sergio's victory, most would point to former world #1 Lee Westwood as the best active player to never win a major altogether.
* until his friends reveal that she was a former schoolmate named Eric who transitioned. Toby is horrified to learn this, though for the most part, it doesn't seem to strain his relationship with Erica other then some good-humored

awkwardness.
* until his mother starts dating his ex. And Alan's reaction when he starts seeing the similiarities in him and Jill is even funnier:
* until if you play your cards right they put a Pkunk as their new Queen
* ... until it came to an end a decade later. They were contractually obligated for one more album after the death of drummer John Bonham, but were unwilling to continue without him, and so released
* Until it turns out he has superpowers and they just never awakened in him.
* Until it turns out their movement was initially faked by infecting people with a virus in an attempt to create an artificial Stand Alone Complex.
* Until it was patched in a rework, this was the case for D.Va, whenever promotional material (such as the trailer for when she and Genji were added to
* until it was revealed that Tony was only dating her as part of a deep undercover operation to bring down her arms-dealer father, although it was implied Tony's feelings were genuine. Years later, she falsely accused Tony of murder to make herself feel better. Giving an innocent man a life sentence is apparently the best
* until Jigo's engineers took advantage of it. Moro herself indulged in it when attacking Eboshi's convoy in the mountain, killing more people by shoving them off the cliff than by mauling them.
* Until later in the series. Archer knows the same spell and uses it on his own eyes to see further and with much more clarity, which is quite useful if you fight from range.
* Until Lucas DOES reciprocate her feelings and walks in on her taking advantage of the open nature of their relationship... with another man.
* until Margaret finds out Muscle Man and Rigby have been following them the entire time and Mordecai is forced to tell her about the bet. Obviously, she's not happy to hear about it. Mordecai apologizes and tries to help her understand his actions — that he had only agreed to the bet to help him get the extra confidence to go through with the kiss. She asks him what time is it and after he replies "11:59", she approaches him, embraces him and leans in — right before she whispers to his ear "Have a nice week, diaper boy."
* Until May of 2011, the world's largest video screen was at the Dallas Cowboys stadium, at over 25,000 square feet. (According to their
* until Mojo Jojo, whom the alien had previously mocked, snaps and proceeds to beat the holy hell out of him, finally forcing him to admit that Mojo is the greatest villain of all time before escaping.
* Until Multi Terrain Pattern uniforms were issued to the British Army, British troops in Afghanistan had to wear a mix of Desert and Woodland camouflage, as Helmand province's terrain can quickly go from green to brown and back again.
* Until My Color Fades Away princess Emerald Mist Amulet. Their daughter is also a vampberry, and meets a mortal boy.
* until Newt convinces her to live her own life instead of sticking to her ancestor's prophecies.
* Until November 2016, a replica of Pizza Planet existed at Walt Disney World's Disney Hollywood Studios.
* Until Oath of the Gatewatch, when the bodies of two of the Eldrazi titans are fully pulled into the plane and killed with the aid of Zendikar's soul. As Ugin warns, however, this could have some unforeseen consequences.
* Until official tournaments adopted double battles only, anything that wasn't single battling is seen as a novelty at best and reviled at worst. Even after three generations of exclusively double battling in official events, competitive players will assume you're talking about single battling unless noted otherwise, and it's very difficult to find advice pertaining to triple battles, rotation battles, and battle royals. The competitive single battlers and competitive double battlers also exist largely separately from each other, with people rarely doing both. That being said, the main series games run almost entirely on single battles, so it'd be logical that most players would be more accustomed to single battling than any other type.
* until one actually shows up. Possibly a reference to the fact that the giant

squid used to be considered a cryptid, and scientific evidence only started emerging in the past century or so. A giant squid was not photographed alive until 2004.
* Until one of the many site redesigns removed this feature, typing in the name of certain
* Until one of the newborn aliens takes a bite out of his arm... and contentedly swallows. The priest says a prayer, closes his eyes and offers himself to the alien, but it in turn packs up its babies, returns to its ship and flies away, presumably to inevitable starvation.
* Until one particular infamous story (regarded as non-canon by much of the readership), this is how the supernatural was handled in
* until Perry reads the mirror-phased message "I fight evil" which he wrote on his chest before he was brainwashed.
* Until quite recently there was a remarkable variability in this due to terrain, economics, ideology and what not. This may have gotten less so in modern times; most countries seem to try to imitate European style. Except for guerrillas which are the other main combat philosophy of the modern world.
* Until Raishan is revealed as The Starscream This arc went on for so long that several mini-arcs occurred in between dragon fights, some of which had their own arc villains.
* Until recently, the food at The Chum Bucket was never really shown or described, beyond the implication that it's so horribly vile no-one can stand eating there. Recent episodes have shown that it actually
* Until recently, there was a giant, crowded, vibrant, multicultural ghetto of Mutants in lower Manhattan, known as Mutant Town, occupying roughly the space of our world's Alphabet City. Given that this overpopulated ghetto full of superpowered, alienated freaks was barely even mentioned outside its own book,
* until recently, when scientists discovered that the secret was...sticky rice!
* until said boyfriend is tortured to death and later Dante, then Renaldo.
* Until season 3 of Buffy, Cordelia definitely fits the trope, constantly going on about her father's fortune, and how he spoils her. After her parents lose said fortune, and she starts a life of her own, the trope is thoroughly subverted, as she barely mentions him or her mother during her run on
* Until Season 8, where it is revealed that the whole time travel loop he went through (aside from the idea of making copies of himself) was just a sample of Cold-Blooded Torture
* Until season 9, armor visuals were in bright, often shiny colors, with bright red for tactical officers, orange or yellow for engineers, and blue for science officers. However, you can turn armor visuals off, and it's quite possible to customize the uniform underneath to more subdued shades. Armor visuals were made part of the tailor in season 9, allowing for much more variety.
* Until she gets trapped in a box and needs her siblings to bust her out
* Until she gets used to acting like a commoner, this is how Princess Garnet from
* Until she goes into her monster form thanks to the Snow Snow Fruit, that is.
* Until she sees her own reflection with the weapon and decides to keep it for herself.
* Until she starts using the exact same evidence to create different, contradictory theories.
* until she takes up her sister's mantle and becomes the superhero Black Canary
* until she was taken to the hospital for leukemia and even then Kaeda got off free for her crimes, as she was only charged in neglect. To make it worse, shortly after, she was sent back to live with her, despite that.
* Until shortly after the release of their second album, the lineup of
* Until some other aliens show up and parasitically possess them in order to turn them into a slave race of living superweapons.…
* until Soos puts it back up after being given ownership of the Mystery Shack in the finale.
* Until the 1950s, Lake Victoria in Africa was home to a huge number of
* Until the 1960s, promotions had Black wrestlers battling other Black wrestlers;

a notable exception was
* Until the 1960's the Vatican State technically still had an army. And it had a real army until 1870 when the Kingdom of Italy invaded and annexed the Papal States.
* Until the 2000s or so, import video games originating from Japan had to have all Japanese voicework and Japanese song vocals removed, as well as depictions of samurai. As a result, Mitsurugi from the
* Until the 2018 Olympics, when the men stunned pretty much everyone by winning gold.
* Until the 2.5 Errata, which boosted the Solar healing charm Wound-Mending Care Technique; combined with Instant Treatment Methodology and Solar dice pools, it's a very effective - if expensive - "quick fix".
* Until the ability was buffed to allow for an unlimited timer, the 15-second timer on Sombra's Translocator simply wouldn't allow for the minutes-long conversation she has with Volskaya in "Infiltration".
* ... until the Bourbon arc goes out of its slow start and then the series features at least a bit of plot advancement in every single case. It is still debatable whether the plot is really advancing or not, but the reveals of the true identities of the newcomers, the gambit to
* "Until the Day I Die" by Story of the Year was not written about a rocky romantic relationship, but how the band will always be there for one another, even though they sometimes feel like killing each other. Truly the anthem of bromance.
* Until the early 20th century, any MP appointed to the Cabinet—including the Prime Minister—had to seek re-election in his constituency in order to hold the seat and the office. At first this wasn't a problem, since most Cabinet members were Lords anyway, but as the number of members of the Commons in the Government rose, an exemption was made for certain situations.
* Until the easily portable glamour capsule is ripped apart, nobody realizes that the dead Snow White body double is a giant, fat troll! The body double WHOSE HEAD WAS RIPPED OFF.?
* Until the ending, when he dies for real by burning from Hell-stored sunlight.
* until the end of the series when he loses fairly in a duel with Yugi.
* Until the End of the World. The result was one of the most influential film soundtracks of the 1990s.
* Until the End of Time. It culminates in Goku taking down Hitler and marrying Anne.
* Until the end, when it turns out that the entire point of the caper was to con a bunch of people into buying fakes...
* until the handle breaks off and you have to find a doctor to pull it out again."
* Until the invention of air brakes in the 1860s (and as late as the 1920s), this was the job description of the "brake man" on trains, particularly on freight trains, having to hop from car to car to manually activate the hand brakes, between this and other safety measures that had yet to be invented, brakemen were essentially
* until their first target's abuse causes Ann's friend Shiho to attempt suicide to get away from him.
* Until the late 1990s, the American Center for Disease Control tracked dog attacks by breed, relying on visual identification by witnesses. They then decided to test visual identification against an animal's breed as established by breeder paperwork and DNA testing and discovered that visual identification was only accurate about 20% of the time, effectively making it pure guesswork. Following the results of that study, the CDC stopped tracking breeds involved in dog attacks.
* Until the late '70s, it was expected that up to 20% of the drivers in
* until the mentally retarded Johnny Horne interjects in the eulogy, a fight breaks out between two of Laura's boyfriends, and Laura's father dives onto her coffin, which continually rises up then lowers down with him on top of it.
* ...until the next book in the GONE series, PLAGUE, where Dekka Talent admits her feelings to heterosexual best friend Brianna...
* ...until the next season, when Clemson again got to the CFP, scoring a hard-

fought 29–23 win over Ohio State in the Fiesta Bowl before running into a buzzsaw in the form of Joe Burrow and the LSU Tigers, ending in a 42–25 loss.
* Until the obligatory escort mission where they forget that their mission is to survive. Instead they throw themselves suicidally at enemy forces, despite knowing full well their bodyguard (you) could handle all the combat solo.
* Until the person she is starry-eyed over cuts off her father's head in front of her..
* .. Until the post credit scene, which shows that the Elizabeth that left is only a temp. Cue fans asking the Gorilla to return their tears.
* Until There's Nothing Left Of Us what sort of drug binge the lead singer was on to inspire the album's first single. His exhortation never to do that particular drug is rather less effective now that the commentary's been censored.)
* Until the rise of modern electronics and glass cockpits, commercial planes had a *third* officer in the cabin, the flight engineer. This officer would sit to the rear of the two pilots, facing outboard, and would monitor the aircraft's various electrical and fluid systems.
* Until the second thread, when it came back even worse than the first time around.
* Until the series did away with classes, Healer was one of the stock classes a player could choose. The class is titular at best, as the
* Until the series did away with classes, Paladin (sometimes called "Crusader") was one of the standard pre-made classes, with a focus on knightly combat (heavy armor, swords, blunt weapons, shields) and
* Until the sex abuse scandal involving former assistant coach Jerry Sandusky was made public, Penn State University football coach Joe Paterno had
* until the terrorists attacked both halves of Imaginationland and pinned attacks on the Evil territory on the Good Imaginary Characters.
* Until the Time of Troubles, Mulhorand and Unther were ruled directly by avatars of the Mulhorandi and Untheric pantheons (by
* Until the twentieth century, sports in general were seen as this. Women rarely played them, and those who did were often looked down on. This gradually changed, however, once movements such as Second Wave Feminism took off and the culture began heavily emphasizing the importance of being physically active. Today, it's very common for women to both play and watch sports. Thus, they're now seen by most people as being for the whole family rather than just for the men. There has been some opposition to this. Professional football is currently fighting to maintain this image, as the NFL has recently become very popular with women, which has led many to worry about the sport becoming too "feminized."
* Until the update of the Admiralty system, in which players of Admiral rank and higher were allowed to send their ships — all of them, even the one they're
* Until the very last chapter, where he makes gestures toward both the old task force and the memory of Mello. The implication is that Mello, who enabled his victory, demonstrated that caring can, in fact, be an advantage.
* Until the War Doctor, who appeared in only 2 episodes and one mini-sode of the series before his regeneration. In the
* until they are resurrected. Local scavengers fight the people trying to resurrect them so that they can steal their stuff.
* until they discover that he's there as part of court-mandated community service for drunkenly urinating on a church.
* until they find out where the food came from This scene shows just how amoral Annorax has become at this point.
* until they get killed by a rampaging giant, but her father and grandfather are never seen nor mentioned.
* Until they got an incredible amount of flak, the rights holders to the song were threatening to sue the
* Until they introduce Daniel Faraday who is, in fact, a theoretical physicist.
* Until They Kick Us Out / Until They Kick Us Out / Until They Kick Us Out / People Move Your Feet / Until They Kick Us Out / Until They Kick Us Out / Until They Kick Us Out / People Move Your Feet / Until They Kick Us Out / Until They Kick Us Out /

Until They Kick Us Out / People Move Your Feet / Until They Kick Us Out / Until They Kick Us Out / Until They Kick Us Out / People Move Your Feet / Until They Kick Us Out / Until They Kick Us Out / Until They Kick Us Out / People Move Your Feet / Until They Kick Us Out / Until They Kick Us Out / Until They Kick Us Out / People Move Your Feet / Until They Kick Us Out / Until They Kick Us Out / Until They Kick Us Out / People Move Your Feet.
* until they score with seconds to play. As the commentator says, "Bahrain were down and out and dead and buried and now they're back in."
* Until three heroes reveal themselves as seemingly ordinary tenement residents, and defeat the Axe Gang.
* until Twilight Sparkle blasts them away and reels the real one towards her.
* ...until two weeks later at the Iron Bowl. Alabama had entered the season as two-time national champions, and were in their traditional form throughout. Going into the Iron Bowl, Alabama and Auburn were ranked at #1 and #4 in the nation respectively; for the first time ever, the winner of the game would clinch the SEC's west division and advance to the conference championship. Following an Auburn drive that scored a touchdown, tying the game at 28 with only 34 seconds left, Bama took over in their territory. Auburn stopped them from scoring and even forced a player out of bounds just as time expired, which stopped the clock. The play was reviewed, and one second was put back on the clock. Alabama attempted a 57-yard field goal. If it missed, the game would just go to overtime. Their starter had missed three earlier that game, so they put in the backup. He kicked the ball well, but it fell short, where Auburn returner Chris Davis waited. Davis then
* Until Urumi was introduced, Kikuchi was this, though afterwards he was relegated to
* until Warren goes off the deep end, murders his ex-girlfriend and shoots Buffy and Tara, killing the latter - an especially noteworthy feat since it was the first time a character from the opening credits had been killed by one of the show's villains. "Who's the real monster?" and all that...
* Until We Sleep. Seems he was left at the altar, and his ex is married to someone else, but there's still a lot of emotional baggage.
* until you find out that he's actually a doppelgänger. That means not only did you not get to play as Big Boss for the entire game, you never fought Big Boss the first time around either.
* until you learn he was the mastermind behind several thefts thought impossible. In fact, while Atmey is a Prideful!
* Until you reach the Seeq hunters who randomly piss-off Garudas only to flee in terror until their inevitable deaths.
* until you submit a written apology letter in person at the retailer.
* Until you think about what exactly he gets out of the deal. After the Grail War, the only thing that had changed from before it was that Crow had some magecraft under his belt and some more money. By working as Touko's bodyguard, he effectively gained a base of operations to work out of (as temporary as it is), basic necessities (food, shelter, income), the protection provided by Touko's reputation, and access to a magus that would be willing to teach him the basics he had completely bypassed to learn his Rune Magic. To a traditional magus, it is indeed peanuts. But to someone focused on surviving? Crow got everything he wanted out of the bargain.
* "Untitled" by D'Angelo ends like this in the album version, where the song is cut off mid-sentence.
* Untitled Displaced Fanfiction but elements such as Rainbow Dash saying "What have you done?" and the place everyone meets in being called "Shibuya" are retconned. The third part of the trilogy also has a Gainax Ending were Jonah goes back in time using Discord's magic, fights Samson (the Biblical character) and then laughs at Delilah for being thin. The story then abruptly ends.
* untitled fic about its characters facing the apocalypse. They mourn lost family, friends, opportunities... except for Irina, who mostly regrets not raping her hot co-worker. Her narration is all the funnier because it interrupts a very somber sequence.

* untitled fic which is essentially a music video screenplay, the narrator mentions offhand that Mab is poisoning Titania's drink.
* Untitled Goose Game has a glitch that allows you to clip up insurmountable slopes or through closed gates by wiggling toward them while repeatedly dropping and picking up an item until you get past. Not only can you skip directly to the pub by doing this, but you can also skip the majority of the final task by abusing this.
* Untitled Goose Game so you frequently need to use guile and subterfuge to manipulate the villagers into accomplishing your goals.
* Untitled Goose Game started creating left-wing narratives in which the goose was not just being a jerk, but disrupting capitalism, the creators jokingly claimed that in their canon the game was set in a socialist utopia, and everyone the goose harrassed was a good Marxist.
* Untitled Goose Game which were received well enough that they were adapted to create the game's final sountrack.
* Untitled Goose Game, you cannot fly (your wings are clipped), so even small hedges and fences subject you to this trope.
* untitled stick figure webcomic that expresses the differences between males and females in body language and anatomy. Usually keeping both a circle with five lines and deriving humor (and elitist criticism) from the fact that most people perceive some thing without clear gender specification as male by default.
* Untold Decades, including, perhaps most memorably, the main character in "Pouf Positive," memorably portrayed by Harvey Fierstein.
* "Untold Stories" and "Walk the Way the Wind Blows" were both originally recorded by Hot Rize.
* Untold Stories of the E.R., a patient having a bad reaction to prescription medication is brought to the ER in a state of disorientation. She slips out of her assigned treatment bay while the nurses aren't looking, but leaves a trail of tissues behind until the box she'd wandered off with runs out.
* Untold Stories of the E.R., when he got his long hair caught in a mall escalator and it de-gloved most of his scalp.
* Untold Stories of the E.R. which is mostly true when the ER doctors have to perform surgery right there and then. A splash-and-slash is the modern equivalent of this. (A splash-and-slash is where they barely have enough time to splash antiseptic onto the patient before cutting them open. Only done when the patient is going to die or is already technically dead before the surgeons are even called.)
* Untold Tales of Spider-Man #17, Peter was actually close friends with Liz, Jason, Sally, and Tiny when they were all children, but as they got older and they began showing different interests from him they gradually drifted apart, which finished happening around the time Flash started becoming popular and became the "cool" kid.
* Untold Tales Of Spiderman #-1, Richard and Mary Parker (Peter Parker's parents) exploited this point of view in India by playing "Ugly Americans" with two goons guarding an enemy installation, portraying themselves as crude and tacky tourists while asking the guards if they'd be so nice as to take their picture. Figuring they had better send these annoying foreigners on their way as quickly and with as little drama as possible, the guards fell for the ruse, the "camera" the Parkers gave them actually being a knock-out gas dispenser.
* Untold Tales of Spider-Man actually makes this part of the story in one issue. The Wizard challenges the Human Torch to a contest wherein he'll leave clues for where his next crime is going to occur; if the Torch figures out the clues, he'll be able to stop him. The Wizard uses science-related clues that he figures will stump the Torch, but Spider-Man teams up with Johnny and his heavy science background enables him to figure out the clues easily. This infuriates the Wizard, since he considers Spider-Man helping Johnny to be cheating.
* Untold Tales of Spider-Man, and he normally hates superheroes. The fact that the Spacemen are allegedly astronauts like JJJ's son, who he considers a real hero, is probably a factor.
* Untold Tales of Spider-Man. A Spider-Man imposter runs around vandalizing Forest Hill to make Spidey look bad, but Peter was too preoccupied with the mutated child Batwing to bother with him. Flash Thompson ended up being the one to take down the

imposter.
* Untold Tales of Spider-Man, but he tries to dissuade her due to the risks. Undaunted, she later dies in an auto accident after recklessly pursuing Spidey to get photographs of him in action.
* Untold Tales of Spider-Man came about in particular, because at the time (1995) the Spider-Man books were in a state of continuity lock with the Spider-Clone Saga and Marvel wanted a book for fans who wanted a Spider-Man book that did not require buying EVERY Spider-Man book being published, in order to understand what was going on.
* Untold Tales of Spider-Man. Heady with the idea of being a super-hero, she created a blue-and-white costume, called herself BlueBird, and tried to help Spider-Man with an arsenal of egg-themed gadgets. Unfortunately, her inexperience and malfunctioning eggs caused her to be such a burden that Spider-Man even allowed one villain to hurt her quite badly in an attempt to dissuade her.
* Untold Tales of Spider-Man: In Untold Tales of Spider-Man #16, which focuses on Mary Jane Watson, she says several guys were interested in her when she rejects going on a date with Peter. She does not want to go out with someone who can t get her own date. While in Amazing Spider-Man #25, Mary Jane meets Betty Brant and Liz Allan, two beautiful girls who were both vying for Peter's affections at the time.
* Untold Tales of Spider-Man, the person backing the Headsman and the Scorcher is eventually revealed to be The Green Goblin.
* Unto the Breach where the leader of the ceremony takes a bite of food or a sip of beer and tosses the rest down the hill in time with a chant. It's directly compared to the Celtic Samhain.
* Untouchable by Alice Janell is the first of the Everwinter series and features a couple characters who are Krampusi (Rattagan and Drosselmeyer)
* unTouchable by touch. Protagonist Sia is a virgin and has never even kissed, but had a reputation as the school slut in high school due to using her good looks to charm boys into touching her for feeding purposes.
* unTouchable, Sia runs after her new neighbor Jiho, trips, and ends up with her hand on his crotch.
* Untouched by Human Hands": When Mickey points out that Austin can't be aware when every acorn falls, he thinks of tea. That chain of random thoughts helps him realize that there was something wrong with the tea in the radiation lab. The glass of tea in the video was full, but they sent the robot in when it was half-empty.
* Untouched", Darla has been trying to corrupt Angel by using magic to send him dreams of his vampire kills. He claims to find them nightmarish, but...
* Untouched" in which, while the human Gunn could enter an apartment and snoop around, Angel was left leaning against the invisible barrier of the doorway. He then fell into the apartment when the owner died in the hospital.
* Unto Us a Son and Daughter Are Born: A couple has twins: a boy and a girl. Family complete. Happily ever after.
* Unto Us a Son and Daughter Are Born in a series, and aren't just there from the start, they're almost always boy-girl fraternal twins.
* Unto Us a Son and Daughter Are Born is born, to us a son is given, and the government will be on his shoulders. And he will be called Wonderful Counselor, Mighty God, Everlasting Father, Prince of Peace." The fulfillment of this was not part of a set of twins, much less fraternal twins.
* Untraceable. All of those moments almost feel like throwaway scenes, but then they all come into play in the latter half of the movie.
* Untraceable cybercrime special agent, the FBI crime director denounces the website and urges people to avoid it, which causes the site's traffic to explode.
* Untraceable that will either kill her instantly or let her escape without a scratch.
* untrained Ecclesiarchy members and huge mobs of faithful citizens force, after all.
* Untrained psykers are likely to have their heads explode into a daemon the first time they consciously try to use their powers, and psychic phenomena often manifest themselves around them (if there's an Inquisitorial agent nearby, the psyker might

be able to avoid burning at the stake and become sanctioned, providing a measure of protection against the Warp via soulbonding with the
* Untranslated Catchphrase: A fictional species has a catchphrase that the whole species says, but it's in their language and never translated.
* Untranslated Title: Most of the titles below that are not proper nouns. In fact if the title is translated that usually means the whole opera is.
* Untranslated Title: When the work is translated but its title isn't.
* Untrickable is a trait that nullifies allies from the effects of traits. This trait incredibly screws you over thanks to the fact tricks does no effects to them and usually they are covered by another source that gives the allies Untrickable.
* Untrusting Community: A hero is disliked by the community until he does something heroic.
* Untrusting Community: A whole town full of people who don't like you.
* untrustworthiness and unwillingness to share power with others causes him to double-cross numerous characters, costing him many important victories and advantages later on.
* untrustworthy as every book in the series seems to be strongly based on the viewpoints of the group that it is about. Which is why references to the same group in two different sourcebooks can be completely contradictory.
* Unturned gives you a choice of two: a basic axe and a fire axe. The fire axe is less common but also a complete upgrade from the axe. Both can be turned against trees to get lumber for crafting.
* Unturned in that you start with nothing and can eventually craft and construct supplies and shelter. In particular, some weapon attachments can be improvised using some rather unorthodox materials. For instance, using two tin cans and two cans of cola (cooked over a fire, for some reason), you can make an improvised silencer called the 'Muffler'. Another example is the "Zoomifier", an improvised scope made out of a pair of binoculars and some duct tape which has a fairly high zoom level but no reticule.
* Unturned. It is also extremely potent at destroying structures, second only to explosives.
* Unturned, the katana is a very good weapon: light-weight, fast, and powerful, but rare.
* Unturned. The smoke grenade attracts hostile creatures (zombies, wolves and bears) into the dense colored cloud it forms, allowing the player to sneak by them safely. Of course, against human foes, the smoke bomb works as expected.
* Unturned. They're one of the main reasons for a player to collect and use ranged weaponry.
* Unusable Enemy EquipmentEnemies you kill by the dozen carry assault rifles, but you have to wait until you find a special crate a few levels in to get your own.
* Unusable Enemy Equipment, the entire plot revolves around the weapon-identifying nanomachines (hence the subtitle) and the computer system that regulates them. Ironically enough, this is also the game that introduces the ability to take weapons from their keyed users and unlock them for your own use.
* Unusable Enemy Equipment: Why do you have to spend so much on weapons when you could just grab a dead enemy's gun? Because you require a weapon capable of channeling magical power, which also explains why guns you use don't eject casings and can reappear with your dead body.
* Unus Annus video "Mark Knows What Ethan Did...", Mark kept repeating "The grip was loose...". For context, he and Ethan had done a grip strength test earlier in the year, where the loser would have to be the winner's butler for a day. Ethan supposedly won, but as revealed in this video, he cheated - his grip was loose.
* Unus Annus videos directly referncing Unus Annus or at least showing the countdown timer to when it is deleted. People who saw Unus Annus will get it. Anyone who missed out or didn't want to watch it will just be confused.
* unused dialogue from an unknown NPC who mentions that "that skeleton over there" told them about how orange attacks work, which was likely cut because said attacks don't appear until Hotland, where Alphys explains them to you instead.
* unused. Growing up Anna was popular with locals while Elsa was feared for her

powers. One portion has a teenage Elsa and Anna out with some of Anna's friends. Elsa says the kids are jerks but Anna tells her to relax and be friendly. One boy calls Elsa a "freak" — something that's happened before — and Elsa gets mad and attacks him:
* unused icon for the Ambassador and violently remove the victim's head, or pieces thereof, from the rest of them.
* unused texture that had a sign reading "Days since last accident" with a zero and the sign had blood splattered on it.
* unused to the point where Anna and Elsa are basically singing insults at each other.
* unused variant then comes in from the right and follows them, barking twice.
* Unusual Animal Alliance: Animals who would be natural enemies under normal circumstances are able to put their differences aside for the sake of fighting a greater threat.
* Unusual Animal Alliance: When a group of animals are in trouble, they'll have to team up despite ordinarily not being inclined to do so.
* Unusual Dysphemism: Foul language is used to refer to innocuous things.
* Unusual Dysphemism, used it in a national broadcast, provoking worldwide outrage. (Although one must question the veracity of this explanation, given the other offensive things Madame Nhu had said, before and since.)
* Unusual Ears because Jennifer Lien became allergic to the glue used to put them on.
* Unusual EarsMerfolk sometimes have non-standard ears, commonly either elfin ears or fin-/gill-like ears.
* Unusual Euphemism: Bizarre words or phrases are used in place of profanity.
* Unusual Euphemism. Jonathan never does learn what she's so shocked about.
* Unusual Euphemism of choice for sex workers in Ankh-Morpork. This leads to occasional confusion, and so most brothels now keep a couple of non-euphemistic seamstresses on staff.
* Unusual Euphemism: Saying bizarre words and phrases in lieu of profanity.
* Unusual Euphemism: Showing students how he likes to put his socks on his feet.
* Unusual Euphemisms It should be pointed out that this is not something Cassie is known for doing, but she knew Jake was upset for botching the mission and that he would have had this conversation with Marco if he wasn't as sick as he was.
* Unusual Euphemisms, like 'Space!' or 'Unity!' as kid-friendly curses.
* Unusual Euphemism: Using bizarre words or phrases in lieu of swearing.
* Unusual for this trope, this even applies to the human party members in
* Unusual Halo: Unique halo designs other than the basic yellow/white ring ones.
* Unusual HaloUnique halo designs other than the basic yellow/white ring ones.
* Unusual in that the reason had nothing to do with rewarding individual players - Death Knights were given a higher starting level both because of their origin story and because the developers wanted the new class to quickly have a presence in the end-game community (as content would now be created with them in mind). Being unlocked by leveling another character was just to prevent new players from skipping the beginning of the game.
* Unusually, a large part of the sequel is centred around getting control of the 'psycho' part, with some degree of success - though it gets worse before it gets better.
* unusually dense field. After a while of you blowing up the asteroids, the captain of the ship will finally ask you to destroy its engine power plant. As soon as that happens, the large ship coasts to a stop within seconds.
* Unusually for this trope, the Magical Underpinnings Of Reality take up a managerial role. If you kill or traumatize the god of a river — which, as an Exalt, is pretty easy and usually exactly the wrong thing to do — the river won't disappear or dry up, but it will suddenly become far less predictable.
* unusually foul mouth could fund the war effort by itself. At which point Jack tells the kids to cover their ears and the scene cuts away.
* Unusually, he's probably the only member of the family that everyone else likes—he's also one of the most affable, rational, and well-adjusted of them.

* Unusually, however, the better sides of it (the X-Men don't have to constantly fight to survive/be accepted, mutants don't face discrimination, and they're free of their obligation to live up to others' standards, allowed to be their best selves) are discussed towards the end and considered to have merit. And while the X-Men leave to return to the real world, Magneto stops to thank Nate for showing him a world that's completely the opposite the one he grew up in, before Nate sets about reforming it (no secret police, for starters), with the help of a copy of AOX!Magneto, making it more of a genuine utopia.
* Unusually, most if the child characters come from happy, heterosexual married households. Ms. Cheng the teacher appears to be a lesbian, but it's low-key and mostly a joke about the characters not understanding what's happening. Andi is a largely conventional teenager, there's a rather sweet subplot about one of the childminders getting together with a boy she fancies. Ronny's father is divorced, we learn, but Ronny clearly doesn't think much of his decision.
* Unusually, the player is put at the recieving end of this trope at the end of
* unusually tiny nearly being killed by three Apache helicopters, suggests that they cannot possibly be as big a threat to the planet as the film otherwise implies.
* Unusually Uninteresting Name: This innocent sounding group are not a secret organisation of any sort, you won't even question their involvement or even notice their existence. The name is likely to be technically correct though.
* Unusually Uninteresting Sight: Characters fail to notice or care about something that should be seen as unusual or weird.
* Unusually Uninteresting Sight: Characters fail to see anything weird about something that they should see as unusual.
* Unusually Uninteresting Sights. Even Twilight, protégé to the country's ruler and who was apart of the royal family through her brother before gaining a princess title in her own right, usually only gets her royal status noted when the plot explicitly requires it.
* Unusually Uninteresting Sight: Somehow, no one thinks that this unusual thing is out of the ordinary.
* Unusually Uninteresting Sight: Something awesome just happened. Meh.
* Unusually Uninteresting Sights" video, which is set in a British boarding school.
* Unusually used as an actual plot point rather than (just) a brief gag in
* unusual magical abilities. Pinkie is a Warner Brothers cartoon who escaped into Ponyville. The list goes on and on...The WMG page for Friendship Is Magic has an entire section just for her!
* Unusual measurements are often found in the notes of "What If?" Giraffes make a regular appearance as a measure of height, and the author once described an object's mass in "yoctomoons".
* unusual pronunciations (LEE and AY-za). Were it not for the spelling, the former is certifiably a masculine name.
* Unusual: Sentient extra-terrestrial life can decidedly exist, but if so it is not common knowledge.
* Unusual User Interface based on gestures and holography. To fire the shuttle's weapons, one makes a motion rather like drawing and releasing an arrow from a bow.
* Unusual User Interfaces (as opposed to the traditional aircraft-cockpit style) for
* Unusual User Interface to link with the ship... although he did use it at least once.
* Unusual User Interface with the protomech, in which the pilot essentially becomes the machine while it's active, it can result in a "God Complex" insanity.
* Unveiling a Parallel, an 1893 feminist allegory by Alice Ilgenfritz Jones and Ella Merchant describing a Martian voyage.
* unwanted advances by a classmate. Ariana tried to have sex with Tim (even though they were too young for it) because she wanted to get rid of her unpleasant past with a new experience.
* Unwanted Assistance: A character gets annoyed by other people trying to help because the attempts at providing assistance aren't helpful at all.

* Unwanted Assistance: A person is annoyed because other people's attempts at helping them are anything but helpful.
* Unwanted Assistance: I don't recall ever asking for your help or input; now kindly leave me the fuck alone!
* Unwanted False Faith: A normal person is accidentally mistaken for a messiah.
* Unwanted Gift Plot: A character is given a gift they don't like, and now have to pretend they like it to not hurt the giver's feelings.
* Unwanted Gift Plot: You got a gift that you hate, but now you have to pretend you like it to not hurt the giver's feelings.
* Unwanted Glasses Plot: A character discovers they need glasses, but refuses to wear them because they look uncool.
* Unwanted Glasses Plot just for the look, the stigma associated with glasses is pretty much gone. And with the increased recognition of glasses fetishism, you're more likely to see someone use their glasses as a selling point when flirting than take them off.
* Unwanted Harem: A bunch of people are attracted to this character, much to their chagrin.
* Unwanted Harem: A character doesn't want any of these love interests.
* Unwanted Harem cohabitation is because none of the girls can get Yuuto alone long enough to do anything naughty to him.
* Unwanted Harem fell for him or solidified their love for him after he rescued them from various dangers, such as Index, Orsola, Agnese (she was the danger he rescued Orsola from before this point, ironically), and Lessar.
* Unwanted Harem for example has this happen a few times — this is particularly galling as the leading man is secretly engaged to one of the girls — resulting in her having to smile as the other girls trick him into taking them out, making it a use of this trope for both comedic and dramatic purposes at the same time.
* Unwanted Harem, he's beaten for good when the power of the rosary weakens him.
* Unwanted Harem mentioned above. However, nothing comes out of the human girls' crushes since Touta only shows real attraction towards the fellow immortal girls that are in love with him.
* Unwanted Harem qualify, though Himari herself is the most obvious example. Yuuto himself has yet to actually fight, though he has the potential to equal or surpass all of the girls when he finishes his training.
* Unwanted Harem resort has presumably aged him up by at least a year.
* Unwanted Harem: When one character is the love interest for multiple people and would rather not be.
* Unwanted Harem who would fit the type, and even that's a little bit of a stretch (she's the Cool Big Sis to some of his haremettes, but not to Touma).
* Unwanted Healing: A character has a terrible illness, but refuses to accept treatment for it.
* Unwanted Rescue occurs in the form of Luffy, which makes Robin want to keep on living after all, and she joins his crew.
* Unwanted Rescue saves someone in trouble only to learn that they didn't want to be rescued.
* Unwanted Revival: A resurrected person isn't happy that they've been brought back to life.
* Unwanted Spouse: A character is married to someone that they'd rather not be married to.
* Unwanted Spouse: A character's whose spouse doesn't want to be married to them (can be a mutual feeling but not always).
* unwarranted claims was supposed to be a "popcorn action flick", or trying to contrast films that have drastically different styles and focus like a standard romantic comedy and a serious period piece instead of letting each movie stand on its own.
* unwashed kangaroo court who doubted whether TNG could live up to TOS' legacy, or thought TNG had gotten stale by this time.
* Unwell Podcast has a Halloween episode and a Thanksgiving episode, both released

months before their respective holidays.
* Unwell Podcast: Kathleen Hoil, the voice actor for Abbie, is also nonbinary.
* Unwell Podcast: Mount Absalom has several ghosts, most of whom can still eat and go about normally despite dying and having a funeral. However, they don't age. Norah Tendulkar is an exception to this; she is bound to the place she died, and can collect sounds made in the building she haunts.
* Unwell Podcast: Several episodes have an extra scene after the credits, and most episodes have a fact about Mount Absalom.
* Unwell Podcast, the Old Man with the monster-dogs, is left unnamed until the season 2 finale, often credited simply with garbled radio noises.
* Unwillingly Girly Tomboy: A tomboy who reluctantly wears girly clothes or is involved in feminine activities.
* unwilling or unable to understand how anybody could have an opinion or belief that differs from their own.
* Unwilling Roboticisation: A character is forcibly turned into a robot or a cyborg.
* Unwilling Roboticisation: A human is converted into a robot or cyborg against their will.
* Unwilling Roboticisation: A person gets converted into a cyborg or robot against their will.
* Unwilling Roboticisation: I'm only made a robot against my own will.
* Unwilling Roboticisation is a favor for humans, and Daleks genuinely believe that anything non-Dalek is wrong and should be exterminated.
* Unwilling Roboticisation is a great act of kindness. Scary thing is, those who have experienced this agree being part of a greater whole is quite joyous. They only object to forcing people to join.
* Unwilling Roboticisation starts the process by having people forced into factories where they can surgically remove the brain.
* Unwilling Roboticisation - That's a bit too heavy metal as far as makeovers go.
* Unwilling RoboticizationWhen the person is forcibly turned into a robot or other machine.
* Unwilling Suspension: A character is bound and suspended from the ceiling.
* Unwilling Suspension: A character is tied up and suspended from the ceiling.
* Unwilling Suspension may also be described as "(just) hanging around".
* Unwilling Suspension with his superpowers — he blows up the base.
* Unwind, a Second American Civil War happens over abortion. It ends with the compromise allowing "unwinding" - kids cannot be touched before birth but can be taken apart to harvest body parts during their teen years.
* Unwind by Neal Shusterman, the government has decided that to please both sides of the abortion debate, abortion is illegal but people can chose to have their children "unwound", which means they are taken apart and used for organs.
* Unwinder's Tall Comics, a coffee brew known as "The Huffy Dimension". One of the ingredients is vinegar.
* Unwinder's Tall Comics and remarks, "I'd kind of like to see what would happen if Jaded and Colonel Gunarm hooked up."
* Unwinder's Tall Comics are the best way to scare youngsters away from using drugs.
* Unwinder's Tall Comics by sucking all the humor out. Normal Al plays straight covers of the songs that Weird Al parodies, and rewrites Weird Al's original songs with completely serious lyrics.
* Unwinder's Tall Comics: Dr. Minivan, after losing his hair (for science), buys a wig to hide his baldness. The wig is so long that he gets mistaken for a woman. When this happens in a public restroom, he panics and hides in a stall, and tries to figure out how to get back out of the restroom without incurring further confusion. This takes so long that he grows a beard. Problem solved!
* Unwinder's Tall Comics for that page lampshades this and says that isn't actually the date; Lion-Man just exudes "a powerful and mystic 4-20 aura" that alters calendars in his vicinity.
* Unwinder's Tall Comics: He's twenty-something while the main cast are high-

schoolers. He's also nice enough to treat Unwinder like an equal; Horse-Man is likewise the only person that Unwinder seems to respect.
* Unwinder's Tall Comics: In an in-universe novel by Gary P. Rastov, Krohn attempts to pull off a hyperspace ambush—but the solar system he's attacking has a fifty-second warning of his fleet's arrival. More than enough time for their Lightning Foundries to produce another fleet capable of reducing Krohn's to its component atoms.
* Unwinder's Tall Comics. Incidentally, Unwinder comes up with this idea during the most humid day of summer—a few days later, after the humidity drops, Unwinder looks back over his sketch and wonders how this superhero ever seemed like a good idea.
* Unwinder's Tall Comics in disguise. Supposedly, Tesla fics are popular enough to have entire websites devoted to them.
* Unwinder's Tall Comics in excruciating detail, to deliberately obscure the relevant clues under mountains of irrelevant ones.
* Unwinder's Tall Comics is named after the unconstrained height of its comics. Unwinder's conceit is that a taller comic is a better comic.
* Unwinder's Tall Comics. "I was doing such a good job of producing comics that were newcomer-friendly, and then I had to go and do this. I apologize to any newcomers who showed up and saw this."
* Unwinder's Tall Comics, much to Unwinder's annoyance. But this time, she winds up meaning it literally:
* Unwinder's Tall Comics novel series. Although he hates the books, Unwinder becomes obsessed with the author. Even the comic's cast page notes this:
* Unwinder's Tall Comics novel series, starring a bevy of zombies in name only.
* Unwinder's Tall Comics places his hand on people's foreheads when he reads their minds. So far, he's only ever used his telepathic powers on one page.
* Unwinder's Tall Comics; so Unwinder tells him a campfire story about the dreaded Dying Alone Snakes.
* Unwinder's Tall Comics, the tattoos completely disappear after this particular page.
* Unwinder's Tall Comics, Unwinder notices Dr. Minivan not wearing his wig. Turns out lice now live inside the wig and became sentient because of Dr. Minivan's drug testing.
* Unwind, it's used as a way to get rid of unwanted children and supported and run by the government.
* Unwind; it was proposed in order to make both sides in the Heartland War realize how ridiculous they were being. What wasn't expected was for both pro-choice and pro-life people to embrace it as the only way to compromise.
* Unwind, Risa is being chased by Connor who is also being chased by an officer. Connor catches up and tells Risa that they need to work together to escape. Risa replies "What do you have in mind?" The very next chapter shows the two successfully knocking out said officer.
* Unwind, spent several minutes on Facebook posting things like "ATTENTION!" "DO I HAVE YOUR ATTENTION?" "THIS IS BIG..." before finally announcing it.
* Unwind. There was a war between the pro-choice and pro-life people in America. A compromise was reached when the government decided that anybody from birth to 13 could not be killed, but from 13 to 18, they could be retroactively aborted, or "unwound". All their body parts (not just organs) were taken away from them and given to other people. The main characters of the book are volunteered for this process for different reasons. Connor is a troublemaker. Risa, who is a ward of the state, has reached the peak of her musical ability so she is going to be unwound to save costs. Lev is volunteered because his parents are strict Christians who give 10% of everything to God, including children, and Lev is the tenth child.
* Unwinnable by Design consists of endless waves of enemy fighters along with a Kilrathi Dreadnought fighting a desperate (and failing) battle to hold off the triumphant Kilrathi armada.
* Unwinnable by Design trope page, was designed for interactive fiction.
* Unwinnable by Design: Used to be a staple of the adventure game genre,

particularly if Sierra was at the helm. These days, almost no games are cruel enough to still use it as a mechanic.
* Unwinnable ending of being gunned down by a countless wave of Acolytes.
* Unwinnable Joke Game endgame where the computer played a rook and king and the human only had a king.)
* Unwinnable: The game can only end in failure, no matter how much you win.
* Unwinnable Training Simulation, as she sends Holographic!Geordi to a deadly assignment.
* Unwinnable Training Simulation is finally shown as merely a training exercise.
* unwise or against instructions - and lives - has done something to add to the sum total of human knowledge, and shown commendable initiative that should be rewarded.
* Unwitting Instigator of Doom and culminate in her boarding the Train.
* Unwitting Instigator of Doom: A single character's actions end up unintentionally causing the conflict.
* Unwitting Instigator of Doom: A single person's actions are the cause of the conflict, the worst part being that the person in question had no way of anticipating the consequences of their actions.
* Unwitting Instigator of Doom: I'm sorry! I didn't mean to cause the danger that just happened!
* Unwittingly empowering an individual otherwise beneath his notice to start toppling the disaster dominoes is how the infinite hubris of
* unwittingly encouraging people to blow slight relationship problems way out of proportion and treat them as cases of the significant other displaying consciously hurtful, controlling or neglectful behavior.
* unwittingly gaining the allegiance of a massive alliance of pirate crews, the friendship of multiple kingdoms' royal families, and being designated as the Fifth Emperor
* unwittingly suffering from cocaine withdrawal. Crabtree, understandably reluctant to strike his commanding officer, eventually just lightly taps Brackenreid on the shoulder and says that they can call it even.
* unwittingly the jumping-off point for Neil and Christine Hamilton in their successful transformation from "corrupt ex-MP and his shamelessly supportive wife" to "pair of absurd media whores."
* unwittingly The Souballo Empire has since put the war 'on hold' until this new evil can be dealt with.
* Unwitting Muggle Friend: A supernatural character has a human friend who doesn't know their secret.
* Unwitting Muggle Friend: Supernatural character hides their powers from their muggle friend.
* Unwitting Pawn: A character is unaware they're helping their enemies further their goal.
* Unwitting Pawn - but simply furthering the plot doesn't qualify you as one.
* Unwitting Pawns, before the Iconians finally take center stage themselves in Season 10.
* Unwitting Pawn: Someone doesn't realize that they're being manipulated into facilitating the villain's agenda.
* Unwitting Pawn: Someone is being manipulated all along and doesn't know it.
* Unwitting Pawns) within the Trade Federation if they do anything detrimental to the Sith cause in the future.
* Unwitting Pawn: The villain reveals that they had been secretly manipulating someone to advance their goal all along.
* Unwitting Test Subject: A thinking subject (human, sapient animal, ect.) is part of a scientific experiment without their knowledge or consent.
* Unworthy and can also stand still and electrify himself for a while, making it hazardous to attack him. Luckily, he's a singular miniboss.
* Unworthy is an archetypal example. It is literally the solid form of sin, and so there's no surprise it amplifies the humans' worst traits. Many were simply rendered hostile without getting anything special in return, but the bosses like Gaston, Heir of Ambition, and Kayen, Father of Thirst received genuine superpowers

as a result.
* Unwrap My Heart, which is about a teenage girl falling in love with a mummy.
* Unwritten rules, also called unspoken rules, can be this; these are rules that are never recorded but must be obeyed within organizations, workplaces, sports, etc. They are usually not known to outsiders but are taken
* U-Olga Marie, the mysterious Foreign God that attacked Earth and bleached the planet white with no life in sight and set about creating Lostbelts
* UPA, for more sophisticated audiences, featured stories and songs from around the world.
* Up: After the house goes plummeting off the blimp, Carl looks over the edge to see Russell swinging from the other end of the garden hose he's holding, barely escaping falling to an inevitable, painful death.
* Up Against It in mind as the leads) ends with three of the male characters married to the same woman.
* Up all but announces its 1930s-adventure-serial-ness in the opening sequence.
* Up All Night. Chris began sort of this way, but as a stay-at-home-dad got things under control. His wife, Reagan, who continued working as a TV producer, is instead the one who tends to bollix things up when she takes charge.
* Up All Night to quit the show and the executives decided not to bring it back.
* Up All Night, who would joke about the films in his classic persona. The films included horror films as well as various B-movies and sexploitation films.
* Up, Alpha's malfunctioning collar makes him talk like this. The collar's normal voice is deep and menacing, of course.
* Up, and also that the villain has been searching for this same bird for the past century.
* up and left without a word was Link searching for her in his travels. He never finds her.
* Up and the final scene showing how close Carl and Russell have become, the plot only takes 4 days and 3 nights.
* Up: An old widower travels to South America to fulfill a promise he made to his deceased wife... by tying eighty balloons to his house and making it fly.
* up a notch. (Two in each hand, with his trigger fingers going through both guards.)
* Up are trying to get the bird back to civilization before him, and threatening Carl and Russell.
* UPA the style as we know it today. The studio was revolutionary in its application of modern design to animation, which included bold lines and simple graphic shapes for the characters.
* UPA [United Productions of America] barely lasted more than a decade as a
* UPA" uses a dripping tap as the sound the murderer thinks is his victim's accusing heartbeat.
* Upbeat and mature-for-her-age circus girl Coquelicot has a magic wand similar to what she uses on stage.
* upbeat song about a girl who is perfectly fine with dying as long as she dies with her loved one.
* upbringing.) Among the "Freeborn" (Clanspeople conceived and born the old-fashioned way), family units and such are much like they are in the Inner Sphere, but owing to the Clans' emphasis on creating the perfect warrior society, everything, even procreation in the lower castes, is seen as being in service to the Clan (making more Laborer/Techs/Scientists to support the Warriors). It's implied that even among the Freeborns, Clan society is something of a free love future: You're expected to have children with your partner (who the Scientists have verified will produce acceptable offspring with you), but you can fool around with just about anyone you want in your (very rare) free time.
* Up: Can be seen parked alongside a sidewalk during the scene when Carl Friedrickson's house flies away into the sky.
* Up care when she died and understand Carl's motivation through the rest of the film.
* Up, Carl attempts to make Russell climb up to his house by the garden hose

tethering it. After Russell climbs out of frame, Carl listens to him grunting in effort for a while, then asks him if he's reached the porch yet before looking up. Pan out on Russell clinging to the hose two feet above Carl's head before sliding down, exhausted.
* Up. Carl doesn't understand Russel's "GPM". During the credits, there is a picture of Russel trying to teach Carl how to use a computer, but Carl looks baffled while holding the mouse by the cord.
* Up, Carl Frederickson's house and practically everything in it are a keepsake of his departed wife Ellie and the childhood promise he made to her.
* Up Carl is fastidious in preserving his house the way it was when his wife Ellie was alive, and sometimes even speaks to it as if it was her. This isn't really treated like a sign of serious psychological problems, but does demonstrate that he's failed to move on after her death.
* Up. Carl's desire to fulfill her dream of living in Paradise Falls is what drives the story, and he often talks to the house as if it were her.
* Up, Carl's determination to go the falls leads him to abandon Kevin, which makes Russell feel betrayed. However, Carl eventually makes amends when Kevin's life is in danger by helping save him, leading Russell to forgive him.
* UPC, but using very old infrastructure, resulting in both higher prices for the same bandwidth compared to the rest of the country, and many offers void in Area 29. This is notorious because many places in this area don't have other ISPs that would provide competition.
* Up Close with the Monster: I'm feeling very uncomfortable facing this monster! I'm scared!
* Upcoming cover for future Deadpool chapters also show Ellie carrying a bookbag that says "I love Dadpool."
* Updated, due to it containing 3 already large-for-their-time games with newly updated assets.
* Update: Death Knights have apparently gotten better at it, because their "Raise Ally" button is now a full battle resurrection.
* Updated Re-release. Adding up every "numbered" Kingdom Hearts game (1, 2, 1.5, 2.5, 2.8, 0.2, and 3) comes out to, you guessed it, 13.
* Updated Re-release adds a few rewards for doing particularly challenging tasks, all of which prove you're good enough to not need them.
* Updated Re-release adds a route where the protagonist can start a romance with Hilko from the Balbora empire.
* Updated Re-release based on color. The boss of the dungeon wasn't more difficult than the other bosses, but you could only enter the dungeon if you knew the color of the stalfos' clothes at the entrance. There were also a number of color-based puzzles that would be frustratingly difficult if you managed to get in anyway.
* Updated Re-release, but isn't very updated visually, still using the graphical style from 1999.
* Updated Re-release can be seen during the Mos Eisley arrival sequence, and Boba Fett has a cameo in the previously-cut Jabba the Hutt scene.
* Updated Re-release compilations of the games replace a voice actor’s performance from the one game to maintain vocal consistency with the character’s appearance in another game in the compilation:
* Updated Re-release design, followed by Nestor, the first dragon Spyro meets, who has a very heroic build. Elora's less humanoid redesign has been well-received, as have Bianca and Hunter's redesigns. Toys for Bob seems to be entirely aware of how many childhood fans back in '99 then are furries now and direct their marketing appropriately.
* Updated Re-release) does this upon his (or her) defeat, complete with slow motion falling down in defeat. (Although the actual line they give is "How can this be?!")
* Updated Re-release) ends with the reveal of the picture taken by Lotta Hart of Phoenix and his friends celebrating their victory. Turns out the ghost of Mia Fey decided to celebrate with them.
* Updated Re Release for Victorian England, but the odds of a (presumably) black man becoming a parish priest in a place and time where he'd attract rude stares for

merely walking down the high street are not terribly high.
* Updated Re-release, had voice acting for the scene in which Ryuji tells the player about the maid service. In the Japanese voice acting for said scene, Operation Maidwatch is named by Mishima, in a hilariously thick accent, as "MAIDO ROOKIN' PAHDI!" (Probably supposed to be "Maid Looking Party".)
* Updated Re Release, heavily implying he also had feelings for the male protagonist despite his lack of a Social Link in the male route.
* Updated Re-release in the Eleth Research Laboratory following the boss fight when the party realizes something is wrong with Fodra's core and she's asked if she has any ideas.
* Updated Re-release is a beam of pale blue light that descends on a character, and kills him instantaneously regardless of defenses.
* Updated Re-release; it lets you take your characters back in time to any decision made and lets you pick a different choice and follow a different path. This allows for situations where you can have characters who joined your party in one timeline help you kill their alternate selves who opposed you in another in gameplay. Plotwise, though, you'll grieve the death of a character even with them still in your party.
* Updated Re-release let's it go up to 4x the speed, which also makes it easier to make the most out of Special Move buffs. You can also pause the animation, making it easier to time Bravely Second, or take a screenshot through miiverse.
* Updated Re-release — he lands on a glass ceiling that Eiji is standing under, the shards from which kill him instantly.
* Updated Re-release — you have Sleep Points, which stop time in any battle at any time, and perform as many actions as you have Sleep Points. Using this feature allows you to surpass the damage/healing cap of 9999.
* Updated Re-release of the game, and can be selected with or without a Persona.
* Updated Re-release photo, and they'd most likely tell you Kanji wasn't in it at all.
* Updated Re-release re-used the English voice acting but primarily had Japanese text.
* Updated Rereleases appealed both to those who never played the originals and those that liked the idea of playing these games on-the-go.
* Updated Rereleases hinges on whether they choose to obey their ruler's orders despite knowing the truth.
* Updated Re-release showed up, nearly all his team's moves had been swapped out, and in future appearances, he'd be buffed even further.
* Updated Rereleases you can raise a properly customised bunch to help you out.
* Updated Rereleases, you can "Say Goodbye" to a Chao with the "Chao Machine", whereupon it leaves with a bindle stick to a faraway forest where it will never see you again.
* Updated Re-release to the his appearance at the start of DMC 2) and later as a crucial participant in a lengthy sidequest.
* Updated Re-release, twelve years later. The teaser email for the game lampshaded this, parodying the internet of 1999 and making every reference to that era imaginable short of referring to those two big buildings in New York.
* Updated Re-release was released in Japan on Halloween 2019, which fits into the game's themes of masks, costumes, and monster summoning.
* update map BoatMurdered had someone submit a drawing of the employment of the "lava death system." With two keys, natch. In the actual game, of course, the system was activated by a simple lever.
* update page, the Spy's predecessor is portrayed as the yellow peril.
* Updates after that have included a large number of swords as Demoman melee weapons; while they decapitate, they don't give him boosts on kills except for the Eyelander reskins
* Updates to Wrath of the Lich King added two more Legendary class items: Val'anyr, a mace for use by healers that must be crafted from rare drops from Ulduar bosses, requiring a number of trips through the instance to gather them; and Shadowmourne, the sister-axe to Frostmourne, the sword borne by Arthas himself. It

can only be obtained at the end of a very long questline requiring many trips through Icecrown Citadel to gather rare crafting materials and feeding the nascent axe the souls of 1000 inhabitants of the instance, culminating with the defeat of many of the hardest bosses in the instance while the wielder of the nascent axe does special actions during the battle.
* Update to this - The Planetary Society launched their Light-Sail probe successfully launched in May 2015 and although battling problems and gaps in communication (space is hard), it completed the mission successfully and entered the Earth's atmosphere in June 2015 (presumably burning in it).
* Up deals with mortality and death, a reflection of the death of his father and that of a mutual friend.
* Up developed the fantasy of a flying house on the idea of escaping from life when it becomes too irritating, which stemmed from his difficulty with social situations growing up. He selected an old man for the main character after drawing a picture of a grumpy old man with smiling balloons.
* Up. Disney approved of the house, and it was put on the market for sale to buyers.
* Updraft all reach well above the clouds, and their lower levels are essentially abandoned; as far as their inhabitants are concerned, the above-cloud portions of the towers are the whole world.
* Updraft, but that friendship is more illusionary based on not ever really understanding where Kirit was coming from.
* Updraft). There do not seem to be any larger air vehicles, however; or powered ones.
* Updraft, Tobiat, a scruffy, mad-seeming vagrant in Kirit's home tower, was once one of the exalted Singers, the closest thing the city has to rulers.
* Up, Ellie is seen straightening Carl's tie. She's seen doing it many times as they grow older. The rest of the movie, which takes place after Ellie dies, only ever shows Carl wearing a bowtie, showing that he never learned how to tie his tie even after Ellie died.
* "Upendi" from the sequel. However, the film's primary love duet (and "Can You Feel the Love Tonight?" expy), "Love Will Find a Way", takes place
* Up ends with many still photos, including one of Dug and another female dog (that looks a lot like him) having many puppies.
* Up, especially the younger days of Carl and his hero, explorer Charles F. Muntz.
* Up for an example). This is done for visual clarity; if the size and number of balloons were consistent in every shot, they'd become an indistinguishable blur of color from a distance.
* Up for a young girl whose cancer had advanced to the point where it not only prevented her from traveling to the theater to see it, but she was unable to keep her eyes open during the screening, which led to her mother describing the visuals for her. The girl passed within hours of seeing the film.
* Up Front, and that higher-ups winked at them, and even warned them when there might be crack down. Partly because they produced safer booze than the locals did. One of his cartoons also shows an enlisted man busily adjusting his still, as an officer looks on. The officer says, "Hell of a way to waste time. Does it work?"
* Up Front cartoons is of a cavalry sergeant about to mercy kill his mount... a jeep with a broken axle.
* Up Front depicted medics at the front alongside the dog soldiers. In one panel a dishevelled medic is told he didn't earn combat pay because he wasn't "in combat."
* Up Front. He adds +1 morale to everyone in his group ("in the Red Army, advance is less dangerous than retreat") but if any man in the group becomes pinned, draw a card to see who the commissar is watching. If he's watching the pinned soldier, BAM! Dottski takes out his pistol and executes the man. Germans score victory points for KIA.
* Up Front references the trope several times, contrasting the military regulations "in the book" with the no-frills lifestyle of the front line in their foxholes. "Go ahead and drink that water, boys. The officer who ordered it used for shaving ain't coming to the front."

* Upgrade Artifact" surpasses any Super Saiyan, he becomes weaker than Goku and Vegeta since he doesn't train to maintain his power (mostly because he hates fighting). In GT and canon movies set after Z, Goku and Vegeta naturally get even better power ups such as Super Saiyan Blue.
* Upgrade Artifact with the singular direction of a family corporation.
* Upgrade: Cyborgs are very common in the film's future, to differing degrees. In the criminals' case, they have extensive gun implants, while Grey just has a single chip in his spine, though it lets him do a lot. People mention also that it's unusual to not have any implants.
* upgraded a planet there, they're happy to just let him stay there and continue to fail while enduring his constant calls and hoping he gets himself killed in the process.
* upgraded. To a "vorpal halberd". Which looks unsurprisingly like a spade, of course. But works surprisingly like a vorpal halberd. When Madeline swings it with closed eyes, anyway.
* upgraded, while Colonel Chenkov of the Valhallan Ice Warriors got a medal after killing ten million Imperial soldiers by sending them against an enemy citadel without armor or siege support.
* Upgrade: Fisk believes that, as a cyborg implanted with a variety of implants and weapons, he is superior to regular humans and has no qualms with killing them indiscriminately.
* Upgrade has various road signs in the U.S. style, and the cars have the driver on the left-hand side. However, some shots early in the film clearly show Melbourne's Bolte Bridge
* Upgrade have guns implanted in their arms, with loading mechanisms in their biceps, that are fired out of their palms.
* upgrades halfway through the series. This version becomes more like Your Whole Body Asplode. At least sometimes.
* Upgrade to a paid account. This gives you full access to the features that weren't available for free, but you have to shell out some dough for the privilege (almost always a monthly fee).
* Upgrade vs. Prototype Fight: A fight ensues between the new model of robot and the original prototype.
* Upgrading Heller's defensive ability will render him completely immune to small arms fire. Explosives will still hurt though.
* Up has dentures. During his fight with Charles Muntz, he spits them out at him.
* Up has Kevin on this. She sounds like something awful's happening to a parrot.
* Up has Kevin the bird appear because Russell has a chocolate bar in his pocket.
* Up has Kevin the Snipe in this. Russell's reaction to finding out Kevin is not a Kevin at all. Not only is Kevin a girl, she's also a mother.
* Up has Russell laying on Carl's lap during their first night out in Venezuela.
* Up have a battle, and due to the advanced age of both combatants, their shoulders crack and lock up so neither can deal the other an overhead blow.
* Uphill Rush: If there's glass, chances are you can drive through it no worse for the wear, with a cash bonus for breaking it.
* Uphill Rush opponents look like you with a different coat of paint, for instance the quad opponent has a purple helmet and quad as well as a green shirt for differentiation purposes.
* Upin & Ipin friends and can't choose between them. In the end, Upin gets injured the day before the match so Upin and Ipin give all four of their tickets to their male friends (the two females choose to watch at home too). And after some guilt-tripping from Tok Dalang, all of their friends choose to watch the match with Upin and Ipin at their home (the tickets go to their teachers).
* Upin & Ipin, it is widely hated outside those countries. Moreover, this show is tailored towards the Malay Muslim rural community, so most non-Muslims out there might not get it and see it as a dumb, unentertaining show. And because this show was aired in the Asian feed of Disney Channel, Singaporeans, Thais, Filipinos, and Vietnamese have to suffer with it all the same.
* Up in Smoke opens with a hungover Pedro mistaking his hamper for his toilet.

* Up Interesting in that she only shows up in the prologue as Carl's beloved (deceased) wife. She is a catalyst for the movie's action, as Carl takes off for Paradise Falls in order to posthumously fulfill his promise to her.
* Up in the Air. He makes you transit from your job into unemployment. Maybe that qualifies him like "evil". He is really good at his job because that let him be oblivious to his horrible, sad life.
* Up in the Air (including Milwaukee, where most of the third act takes place). Oddly enough, Missouri does not have a tax-incentive program (an exception was made for the production though).
* Up in the Air since she is fresh out of college and new to business. Presumably she wouldn't be able to afford several smart pieces of work attire yet.
* Up in the Air story about George Clooney teaching Anna Kendrick how to lay people off, among other events.
* Up in the Air; the montages in the film are all people getting fired, not interviewing for a new job.
* Up in the Air, when Alex tells Ryan, "Just think of me as you, only with a vagina" into "Think of me as you, only with a miffler." Uh... what the hell?
* Up is a comedy/drama/tragedy/jungle adventure/WW2-style pulp adventure/talking dogs/extremely difficult to categorize but highly enjoyable movie.
* "Up Is Down And Black Is White": An ambitious Mafia goon thinks up a plan to deal with Frank once and for all: piss him off into
* Up Is Down and Black is White and each one of their shots misses him by a mile. Frank uses this opportunity to dispose of them with shots to the head. He then calmly walks up to the last remaining gangster and tells them this.
* up, it forces the person who shorted the stock to buy it back at a loss. In short, you lost money because the stock you wanted to fail ended up succeeding.
* Up, it is shown that Charles Muntz killed various explorers who he believed were after "his" bird and kept their aviator helmets as souvenirs.
* Up; it takes place in the same church where she and Carl had been married.
* Upldr has the protagonist working to develop this technology that enables people to upload or download brains.
* Uplift, a human spaceship is being chased by an alien ship built with vastly superior technology, and the humans are hopelessly outmatched. As the alien ship madly accelerates to overtake the fleeing human ship, the humans release several tons of seawater (on board for the benefit of the dolphin crewmates). The speeding alien ship slams into the expanding cloud of water and is crushed due to the huge velocity differential.
* Uplift, and it's not unheard of for a species to "un-uplift" themselves for various reasons.
* Uplift animal species to create new races. Not only are there thousands or millions of oxygen-breather species grouped in the various Galactic clans, but there are also very exotic retired races, hydrogen-breathers, sentient machines, quantum races, Solarians, and transcendent races. 215 have been named so far, with over 80 encountered or described in detail.
* Uplift best and, at worst, fighting each other over the opportunity to be the ones to exterminate humankind.) A separate example comes with humanity's fellow settlers on the refugee planet Jijo, where the other races come to appreciate the culture and skills humanity brought with them, which differs to varying degrees from the respective races' off-Jijo counterparts.
* Uplift blows it out of the water (no pun intended), and swept the major SF awards.
* Uplift, Earth had two of these by the 23rd century. They're named Vanilla Needle and Chocolate Needle.
* Uplifted Animal from a gas giant ecology, made up of extremely long floating strands.
* Uplifted Animal that herd the duo exactly where he wants them to go until time runs out.
* Uplifted, by the sequels, Admiral Halid Zorah becomes one of these, though he remains on the sidelines. Still, he tends far more towards being a magnificent

bastard.
* uplifted cat would be one of these, but he's really more of a character in his own right. The tiny robot Agatha built early on in the comic's run, Dingbot Prime, fits the mold better.
* Uplifted elephants are mentioned, but they went extinct during the Fall.
* uplifted from ape-like beings into what they are now by the Changelings. The other main Dominion race, the Jem'Hadar, are also genetically tailored by the Changelings into loyal super-soldiers.
* Uplifted: Hanala and Rael Jarva. While initially amicable, Hanala and Rael quickly come to resent each other once Hanala returns to the fleet completely changed by her experiences on Earth. Instead of the sweet girl he remembers, he is faced with a competitive, antagonistic and violent sister with a fundamental difference of opinion regarding the future of their people.
* uplifted, is a 'proof of concept' for a process designed to uplift and educate a species from a fertile-but-biologically-hostile world called Pfouts — rather than altering humans to be alien, it's a case of altering aliens to be human.
* Uplifted Joachim Hoch and his son John Hoch. Joachim loses his arm in combat, his son has his replaced to prove a point about his company's ability to augment humans.
* Uplifted makes this more clear during the first interlude, showing that Hoch and Hanala with a large and extensive family coming together to celebrate the turn of the new Millennium in 1999. Understandable, given that the series focuses on the descendents of these families from 1942 all the way to the events of Mass Effect canon.
* Uplifted No matter how close the two of them get, he doesn't mind smacking her around, and she isn't afraid to reciprocate the abuse.
* uplifted rats. Seemingly the experiments would have just given them the biological capacity for human-like intelligence, but that doesn't explain how they learned to read or build machinery more complicated than the average person could. Explained better in the book; the rats are taught to read (granted, with experimental drugs injected for added flavor), and are tested for some time before they finally escape.
* Uplifted:Revolution, Kampfgruppe Hoch (a thrown together Battalion) learned that no matter what rank you are, you`re subject to summary execution at Joachim Hoch's own hand should you murder a civilian or a prisoner, even if you're a Major.
* Uplifted series explores the personal side of the rivalries held between the Wehrmacht and the SS, both of whom have nothing but contempt for the other group. The writer doesn't play favorites, having a prominent Prussian call his protagonist a "Well dressed ditch digger." Ouch.
* Uplifted series is this. Especially the first trilogy, which takes place during World War II.
* Uplifted series, Joachim Hoch loses his arm and gets it replaced with one. He keeps it covered at all times with a glove in order to prevent people in 1940s Germany from knowing about it.
* Uplifted series, on the one hand is a Waffen SS Officer somewhat disenchanted with the war, charming and kind, sympathetic to the Quarians, and has lines he will not cross. He offers to let his Jewish sister in law escape, though that confrontation ends badly in a shocking fashion. On the other hand he is violent and brutal in combat, not shy about his anti-semitic, homophobic viewpoints (though it does get him into trouble with Hanala at times), and fiercely believes in his cause. He is Waffen SS for a reason. His Quarian counterpart and eventual lover, Hanala Jarva, is manipulative, lying, and brutal, and yet more idealistic than Hoch. Even if it usually is Hoch who plays the role of peacekeeper.
* Uplifted Series, tens of thousands of National Socialists escape to Spain and Argentina following the collapse of the National Socialist regime at the hands of the quarian/Wehrmacht alliance. Under the leadership of Ernst Kaltenbrunner, they form a paramilitary organization known as Paladin Group and South America turns into their playground... a place where Nazi Hunters go to die.
* Uplifted series the author certainly doesn't gloss over the nastiness of the war;

an example would be the Italian sailor who is joking one moment, and cut in half the next by a British airstrike.
* Uplifted series, this is the viewpoint of Joachim Hoch and many others at the beginning of the story. Nationalism is the order of the day.
* Uplifted Side Story: Originally a side story that got promoted to the next mainline entry.
* Uplifted the romance between Hanala'Jarva vas Devoas and SS Officer Joachim Hoch. As well as Tali'Zorah and Commander Shepard.
* uplifted, they almost always want to be downlifted back to their original state.
* Uplifted though not shown, it's heavily implied. Joachim Hoch leaves his detainment in Kiel starved and beaten mercilessly, all for sins of others... Given that he is an SS officer who just found out about the Holocaust, he feels like he almost deserves it.
* Uplift every single extant alien race was uplifted by another and got their technology from "the Library", several species uplifted as warriors seem downright barbaric to humans who had to develop a near-utopian society through trial and error.
* Uplift have a card-system, colors determine how many kids you can have, and a White Card is an unlimited license— your genes are so good, anyone who wants them can have them.
* Uplift humanity and earth-based species are the new kids on the block and belittled, laughed at and hated for — even though humans are young — gaining some clout in the ranks of the galaxy. Since we already helped two species along on the way to conscience, sapience and intelligence, which is a great and honourable feat in the intergalactic society, the haters can't wipe us immediately out without incurring the wrath of other, more benevolent races. Thus humanity is young and very much a playball of older races, some of whom treat humanity with a chuckling respect while others barely keep in their rage.
* Uplift, humans tend to use the names aliens had already given them.)
* Uplift Institute would like to find the lost patrons of humanity and prosecute them extensively for their abandonment of a semi-uplifted species. Such reckless behaviour cannot be tolerated, and an example must be set. Humanity is now a wolfling species and will likely die out within the next few thousand years, given galactic dogma against such species.
* Uplift: In the second trilogy, intelligent beings (the descendants of starfarers who are trespassing in the galactic equivalent of a "nature reserve", including some humans) are trying to revert to a non-sapient state: if the law enforcement of the Five Galaxies don't discover them until their culture has collapsed, they won't be "purged" for their ancestors' crime.
* Uplift: In the tabletop adaptation, Fins (uplifted dolphins) are a playable species, complete with the tech from the books that lets them operate out of water.
* Uplift is so ingrained in 2 billion years of Galactic society that many clans refuse to believe that Humans, ul-Dolphin-ul-Chimpanzee, could be anything but "wolflings" abandoned by their patrons mid-Uplift. The mere suggestion that we might have evolved sapience on our own is usually considered a preposterous, laughable superstition, as impossible as claiming a deity sculpted us out of clay. At worst, the claim is blasphemy of the highest order.
* Uplift learns of the native Jijoan method of storing information on paper, and Gillian spends a few moments pondering the espionage opportunities.
* Uplift levels with application of their minor shapeshifting abilities.
* Uplift. Many Earthclan ships still have rotating ring segments to emphasize their "wolfling" status to the Galactics.
* Uplift novels have no sense of humor. The Thenannin in particular are famous for this (so much so that the shocking climax to one of the books is a Thennanin laughing). On the other hand, the Tymbrimi have if anything too much of a sense of humor - that's why they like us so much!
* Uplift, of course. Also, whale songs are considered an art form beyond peer by some aliens, to the point where once an alien ship once held a Terragen ship hostage until they transmitted several whale songs.

* Uplift on the other hand, having descended from an aquatic species, had evolved superior 3-dimensional spatial reasoning, making them superior space ship pilots.
* Uplift Saga, species that can make great warriors are highly prized as candidates for uplifting, and those that don't are often heavily modified (as is the case with Jorfur, for example), and a hundred thousand years of war are bound to shape cultures irreversibly. Warrior races seem to be some of the worst to have as patrons as they're as ruthless to their clients as to their targets, and in general are quite unpleasant, no matter whether they're the honor-bound or ruthless savage type, with some of them, like the genocidal Tandu, being humanity's worst enemies. Interestingly, humans themselves, being the sole well-known "wolfling" race (ones that evolved civilization and sapience on their own rather than being uplifted) are viewed as this by many, and really enjoy playing up their perceived savagery in diplomacy and in combat.
* Uplift series Galactics have several technologies to enhance telepathy and use it primarily to detect sapient minds at great distances or last resort communications (the psionic equivalent of a distress beacon is called a "psi-bomb" for a reason).
* Uplift series has twelve different Galactic languages to accomodate the wide variety in vocal apparati, humans can only speak Gal 7.
* Uplift series have shape shifting qualities and as such usually don't have mammaries. If the necessity arises though features with the tactile feedback if not function of breasts can be acquired.
* Uplift series, humans use both genetic engineering and selective breeding to improve the intelligence of their uplifted dolphins and chimpanzees. Most chimps and 'fins have to apply for a license to reproduce. The ones with unlimited breeding licenses are the smartest and most talented of their generation. It's stated that most alien clans have similar or stricter breeding programs for their client races.
* Uplift series, it is hotly debated whether humanity (uniquely among living peoples) developed intelligence independently or was created by some folk that abandoned the job incomplete. The second trilogy take place largely on Jijo, a planet hosting lost colonies of almost a dozen species, including humans.
* Uplift series, pre-sentient species are genetically uplifted by extant starfaring races and are given knowledge and technology by their patrons. Since almost every sentient species goes through this process, innovation and original research are not exactly encouraged. Humans, who apparently evolved to sentience without a patron species, had to develop all of their technology up to rudimentary interstellar travel for themselves and so place a much higher value on ingenuity than the rest of the galactic civilization.
* Uplift series, the punishment for being Abusive to your client species is often extermination. Also, way back in prehistory, there was description of a group called "The Lions" who ignored the rules, ruled without any care of the potential species for millions of years (causing mass extinctions, which for the Galactic Society of the Uplift universe is tantamount to genocide), destroying lots of information about the past, and had to be put down by an alliance of Sentient Species which would have to rebuild so much lost information on Galactic Civilization and put in new safeguards.
* Uplift series, the technology of the alien Galactic civilization pretty much always does this. Aliens design their spaceships and equipment to last for thousands or millions of years, so it can be passed down to descendants or sold to buyers who expect it to keep its value. Some of the highest-tech items are rumored to be billions of years old (although this may be religious propaganda).
* Uplift series. This is what most aliens believe —and given how much more advanced most alien species are, and how many are hostile to the "wolfling" human species, it is essentially true, now that they're aware of our existence. Without allies like the Tymbrimi, humanity wouldn't stand a chance. However, there is no indication that humanity needs aliens for anything other than defense against aliens who think we should be their "clients" or exterminated for blasphemy. Between the present day and first contact humanity ended war, repaired the environmental damage to Earth, uplifted chimps and dolphins, colonized five solar

systems, and developed an automated empathy test that eliminated government corruption entirely (apparently most politicians are psychopaths, who knew?) In fact one might say that humanity is more "mature" than many species that are millions of years older because we had the opportunity to make mistakes and suffer the full consequences, unlike most of the galactics who were all uplifted by other species and in many cases designed to be soldiers.
* Uplift telepathic tricksters with nearly maladaptively compulsive senses of humor, lactating mammals almost exactly like those on Earth, and so humanoid they can be mistaken for Humans in bad lighting, especially when they use their almost-but-not-really shapeshifting ability. Nobody in-universe has any explanation for why they're so Human-like, since there's no genetic resemblance. In short, telepathic marsupial Space Elves.
* uplift their downtime allies, the Uptimers decide to share Civil War technology for this reason. Grantville is a small mining town that lacks the precision tools needed to make 20th century firearms, but 19th century guns are basically the same tech the 17th century Downtimers are using but slightly improved for power and accuracy (which also means their allies don't have to adjust their training regimens to compensate for unfamiliar weapons). Ammunition is easy to come by as it's the same as the older guns, and restocking after a battle isn't too much of an issue as the victors can loot their foe's supplies. Finally, in the inevitability that some of the guns fall into the hands of Grantville's geopolitical enemies like the French or Spanish and get reverse-engineered, the resulting leap won't tip the balance of power too far against them (as they still have a decent cache of modern weapons, and the know-how to make more ammo for them).
* Uplift they're crackerjack spaceship pilots. They were already rather intelligent before uplift, they and the larger whales sharing a unique way of thinking referred to as the "Whale Dream", and whale songs are treasured by many alien races.
* Uplift to the "patron" race for a period of 100,000 years. Patron races gain wealth and status based on this practice. When the indenture period has expired, the client races are then allowed full status to uplift new species for themselves, continuing the chain of uplift. This practice has gone on for 3 billion years.
* Uplift tradition were gods, with many interpretations of why they vanished and resulting wars. Some of humanity's worst enemies are those who believe the Progenitors will return to cleanse the galaxy of "impure" species like those uppity wolflings in Earthclan.
* Uplift trilogy the Rothen tried to use a psi-emitter to stir up conflict among the six races of Jijo.
* Uplift universe, the rules laid down by billions of years of galactic bureaucracy are extremely important. Even the most ruthless races are terrified of violating the "Standards for Acceptable Warfare."
* Uplift when an allied alien found it disturbing that humans bared their teeth and bark when amused.
* Uplift. Whereas humans prefer to use as much technology that they developed themselves as possible and have often used their interest in scientific advancement to their advantage.
* Uplift who look like gray four-foot teddy bears with short snouts and funny hairs around their eyes, and their voices are so high-pitched that they need special equipment for many species (including humans) to even hear them. They are famously fanatical and conservative: they hate humans and won their independence as a species by declaring a holy war on the species that had uplifted them to sentience (with the approval of the patrons' patrons). They also treat their indentured species, the Pring, very harshly.
* Uplink, a database containing every public website in the world, which is to say a few hundred in the actual game.
* Uplink, also use a modified version of Red Shirt 2 for its saved games.
* Uplink, a spritual predecessor to DEFCON, had a program that would beep depending on how much time you'd have to hack into a target system before someone caught you in the act.
* Uplink can be used as a proxy and hacked into with a basic dictionary attack.

* Uplink. However, just closing the connection before the trace is complete isn't enough: if you've really pissed off the company or entity you hacked, they perform a passive trace by following the access logs and reverse hacking the computers you bounced your signal through. It's much, much slower than an active trace (it can take several days), but it's guaranteed to work...unless you cover your tracks.
* Uplink itself, the LAN admins give their co-workers surprisingly obvious passwords, as if they want their friends' machines to get hacked into.
* Uplink remains as a project and an idea, but it's pretty much on indefinite hiatus as a game.
* Uplink very nearly manages to achieve Perfect Integration. It makes sense that stats are divided into discrete numbers, because they all reflect computer hardware. More expensive abilities are better because they make use of more efficient coding and algorithms. It even comes close to having a procedurally-generated story, as the player is given extensive control over how quickly they wish to develop their hacking career, and which side (if any) they want to take over the future of the Internet.
* Uplink. When performing a high-profile hack, you can wipe the records incriminating yourself clean. Or, for added giggles, you can alter them and get some poor sap arrested.
* Upload, and along with the hefty subscription fee, there are "In-App Purchases" for optional extras.
* Upload and omnipresent ad-bots, deliberate hacks and exploits are common and often unsafe, memories can be deleted and altered like any other file, and the "uploads" are transparently not treated like real people.
* uploaded memories of a human and random scraps of code. It grew intelligence and has devoured/destroyed members of the Hierarchy. Unlike Hierarchy members, it doesn't need "substrate" (the term used to indicate living creatures connected to the internet).
* Upload, is immense but isn't infinite, and computer glitches occasionally result. A man is shown to glitch out when diving into the lake due to the processing load of the immense number of people in the program, birds occasionally stagger out in midair, and the sunshine on the lake is a .gif that repeats a touch too fast to be immersive.
* Upload: The technological advancement itself is mostly fine (and is shown to have positive applications: Driving is generally much safer, the energy crisis has seemingly been solved, world hunger is nonexisitent due to the ability to 3D print food, and uploading allows for the formation of connections between people who would otherwise never meet, such as Nora and Nathan). However, the society in which this advancement exists is still aggressively capitalistic, which creates a lot of problems for those who can't afford to reap the benefits of it. Nora, for instance, is a minimum wage employee who, despite working for a major upload provider, would be lucky to scrape together enough money to get an upload for her ailing father. Before his death, Nathan was working on a free alternative to the usual uploading services, which would have alleviated some of these issues.
* Up Marketing than sports tickets. Plus there have always been cheap seats up in the gallery for working class people and students to come cheer their faves. Many modern opera companies are actively appealing to a broader demographic, especially with the tight economy making it harder to get funding for the arts. When you see the ultra-rich attendees in the aforementioned glittery-glam outfits, that's probably for a charity fundraiser gala.
* Upmarket suburbs of nearby Stockport have doubled as their counterparts in London, as filming in the North is cheaper and less vexatious. This has led to viewers who recognise the streets asking why the Hell they're pretending Heaton Moor and Bramhall are Islington
* Up. Much of the plot revolves around his pain from believing that he failed to fulfill his promise to her.
* Up. Muntz's reaction is an angry, but evidently awkward glare as Russell passes by.
* UPN had an explosion bring the villains from a programmer's homemade video game

to life, and he is forced to play his own game for real.
* UPN in general faced this problem for its entire existence. While its Black-led sitcoms were always popular with black audiences, none of them ever managed to break out of the ghetto. When UPN was merged with
* UPN Kids (UPN, United States), which later became Disney's One Too.
* UPN was a noteable example, as programming ran normally until 12PM, when the ending of the program
* Upon acquiring a ship from Bikke the pirate, you discover that the inland sea is completely contained.
* Upon a Falling Feather: The Shadowbolts fuse together and disguise themselves as Shining Armor before attacking Cadence, thus turning the whole Crystal Empire on the heroes.
* Upon a particularly awesome moment: "HO-LY SHIT! HO-LY SHIT!" This one has even shown up among audiences of promotions or live events where virtually no English is spoken otherwise.
* upon becoming a wind god, creates a massive tornado which he uses to drill to the centre of a planet to retrieve a massive bomb, In Cascade, he creates lava tornadoes and defeats the largest enemy seen in the game with a single hit, and sometime later becomes the first person to land a hit on Bec Noir, dealing about 1/10th of his health in damage off of one hit.
* Upon becoming President, Mr. Garrison uses his newfound power to commit any atrocity he likes without facing consequences. This includes sending offensive tweets to North Korea, terrorizing Tweek, raping his own staff and immigrants to death, and nuking Canada; The last act causes Mr. Garrison to become a wanted man, but he manages to escape capture in the Season 21 finale. It isn't until the Season 22 finale where he's finally arrested for his crimes, and he is eventually forced back into becoming a substitute teacher in South Park.
* Upon being discovered by the rest of the galaxy the Krogan were ruthlessly exploited by races far more technolgically developed than they were, and once they were no longer needed and became a problem, the development of their a civilization was neutered both
* Upon being told this, Torg promptly asks if he can become a "keglord" or possibly a "Salma-Hayek-lord."
* Upon being told what neutering is by the Kitten (who just had his procedure), the balls-intact
* Upon boarding on the spaceship to Fhloston Paradise, Korben Dallas insists to the stewardess that he'd rather travel incognito for his vacation. That's the exact moment chosen by Ruby Rhod to makes a
* Upon Cersei Lannister's coup to install Joffrey Baratheon to the throne, Ned Stark is given the choice to either confess to false charges and take the black, or defy the Lannisters and face execution. Ned is pointed out that if he chooses the latter, his daughter Sansa will be at the mercy of the Lannisters, so he
* Upon coming across Ciro and Michal in the school, Lenore asks them about the smoke snakes that gave them their powers the previous night. Vanessa, a non-powered student, overhears this, and misconstrues it as an admission that Lenore and Ciro were
* Upon coming to power, Washington and the Founding Fathers faced a rebellion of unpaid soldiers against the New Republic led by Daniel Shays. After that, there were Native American rebellions, one of the prominent ones was led by Tecumseh during the War of 1812. This would be followed by slave revolts, including ones led by Nat Turner, followed later by John Brown who attacked Harper's Ferry so as to capture guns for a
* Upon completing the absorption of the Spirit King, Yhwach's body, and the ground around him, becomes warped by shadow. The top half of his head no longer details either human eyes or even a forehead. Instead giant malformed eyes of varying sizes cover his face. Eyes also appear across his shoulders and neck. Wherever the shadow touches his body, eyes appear. They even seem to be forming across the ground that is intimately connected to his body via the shadows.
* Upon defeating Astos and delivering the crystal eye to Matoya, she gives you a

jolt tonic in thanks. Upon administering the jolt tonic to the elf prince, he recognizes the Warriors of Light and passes on the mystic key. Upon opening the treasure vault in Castle Cornelia, the Warriors of Light discover a store of nitro powder. Upon handing the nitro powder to Nerrick,
* Upon defeating Galactica Knight and clearing Meta Knightmare Ultra in
* Upon Dreadful Entity's defeat, the Dreadful Entity drops an item called the Dreadful Orb. This is used to summon the second bonus boss — The Hateful Entity, in the Scum and Villainy operation on 16-player Nightmare Mode. Boasting the same abilities as Dreadful, but hitting much harder and requiring very specific kiting tactics to defeat, the sight of players with his unique title are rare indeed.
* Upon entering melee range of any anti-dragon Noble Phantasm, Uther from
* Upon entering the Arcane Sanctuary, the Druid comments how "This was NOT designed by Nature's Architect", the Sorceress observes that "This place actually distorts reality. Fascinating.", and the Paladin muses that "This surely is the product of a twisted mind."
* Upon finding out what De Spair was up to, president of Belgravia Nestor Grimka orders the shutdown of the program, partly because
* Upon forcing the door open, they found him all right—as Victim #3. His body was holding the door closed.
* Upon getting the flask of Blue Medicinal Spirit, the necktie and the Electrochemistry skill are both gleeful:
* Upon handling an unconscious Marta, Alejo winds up being the first person working on the
* Upon hearing of an opportunity to "become a moderately wealthy man", Homer imagines himself rolling in a small pile of money and shouting, "I'm sort of rich! I can rent anything I want!"
* Upon hearing of his father's execution, Robb Stark substitutes a nearby tree for one of the Lannisters.
* Upon hearing of the evacuation order, Sid and Ryan realize that they'll have to go back through the rising water to escape the Grand Canyon.
* upon hearing the name of the planet Eltar. And arguably, even the means for more Rangers to rise to save the day in the years to come.
* Upon hearing this, the stepmother realizes that she was wrong, begs for forgiveness, and apologizes for being cruel, and once she's forgiven the family lives together happily after that.
* Upon her introduction it is clear that Makoto Niijima is not very well-liked among her classmates. In fact, it's implied that she didn't have any friends before joining the Phantom Thieves. While some do see her as a
* Upon his arrival to Pacifidlog Town, Ash finally visits the memorial of the man who broke a tidal wave over the town at the cost of his life:
* Upon his 'birth', Xenilla got an onslaught of them, foreseeing some monster that would destroy Terra. He assumed it was Godzilla.
* Upon his death, Jean Bernadotte, the Napoleonic soldier who became the absolute monarch of Sweden (as Charles XIV John), was supposedly found with a tattoo he received in his youth (when he had been a radical anti-monarchist), ironically reading "death to all kings".
* Upon his introduction into the show early in season 2, fans took note of Captain Rex's resemblance to one of the members of the Rebel strike team in
* Upon his retirement, MacDonald passed the role to one of his trainees,
* Upon his return to King's Landing, Jaime immediately feels out of place after everything he's been through. On top of that, while his return would have been huge news, no one even recognizes him due to how different he looks. Cersei almost immediately notices his less cocky, more contemplative demeanor (along with his missing hand).
* Upon jumping into a system, you always exit hyperspace on the near edge of the system, almost too close to jump, and headed inward fast. Since there's no
* Upon killing a baleen whale, orcas will often eat nothing but the dead whale's tongue. Granted, that's a

* Upon learning Nora and Blake joined the White Fang, a Faunus-supremacy terrorist group, Weiss demands to know "how could you." Blake tries to defend her actions, but Weiss clarifies that she meant it literally:
* upon learning of his defection. If you're against the Fire Nation, hope you don't have to cross her.
* Upon learning of these Augments and gaining samples of their DNA, the Klingons decided to give it a go. It backfired spectacularly, with those affected losing their Klingon appearance and strength and many of them dying of complications caused by the genetic chaos.
* : Upon learning Sweetie Belle got a job at a casino, Rarity storms into the owner's office and tears him a new one, until he offers that family of employees get half off on the buffet on Fridays, causing her to pull a 180.
* Upon learning that as a duplicate created from time travel he was inevitably doomed to die soon, he calls off the wedding because he wished to spare Leela the pain of her husband dying. "Lars" also does this back in the past and the narwhal he bonded with, which is what helps him realize and grow as a person enough to start this whole chain of wanting his beloved to be happy.
* Upon learning that Lord Shojo had been faking senility and was ignoring the rules of the Paladin,
* Upon learning that Rinne intends to quit being a martial artist, Einhart offers her a shot at her U-15 championship title, on the condition that she win against Fuka. This is so that not only would she uphold the promise of fighting Fuka, but to make a talented fighter such as her continue, and possibly find joy, in practicing martial arts.
* Upon learning that the Canadian Devil was responsible for exploitative freemium games, Satan asks to borrow Stan's body so he can fight him. After he's done, he returns Stan's body to his friends.
* upon learning that the masked villain called the Flame Emperor who he believes orchestrated the deaths of all of his loved ones and triggered the genocide of an innocent country and his beloved stepsister Edelgard are one and the same, Dimitri goes completely insane. He brutally slaughters all of her nearby soldiers, loses all pretense of self-control, and becomes openly obsessed with tearing her head off. Idle dialogue in Chapter 12 on other routes indicates that he still has his Freak Out offscreen.
* Upon learning that the Princesses are holed up in the Crystal Empire, Ganondorf marches the bulk of his army there to deal with them in order to solidify his control of Equestria.
* Upon learning that they're going to have to carry the Kazon prisoners to the Optrican base on the
* Upon leaving WWE for the second time claimed, among other things, that WWE wants the division to be more "girly" and have barred the Divas from things like punching and kicking. That obviously cuts out a lot but still leaves pretty of moves to do right? No, even go to stuff like the DDT apparently got divas reprimanded to the point they had to sneak spots past the agents. Possibly as a result, these "rules" would change week to week. Whatever WWE's case may be, the chickification of this once great women's division is painfully obvious.
* Upon meeting her for the first time, Mineta claims that he looks forward to meeting Eri in 10 years. Needless to say, many fans were
* Upon meeting Richard Dean Anderson in "Kiss, Kiss, Bang, Bangalore", they harass him incessantly, talking about how much they loved Macgyver but hated
* Upon meeting the French, they say they already have a Holy Grail, then at the end they are in the castle with the Grail in it.
* Upon realizing childhood friend Tommy Eliott is the murderous Hush, Batman assumes Tommy hates Bruce Wayne because Thomas Wayne failed to save the life of Tommy's father after a car crash. As it turns out, Eliott isn't angry Thomas couldn't save his dad...he's angry he
* Upon receiving notification of a passenger liner in distress, Captain Rostron gave the following orders: wake all off-watch personnel, sailors and hospitality staff alike; Navigator, plot

* Upon receiving permission to play through, they proceed to do so with
* Upon returning from his training with Jiraiya, Naruto gifts Kakashi one of Jiraiya's novels. He uses it to good effect during Kakashi's bell test. It is never mentioned again until the Pain arc, during which it becomes important to decode a message.
* Upon returning to Gongmen City after thirty years of banishment in
* Upon seeing all the nudity on a clothing-optional beach, Monk purposely stares into the sun, trying to make himself go blind.
* Upon seeing a person parked in a handicapped spot, the title character of "Super Cop" by
* Upon seeing Brian dressed like Lois he said, "All right, so, uh, I'm just gonna go out in the hallway and throw up about something else."
* Upon seeing how much damage Kyuubi-Naruto can cause, Orochimaru is shown smiling hugely and saying "This child...intrigues me to no end!"
* Upon seeing Sasuke as a baby, Kushina thought he was a girl. He also looks similar to his mom. Itachi even more so. He looks just like his mom and has really long eyelashes.
* Upon seeing that the Gunslinger had a magic gun as well, Linkara asked "Hey, you have a magic gun? Where'd you purchase that!?"
* Upon seeing that the video game in which they're fighting against the Warbeasts' representation looks like it's in Tokyo, Sora and Shiro are briefly thrown into a crippling
* Upon stumbling on a group of tomb raiders who have unleashed an epidemic curse from the tomb, Vale sacrifices the surviving raider to stop the epidemy. This is legal in the Empire.
* Upon the birth of Gaia's children the Cyclopes and Hecatonchires, Uranus hid them in a secret place within Gaia, causing her great pain. So she conspired with her son Cronus to
* Upon the breakup of the trance group Ian van Dahl, singer Annemie Coenen continued working with Peter Luts under the name AnnaGrace.
* Upon the decision to cast the mixed race (Chilean, Romanian, English, and a little bit of Argentinian)
* Upon the Dull Earth. Unfortunately the angels screw up when doing so — the girl comes back, but only by hijacking another person's body, taking over her sister's body and physically transforming it into her own. The angels seem unable to stop this process, either — soon everyone in the world begins spontaneously transforming into a duplicate of the girl. Madness and horror ensues.
* Upon the introduction of the politely expansionist, harmonious Tau Empire, many fans cried foul for the newcomers not fitting in with the crapsackiness of the setting. Subsequent fluff, however, has offered hints that its peaceful society is the result of mind control, and that rather than being dissident-free, dissidents are instead quietly taken out of sight, resulting in something closer to
* Upon their first meeting on Thursday Night Smackdown, Christie Hemme, accidentally broke one of
* Upon This Pale Hill career choice, with rock music, college politics, and young love.
* Upon which a severed arm then flops on screen. Oddly, though the mook's voice was the Scout, the arm is recognizably a Sniper's.
* Upon Wilson Fisk's release from prison in season 3, Matt, Karen, and Foggy each separately try different tactics to send him back to prison. After several attempts that fail or backfire with disastrous results, they finally get
* Upon winning his second World-Championship at UFC, Conor McGregor had this to say at the end of his victory speech:
* Up opens with young Carl watching a newsreel on explorer Charles Muntz.
* uppanayannam, leaves his parents’ house permanently and is consigned to be under the care and tutelage of a guru in his ashram.
* Up: Part of how Carl deals with his wife Ellie's death is to speak to the house as if it's her. Russell catches onto this at one point and to get "Ellie" to make Carl keep Kevin.

* Upped to insanity in a later fanfiction, where it turns out that Terranis did hold out until warpstorms ended, but due to the fact that the legend about it was demoralizing other regiments it was intentionally put into the warp by an inquisitor so that it would only stay as a sort-of paradise to Kriegers. It seems that the world is dead and overrun with demons? No. Why? Because orks were so terrified by the legend that Kriegers reincarnate until they earn the honour of joining others in Terranis, that this actually starts happening. And because of this Terranis is locked in an eternal last stand in the warp, constantly reinforced by new Kriegers who earned their right to go there.
* Upper-Class Equestrian: Horseback riding is perceived as being for rich people.
* Upper-Class EquestrianHorses are a luxurious hobby associated with rich people.
* upper classes. Vampires represent everything he's ever stood against.
* Upper-Class Twit: A character who's high on the social ladder... and not so high in common sense. Living proof that money can't buy intelligence or wisdom.
* Upper-Class Twit calling her a "stupid bitch" over comms by remarking to the bridge crew that "The very worst thing about being a woman in this Navy is that the insults are so very limited. You men get called all the imaginative ones."
* Upper-Class Twit daughter for advice, he no longer builds factories on isolated islands.
* Upper-Class Twit instead of a sober stockbroker. The waiter then comes up with another champagne bottle. Ian asks whose tab the bottle is on — on being told it's the client, he starts to drink the lot.
* Upper-Class Twit Prince of Orange that the battlefield is not empty, as the Prince keeps saying, because there are heavy cavalry hidden in a patch of dead ground behind a rise. The Prince gets a nasty shock when the cavalry turns up.
* Upper-Class Twit, puts the staff through a lot of abuse, which they only put up with because they really need those funds. One of her mantras is "rules are meant to be broken", which the department heads keep fruitlessly trying to explain to her doesn't work for the laws of physics.
* Upper-Class Twit standards, and manages to turn his first (and only) command from a mere defeat into an utter catastrophe. Ignoring the advice of more seasoned officers in favor of sycophantic young lords, he takes an army made up mostly of untrained, poorly equipped and exhausted peasant levies against hardened Northern veterans, and abandons a defensive position to take the fight to them in the certainty that a slight numerical advantage combined with 'boldness' will carry the day. He then proceeds to squander an elite heavy cavalry unit against an obvious diversion, at which point the Northern counterattack causes him to descend into panicked confusion, and his army is mostly slaughtered in the ensuing rout.
* Upper-Class Twit who relies on the Daroga's know-how to survive Erik's machinations. In the musical, the Daroga is omitted, and Raoul becomes much more competent as a result.
* Upper Deck Entertainment has a reputation for this among players. They deliberately reorganize the metagame every so often, so that players invest heavily in the newest overpowered card (which usually requires buying about 3 boxes to find), before it gets replaced.
* Upper Fourth is held back while the main cast moved to their fifth year after failing her exams.
* Upper Middle Bogan: After an embarrassing sex ed talk at Oscar and Edwina's school their parents offer to answer any questions they have; Edwina is not interested but Oscar is very enthusiastic which makes his parents uncomfortable. In a later episode, Edwina asks her mother the age at which she first had sex but has already decided that the reason for her aunt's marriage problems was having sex too early, before they were emotionally ready, which delights her mother.
* Upper Rank 3 Akaza and his loved ones. His master and father at first outright tell him that they cannot bring him to heaven, while his lover Koyuki holds him as hellfire consumes both of them. But in a Freeze-Frame Bonus
* Upper Rank 6 Daki and Gyutaro get theirs too. Originally, only Gyutaro will go to hell, since Daki was too young to be sentenced there. Daki doesn't care though, and follows her older brother there.

* Up Pompeii's roman slave Lurcio. As with everything in this show, the fact that Frankie Howerd was playing two separate characters was heavily lampshaded, with constant references by Howerd to the audience about his versatility in playing two characters and many occasions where Howerd would come in the wrong costume and have to change rapidly.
* Uprava Državne Bezbednosti - Yugoslavia's intelligence service. Stayed alive past the break-up of Yugoslavia, operating in Serbia and Montenegro until 2002.
* Upright Citizens Brigade (an improv and sketch comedy group based in NYC)
* Upright Citizens Brigade' episode "The Story of the Toad", about the titular toad who left bread crumbs in the forrest so he could find his way back … and then runs into one of his friends, Harry the Hornless Unicorn.
* Upright Citizens Brigade episode "The Story of the Toad", in which Antoine asks two prostitutes, "Hey... How would you ladies like to make love while wearing a jetpack?" but then cautions, "We can't do it doggy style though, you'll set me on fire."
* Upright Citizens Brigade featured a sketch where one man claimed that color-blindness was the reason his niece couldn't tell the difference between a juicy, delicious apple and a raw, slimy pig anus. An audience member is incredulous of the claim, insisting there is something far more serious wrong with the girl if she really can't tell the difference. The first man offers him a chance to experience simulated color-blindness with a special pair of glasses and then offers him a choice of two clear ziploc bags (one with apples, the other with pig anuses):
* Upright Citizens Brigade. The game features baseball bats used as weapons, wild hounds wandering the field, a roving car, and a "gun circle" containing a fully loaded pistol that players are forbidden to use.
* Upright Citizens Brigade town's town hall meeting, much to their confusion.
* Upright Citizens Brigade used a variation of this trope by claiming that they had succeeded in creating a batch of mind-numbingly unbearable commercials, then pressing play and treating the actual commercials as the ones they were referring to. It was claimed before each subsequent break that an even worse batch than the last one was cued up to play.
* Upright Magic, a 1998 book based on a 1975 film of the same name, several characters fall under the trope.
* Upright Magic is played by young and good-looking Elena Sanayeva. In the book based on the film, she is an ugly hag.
* Uprising, and its mini-campaigns happen independently of each other (the Soviets fight against FutureTech rather than the Allies as a whole, the Empire is fighting back against the Soviets, the Allies are fighting rebels in the Empire). However, some characters reference events that only happened in their (non-canon) campaign, specifically Moskvin having a panic attack at the sight of the Shogun Executioner (which ravaged Odessa in the Empire's campaign).
* Uprising has Yuriko breaking out of an Allied Camp X-Ray in Guam by freeing various PoWs being held by Cryo-Legionnaires and starting a riot to escape.
* Uprising. However, unlike the Sickle, the Reaper's legs can barely support its weight and will snap off if it tries to leap like a Sickle. This is reflected in its special ability, which allows it to leap once and become a stationary turret wherever you want it to land.
* Uprising. So they were. Three hundred years later, the few remaining Targetmasters have to live in hiding, in case anyone learns what they are and tries to use them for their own ends.
* Uprising: the Dystopian Universe Roleplaying Game from Indie Boards & Cards.
* "Uprocking Beats" is not officially by JS16, but by Bomfunk MC's. However, Jaakko Salovaara, AKA JS16, was the group's lead producer.
* Uprooted, able to use its corruption to manipulate events far beyond its borders. Naturally, people avoid it like the plague — which would be easier if it weren't also actively expansionistic.
* Uprooted appears to be a huge Jerkass when dealing with people personally. Turns out that after a century or so of near-isolation and magical workings in his tower, he's just really that bad at dealing with people.

* Uprooted by the Wood to keep him stable until he can be treated. Later, they use it as a non-lethal way to neutralize enemy soldiers.
* Uprooted; the zombie troops simply grab living soldiers in a bear hug to take them out of the fight.
* Uprooted was once a tree-person. When the tree-people began fading and dying out, her sister tried marrying a human king to revitalize her people through their offspring, but she was betrayed and the tree-people decided to revert entirely to trees. The Wood sprang up from the queen's rage when some unwitting woodcutters came to the grove.
* Up: Russell, even though he sometimes complains, he is generally upbeat, and moreso than Mr. C. Fredrickson.
* Up, Russell has problems handling Band-Aids, which keep getting stuck to his fingers.
* Up" Russell uses it to distract the dogs in biplanes shooting at him, causing them to crash into each other.
* UPS actually trademarked the specific shade of brown they use for their trucks and uniforms. Most color trademarks are based on exact Pantone shades or dye/paint formulas, which makes them quite easy to specify.
* Up says it was a miscarriage that left Ellie unable to have more children. What we see is what little they could actually show/feel comfortable putting in a movie for their young target audience.
* upset a number of fans, since the majority of voters also had a "Sure, why not?" attitude.
* upset over all the collateral damage. Later, Elastigirl gives the kids a talk.
* Upsetting the Balance: As someone in the heavens who support balance, we must punish the sinner for ruining the balance maintaining the world.
* Upsetting the Balance: When a character causes a disaster by messing with a universal balance.
* Up set up the rest of the movie... by showing how important they were to each other, and their united dream of seeing the wilds of South America.
* Up, shown on the internet, about the two orderlies who came to take Carl to the retirement home.
* Up shows how Ellie goes from a gawky, androgynous little girl to a beautiful woman and continues to age gracefully up to her deathbed.
* Upsidaisium. Boris and Natasha fall down the cliff (non-fatally), while Rocky and Bullwinkle continue on without noticing at all.
* Upside Down (2012), in which a man falls in love with a woman from an inverted universe.
* upside down (at his own request, since he didn't feel worthy of dying the same way Jesus did), Simon sawed in half (from the crotch up!), Bartholomew flayed alive...
* upside down at some point in the past. It's possible this happened the moment the planet was formed when one planetoid hit another at just the right angle.
* Upside-Down Blueprints: A building or invention gets made the wrong way because the blueprints were misread or misinterpreted by the builder.
* Upside-Down Blueprints: A character can't tell that they're looking at a set of plans wrong and follows them anyway, resulting in an upside-down construction.
* Upside-Down Blueprints: An architect follows the blueprints he's reading...only to build the project upside down.
* upside-down face Subverted when Tom Tucker doesn't take offense at the comment, or even seem to notice. "It's no problem of mine if it's turned his life upside-down face."
* Upside Down is set on are tidally locked to each other to the point where a skyscraper bridges them with gravity flipping halfway. They seem to orbit each other to generate a day/night cycle.
* Upside-Down Magic. While it amplifies magic, it also corrupts mages and eventually takes control of them with intent to destroy humanity.
* upside down: the "stilts" were actually defensive dorsal spines, and the "back tentacles" were fleshy legs!

* Upstairs Downstairs, and then sent back to work like nothing happened.
* Upstairs Downstairs are made public by Tory sympathisers. Later on, due to the frustrations of being away from the real fighting, and with the help of Hazel, who pulls a few strings for him, he returns to the front as a Major.
* Upstairs Downstairs, doesn't exist. For the exterior scenes in the show, the producers used the real house at 65 Eaton and painted a "1" next to the address (as well as the adjacent houses).
* Upstairs Downstairs have stated that, while those performers playing servants (the "Downstairs" characters) often had real, good food to eat in meal scenes, those portraying members of the family upstairs had things like "grouse that had gone off" and stuff painted or coated in glycerin and other product to make it look "perfect."
* Upstairs/Downstairs, Karen visits Fisk in his penthouse, planning to provoke him into trying to kill her so that he'll violate the terms of his house arrest and be sent back to prison. She initially tries to get him to snap by revealing the details of the visit that she and Ben paid to Fisk's mother at the nursing home. That doesn't work, as Fisk counters by revealing that he knows Matt is Daredevil. To which Karen shoots back by revealing her role in Wesley's death. Foggy ends up intervening before Fisk can hurt Karen in response to this. Not only does Karen's gambit end up failing, but Fisk puts a hit out on her, dispatching Dex to the church where she's hiding out, and getting several innocent people (including Father Lantom) killed in the process. (And to top it all off, the FBI guards later turn out to be working for Fisk, so what's to say they wouldn't have intervened had Foggy not shown up when he did?)
* Upstairs Downstairs often uses patterns and colours in the clothing and sets that belong more in the late 60s and early 70s than Edwardian England. Particularly obvious examples appear in some of Lady Marjorie's dresses in the first season.
* Upstairs Downstairs portrayed the Suffragettes in prison. Rose is arrested wrongly when she follows the upper-class Lizzie to a meeting. While Lizzie is spared prison due to her background, Rose is sent to Holloway. During a hunger strike the women are force-fed. The violence happens off-screen, but it is one of the episodes that goes deepest into the darker parts of British politics.
* Upstairs Downstairs reboot. "Upstairs, Downstairs" co-creator Jean Marsh was quoted as saying, "Maybe it's coincidence, and maybe I'm the Queen of Persia".
* "Upstairs/Downstairs" sees Dex's friend Julie end up on the fatal end of this as she enters her apartment and is abruptly killed by some of Fisk's henchmen who are inside posing as painters.
* Upstairs Downstairs, showing the lifestyles of both the well-to-do and the servant classes.
* Upstairs Downstairs, the cook Mrs. Bridges feigns surprise when Lady Majorie tells her the big news that the King is coming over for dinner because Mr. Hudson the butler has already told her in secret.
* Upstairs Downstairs was very popular in the United States, two early characters – Sarah the housemaid and Thomas the chauffeur – didn't share in the general plaudits. American viewers, who were at the time generally unaware of the "plucky little Cockney sparrow" trope but very aware of the "blackmail is sociopathic" trope, did not share British audiences' appreciation of the two, to put it mildly. Even today when shown in repeats, some American stations leave out most or all of the Sarah and Thomas episodes.
* Upstairs neighbors Ed and Trixie Norton, especially since Trixie's backstory says she was a burlesque dancer before falling for the sewer worker.
* Upstart Crow: In "The Most Unkindest Cut of All", Burbage expresses the belief that hermaphrodites are a myth.
* Upstart Crow: In "The Most Unkindest Cut of All", Kit attempts to impress Kate with his sensitivity by pointing out that he is reading poetry. She points out that the book is upside down.
* Upstart Crow: In "The Play's the Thing", Shakespeare and Bottom, fearing James VI of Scotland is about to ascend the English throne, hurriedly eat the manuscript of Shakespeare's stridently anti-Stuart play.

* Upstart Crow, particularly in the annoyed way that everyone reacts to Will Shakespeare's fondness for the trope.
* Up starts out with a version of this between 10-year-olds. It's very cute — and leaves a lifelong impact on them as well.
* upstate New York was well-renowned as a hub for eccentrics, spiritualists, weird religious offshoots, utopian communes, and radical social activists and moral reformers.
* Upstream Color: Jeff is allowed to dine in the kitchen of a hotel due to business connections, but he and Kris also help themselves to some toiletries while giggling.
* Upstream Color leaves a lot of the plot implied or mysterious, and there are long periods without dialogue.
* Upstream Color: The film is about a blue substance that inhabits a number of hosts throughout its life cycle. At one point, it's washed upstream and turns some riverside orchids blue.
* Upstream Color: The Sampler documents all of his victims in some sort of quasi-scientific study, though what he does with this information is not entirely clear. He's never seen studying his documents after the fact and only seems to use his victims to inspire his music.
* Upstream Color was made for about $50,000 and manages to both look and sound fantastic.
* Up, taking an immediate liking to both Carl and Russel. By the end of the film, he turns against Muntz and joins Carl.
* Up that he wasn't too worried about this, arguing that kids could relate to Carl the same way that they relate to their own grandparents.
* Up the Academy - a comedic take. At the Sheldon R. Wienberg academy, four young teens are sent to school and learn the discipline that the school teaches. Almost immediately, they don't like what is going on. Along the way, they plan their own actions from looking for girls to holding a party without the faculty's knowledge.
* Up the Academy: At the Sheldon R. Weinberg Academy, four young teens are sent to school and learn the discipline that the school teaches. Almost immediately, they don't like what is going on. Along the way, they plan their own actions from looking for girls to holding a party without the faculty's knowledge.
* Up. The actual aging and romance take place in the film's opening montage (as seen in the page image), but remain the driving force of the plot throughout the film.
* Up the Chastity Belt). First he is dunked in the well till he confesses to being a witch, and then is placed on a pyre to be burned. The villagers have trouble lighting him because he is so waterlogged.
* Up the Chastity Belt. He tells an extremely unfunny joke then, when it fails to garner any laughs, he kills it entirely by overexplaining it.
* Up the Chastity Belt, Lurkalot and Sir Coward organise Saladin's harem girls into a union as part of the plan to cut off King Richard's supply of nookie and force him to return to England.
* Up the Chastity Belt, Lurkalot carries a bindle stick when he sets off to walk (and swim) from England to the Holy Land.
* Up the Chastity Belt, Lurkalot disguises himself as a friar in order to to smuggle Sir Coward into the castle. King Richard disguises himself as a nun to avoid being caught in the bedroom of the wife of a German knight.
* Up the Chastity Belt, Lurkalot gets the threads of Lady Ashfodel's tapestry hooked on his belt, and unravels it when he storms out of the room.
* Up the Chastity Belt outlaw Will Scarlet is shirtless in every scene, and usually posing.
* Up the Chastity Belt, there is a man in stocks in village square being pelted with vegetables. Sir Coward later sneaks around collecting the vegetables for dinner.
* Up the Chastity Belt: While attempting to cure Sir Coward's intoxication, Lurkalot mixes a medicine consisting of sulphur and charcoal, which then has saltpeter knocked into when he is not looking. When he tosses the resulting

concoction on to the brazier, it explodes. Realising he has invented something significant, he names it 'gone powder' because it makes things 'gone'.
* Up the Chastity Belt: While getting Lady Lobelia away from Sir Braggart, Lurkalot takes her into his workshop and tells her to take off her clothes. She starts to obey and then says, "But we haven't got time!" However, he actually wants to fit her with a chastity belt.
* Up: The "Cone of Shame" that Charles Muntz uses to punish his dogs is actually an Elizabethan collar, a medical device designed to keep dogs and cats from licking or scratching their wounds.
* Up the Creek, every time the hero made love to his new girlfriend, he asked her "Was it as good for for you as it was for me?" and she replied "No..." . Then something happens to distract them. This happened three or four times, until at the end of the movie, when he asked the question she responded "No, it was better."
* Up the Creek: The whole movie takes place on a river in the middle of the wilderness, the adventures they have there kind of fit this trope.
* Up the Creek". Trent walks ahead of the other Screaming Gophers and steps into one. Lindsay tries to save him, but only ends up stuck and sinking too. Cody sees an opportunity to be a hero and swings with a vine above the pit with the intent to grab Trent's hand, but he misses and slams into a tree. The vine, however, swings back and Trent and Lindsay grab it to pull themselves out. They still give Cody full credit for their survival.
* Up the Creek" while on the run from first prehistoric woolly beavers and later monstrous geese native to Boney Island.
* Up the Down Staircase students couldn't finish his book and write a book report because he was getting married. He had gotten a girl pregnant and, being Catholic, married her despite not even liking her.
* Up the Down Staircase. The sequence is also retained in the 1967 film adaptation and theatrical adaptation.
* Up the Line father issues, has a goal to sleep with every female ancestor he has, as a gesture of contempt toward their mates. (Although he does skip his actual mother: "I draw the line at abominations.")
* Up the Line, there is a popular series of time tours tracing the 14th century Black Death epidemic. Protagonist Jud, while a bit depressed, takes one tour in the series of four (it was the one he could get a spot in on short notice).
* Up the Long Ladder that occurs when DNA is cloned too many times. If not corrected, they won't be able to reproduce.
* Up. The otherwise intimidating dog Alpha has an incredibly high and squeaky voice that causes the other dogs to laugh at him; apparently, his voice box malfunctions sometimes, but when it's adjusted, it does sound quite deep. Naturally, it breaks down again when he's defeated.
* Up the Real Rabbit Hole: Fantasy worlds and their inhabitants are of no consequence because they're not really "real".
* Up: The sign in front of the courtroom Carl Friedrickson's trial was held for hitting a foreman attempting to demolish his house.
* Up the Women is a Britcom set around a group of hilariously ineffective suffragettes.
* Up the Women, Margaret, the wannabe suffragette, is shown to be very clever, writing love letters to Ovid and able to give complex explanations about how electricity works...but she thinks you can get a degree in common sense.
* Up the Women: The BICCPRWS's plans are often hindered by the actions of the more militant Banbury Free Suffragette Army. Numerous other suffragette groups are mentioned, for example the Young Suffrage Army (splinter group from the Banbury Free Suffragette Army) who took to referring to themselves as the Banbury Young Hot Bloods after their split from the Banbury New Hot Bloods, who in turn re-formed as the Banbury Free Young Hotties (not to be confused with the Banbury Bloody Hot Suffrage Squad — nor the Banbury Blood Transfusion Society, for that matter).
* Up, though accidentally, by being on the porch of Carl's house when it takes to the air.
* uptight clothes, hair. After they finally go out on a date and sleep together,

the office worker reflects the next day on how he sees her "in a different light, with [her] hair falling down and love in [her] eyes" — and how he's just as glad no one else at the office sees that side of her.
* "Uptight (Everything's Alright)" is about a romance between an uptown girl from the right side of the tracks and a poor man's son who can't afford new clothes to go steppin' out in. It all turns out all right: she sees that his "heart is true."
* Uptight Loves Wild: An uptight, cool-headed character loves someone who is more crazy and spontaneous.
* Uptight Loves Wild: A serious and reserved person falls in love with a carefree and impulsive person.
* Up till quite recently, most prototypes of new fighter aircraft were painted in bright colours not too dissimilar from those that might be found on the title mecha of a
* up to 111 where you hit the cap at Season 111, and receive the appropriately named "Enough Already" Trophy
* Up to 3rd Edition, a drow was turned into a drider (a centaur-like creature that was the upper-body of a drow and a giant black widow spider from the waist down) by their dark goddess Lolth as a punishment for failing a
* Up to a certain age, parents of young children often use this sort of speak to discuss things with each other that they don't want the kids to hear.
* , up to and including: making him sleep in her bed every night since he was a baby, attending his classes at the academy with him, and tagging along on his first mission outside of Konoha.
* (up to a point), who can and will take down any student who's stupid enough to give him lip on the ranges.
* up to at least. Zhang Fei and Chen Gong were scheming against each other; the former was trying to lure Lu Bu to Xiapi to kill him while the latter wish to drive out Zhang Fei to take Xiapi. Both of them outlines their plans, and the narrative switch back and forth between them anticipating each other.
* Up to Eleven, a 6th generation console, while also coming out on the 7th and the then-new 8th generation consoles.
* Up to Eleven a few seconds later. How a single part of Goddard doesn't warp or break from internal combustion is beyond logic, but it makes for a pretty impressive dog trick.
* Up to Eleven after eating an entire ice cream popsicle in a single bite.
* Up to Eleven after he is trapped in the Time Chamber by Piccolo. He asked if he would have sweets and Piccolo smugly tells him no, cue him throwing a tantrum that breaks dimensions.
* Up to Eleven after you get knocked back into the beginning of a later level it becomes a free-for-all of vampires exploding out of walls/columns to try and kill you. Also happens in a in-game cut-scene where a vampire bursts out of a wall, grabs Neo and they bust through a wall into a dungeon.
* Up to Eleven. Alex Mercer's and James Heller's bodies are covered in thick, pulsating red and black veins when they unleash their Blacklight-virus powers.
* Up to Eleven. Allegedly, the seismic catastrophes created by the impact may well have caused long-extinct volcanoes to erupt again.
* Up to Eleven, almost 50 years after it premiered in the States (one episode was dubbed for the "Cartoon Crack-Ups" DVD back in 2001).
* Up to Eleven, an assassin whose goal is apparently to cut your face because that's as bad as killing you.
* Up to Eleven and had been dubbed the "Pole of Cold" because of the temperatures of the blizzard.
* Up to Eleven and had the three most powerful non-Arthur characters come together to kill him for good. Embodies this trope to a much greater degree than Sylar, because Sylar's rise to godhood occurred over the course of the series and stemmed from his own determinator persistence and cleverness; Arthur's ascent occurred offscreen and before the main storyline, and comes without any real emotional baggage, so there's no sense that he was ever particularly vulnerable.
* Up to Eleven and had to recreate the accident which gave Danny his powers. Danny,

not having any clue how his newly-obtained powers worked, was having trouble with a simple ecto-blast and it came out of his rear instead of his hands. We got a cheesy line out of Tucker in response:
* Up to Eleven and heavily distorted, however, it's produced in a way that makes it sound melodic and cohesive rather than unpleasant. To people who hate the genre though, it can be considered a straight example.
* Up to Eleven and his equally shirtless shadow clones like Hinata was the one filming it.
* Up to Eleven, and humans have the potential to produce all sorts of genetic surprises, either through direct evolution into mutants and witches and wizards, or outside influence (e.g. the Super Soldier Serum, the Hulk formula).
* Up to Eleven (and its oversized, yet still awesome successor, the Goldion Crusher)
* Up to Eleven and perform a True Resurrection spell on all allies within 50 feet. His body and stuff is then utterly destroyed. He cannot be resurrected by any means, including the power of a god. In addition, his name can't be spoken or written down again and all instances of his written name are erased.
* Up to Eleven and pretended to be a Pony, Pegasus, or Unicorn because they were tired of their race's wicked ways. When it's realized everypony in town is secretly a Changeling, one of them wonders if ponies even exist.
* Up to Eleven and pull this on Jesus, where he delivers an Aesop on religion. Peter asks Jesus to prove he's Jewish by calculating an appropriate tip on a $180 bill.
* Up to Eleven and quickly locates him just from hearing about some of the shenanigans he inevitably causes within a few hours of his arrival.
* Up to Eleven, and you have to fight entire hordes of them at a time.
* Up to Eleven are called Celestials and given reporting names corresponding to various classes of angels.
* Up to Eleven, as a plague of starving rats swarms across the entire nation of Japan.
* Up to Eleven. As a result of Corona being bound into the sun, the sun itself is something to be feared. In particular, nopony will ever willingly be out-of-doors at high noon.
* Up to Eleven Asgard acting like everywhere is her own personal catwalk. Even her fighting style has an inherent and entertaining flair for the dramatic.
* Up to Eleven. As pointed out in the opening; all of the violence, torture, and death that Dokuro inflicts on poor Sakura is her way of showing affection.
* Up to Eleven as "some kind of setup". Somewhere, a firearms enthusiast is drinking themselves to death.
* Up to Eleven as the shows that Lisa watches to get her mind off not being able to get a date for the school dance seem to be about... her not being able to get a date for the school dance.
* Up to Eleven at the end when the couch doesn't arrive due to having been tied down, and she promptly switches to freaking out about not having a proper setting in which to freak out anymore.
* Up to Eleven at the start of the Buu saga, where the first two enemies faced, Yakon and Pui Pui, are both comically one-sided curb stomps. Yakon is literally defeated by Goku powering up - Goku never even bothers attacking him. Pui Pui, meanwhile, boasts about how he is unbeatable because he is used to fighting in ten times Earth gravity, only to find out that the Z warriors regularly train in 500 times Earth gravity. Vegeta doesn't even bother powering up.
* Up to Eleven away." In the end, the singer remarks that cooler heads ultimately prevailed, and they'll take down the decorations by Saint Patrick's Day.
* Up to Eleven bad combination when structures are involved. He's so accident-prone with his Crush powers that Magnolia actually has a Gildarts Alarm that will automatically rearrange the city to have a straight road to the Fairy Tail guild hall, just so he won't accidentally destroy some buildings on his way over.
* Up to Eleven Battleworld has over a dozen versions of Manhattan between different domains.

* Up to Eleven between the sides over the latter half of the season. When Miguel is knocked over the top floor railing, Robby (his opponent) is so stunned that he just dashes off. Having been read the riot act by their respective other halves, Johnny and Daniel realize the hard way just what kind of an impact their old rivalry has had on those they had worked so hard to be positive role models to. They abandon their dojos in the process.
* Up to Eleven bike that is practically identical to the original vintage models, save for more modern materials and production methods.
* Up to Eleven body of water glows piercing blue at night. Justified as bioluminescent plankton and pelagic worms really are very common on the tropical Pacific.
* Up to Eleven. Bratton then tore the badges off the arrested officers and threw them in a trash can, telling reporters that this was what they had done symbolically through their actions.
* Up to Eleven, but not before teasing a break-up for nearly an entire 90-minute episode.
* Up to Eleven, but they also ruined every Father's Day beyond 1991 for the family of their second victim, Leslie Mahaffy, and every Easter since 1992 for the family of their final victim, Kristen French.
* Up to Eleven, by being disemboweled with Narasimha's claws (neither animate nor inanimate), and having his guts spilled into Narasimha's lap (neither earth nor space) on the threshold of a courtyard (neither indoors nor out). Vishnu also surprised the Asura by bursting out of a pillar in his own palace. That was not part of the prophecy; Vishnu is just that badass.
* Up to Eleven by Emperor Steer's casual mention of having single-handedly destroyed " several unrelated versions of the enchanter Merlin, a number of so-called legions of so-called superheroes, two different Void Armadas, and the Old God Nyarlathotep" while trying to break into the Consistency Imperium.
* Up to Eleven by featuring ads for their own shows containing loud, shrill shrieking.
* Up to Eleven by Ferb when repairing & "tricking out" Meap's spaceship - not only do his cheeks flap, but his whole face comes off his skull, which he pulls back onto himself.
* Up to Eleven by Sabre, where priority is so important and has so many more rules that it becomes a wild mess of twitching, stepping, and stabbing to the uninitiated.
* Up to Eleven by Steve Dallas' mother, who thought Steve's father (her first husband) had been dead for twenty years, and married and divorced six other men during that time. After aliens made Steve a kind, sensitive person using the "Gephardtization" process, he told her that not only was his father alive, he was where he had always been, reading the sports section of the paper in the den at their house (next to the ceramic poinsettias). His mom said she had honestly just never noticed him there.
* Up to Eleven by the "Chimera" card, which permits the player to equip one or more of each race card.
* Up to Eleven by The Open Source Wish Project, a whole forum devoted to coming up with wishes so carefully phrased that not even this genie could find a loophole.
* Up to Eleven by the thirteen versions of Xehanort and several people who called claimed to be Ansem.
* Up to Eleven called a Sow (AKA Battle Mountain): powered by several nuclear reactors, four hundred meters in length, with its main guns having a 1.5 m caliber, plus a lot of smaller guns. The second book also introduces a 5-ton monstrosity with a six-barreled 152 mm rapid-fire gun. These smaller tanks are called Piglets, since they're actually carried into battle by the above-mentioned Sow.
* Up to Eleven can be no-sold by him after he takes a hit, thus demanding your character(s) to have all of the weapon skills in order to win.
* Up to Eleven converted into a star-powered superweapon, which they show in the film as many, many times bigger than the Death Stars were. Though they do lose the majority of their fleet

* Up to Eleven could still enjoy it as a slightly unusual and not very fast-paced puzzle game.
* Up to Eleven. Current canon is Grievous augmented himself to fight Jedi until he was more mechanical than organic.
* Up to Eleven doesn't even begin to describe the Fox's reaction to this revelation.
* Up to Eleven doesn't have a consistent art style makes it even crazier.
* Up to Eleven drawings, and there are few effects. The creator joked it would "cost five dollars and will take some of the paper sitting in the copier".
* Up to Eleven Dr. Thrax has Toxin Terrorists, i.e. Terrorists that explode and leave behind poison clouds and Toxin Demo Traps, which do the same. Their Bomb Trucks are also locked into high-explosive and anthrax warheads, respectively.
* Up to Eleven during an episode on cannibal fetishists. A video from an endoscope was shown from just outside a woman's mouth to her stomach, where it caught a shot of her being stabbed from the inside.
* Up to Eleven (e.g. FN-2187, FN-2199) in order to maintain their absolute obedience. The faceless part also seems to be strongly enforced, as seen when Captain Phasma, the commander of the First Order Stormtroopers disciplines FN-2187 (later known as Finn) for taking off his helmet.
* Up to Eleven enjoy eating human flesh will no longer have their top predator around to keep them in check.
* Up to Eleven episode "Am I Blue?" with a school audience throwing tomatoes.
* Up to Eleven episode "Chef Bob", when SpongeBob's titular puppet with a mind of its own insults Squidward as a part of his insult comedy act. Squidward shrunk until he disappeared. When SpongeBob reprimanded Chef Bob, saying he can't talk to one of his "best friends" like that, Squidward grew back into existence, claiming that was even more insulting.
* Up to Eleven episode "One If By Clam, Two If By Sea". After a hurricane hits Quahog, Peter stumbles around with a fence plank impaled through his body. After horrifying his family, he reveals that it's just set up like the fake arrow trick.
* Up to Eleven episode where Stumpy, Quack Quack, Mr. Cat, Pretty and Eugly enter a cooking competition judged by Olaf. Olaf eliminates Eugly from the contest just for being ugly.
* Up to Eleven expensive and stylish clothing in some stores; you'd think one would be insane to wear them in a mud-strewn swamp like Route 16, but you can do so without ruining them and come out fresh as daisies.
* Up to Eleven; fight too hard for too long, and you're more likely to drop from exhaustion than a normal human or half-blood.
* Up to Eleven, filling a restaurant dining room not only with guests, but also tables and chairs.
* Up to Eleven finds her, Sylvette is just as kind, sweet, and gentle as before.
* Up to Eleven for Best Rock Album and Best Rock Song (for lead single "Dani California"), many critics bashed its, well, bloatedness and filler. The band actually had plans to release a third album, but had to cut over ten songs at the insistence of management.
* Up to Eleven for Buttons.) At least this time, Buttons didn't get yelled at by Mindy's parents.
* Up to Eleven for certain quests, e.g. one of the Bounty Hunter quests involves placating the crossed PC with a particularly large lump of money — or nothing if you are not subscribed.
* Up to Eleven. For instance, when asked "Can I offer you a drink?" an Auditor will respond that yes, it does believe you are capable of making that request.
* Up to Eleven for the latter with Gumi Extend, who has a halter top (complete with underboob) and a very short skirt.
* Up to Eleven Fortunately, Belkar is too light for the fall to break his neck or even strangle him (the non-human Belkar notes the absurdity of assuming the same execution methods will work on all species), so he just ends up hanging upside down for a while.
* Up to Eleven four fire-sprouting chainsaws during a school massacre.

* Up to Eleven games and their remakes. Protagonists in this series are not only friends with divine beings, they're the love interests too!
* Up to Eleven: get a jawbreaker, or save Edd. He chooses the jawbreakers, but in the time it takes him to jump at the door, the place suddenly closes and he just ends up smacking against the door. Oh, and the storm then immediately ends. Just WOW.
* Up to Eleven: Gillecomgain killed Findlaech, Macbeth killed Gillecomgain and Duncan, and Canmore killed Macbeth, all to avenge their respective fathers.
* Up to Eleven going for a schoolgirl look, while at least one background inmate turns an undershirt into a bandeau-style bikini top.
* Up to Eleven had the Z added to the original "Dragon Ball" name for marketing reasons.
* Up to Eleven. Hari Seldon and his team of psychohistorians set in motion a plan for the next 1000 years. The basic premise of their science is that history can be pretty accurately calculated mathematically, but only if the participants don't know what's supposed to happen, otherwise the calculations would become way too complicated to be feasible. So they specifically tell nobody about the plan.
* Up to Eleven has her list everything heroin can destroy in one's life (starting with the brain, then the body, family, friends, money, job, self-respect, and future), ending with the question.
* Up to Eleven has tilted by 10 degrees, expecting nobody to notice that the sun is rising and setting in the wrong place.
* Up to Eleven having all female players, so the stats are the same for everyone; they don't have any specialist for power or speed.
* Up to Eleven, having ruined Octavius's career and still believing Otto is in control of Spider-Man's body until...
* Up to Eleven herself admitted that she's not a longtime viewer of the show. Lampshaded by Jeremy (who was a fan) in the reunion who said it was difficult to work with people who don't know the show because they can be unpredictable.
* Up to Eleven. He's as quick and dexterous as Aang (without airbending), but not faster; he can't plan on the fly as quickly as Sokka, but is the best at improvising; he's as agile and acrobatic as Suki and Aang, but not more so; his firebending naturally lacks the offensive/defensive versatility and dynamics of Katara's waterbending, but he's shown using his firebending far more creatively than any other firebender in the show; he's not the most powerful in the bender in the group, but he's one of the best benders in the world by the end of the series; he can't compare to Toph's seismic senses, but his hearing and eyesight are unusually good; and he's highly capable in hand-to-hand martial arts, but not more so than Suki. Overall, he doesn't have a definitive edge at anything in the Avatar's group, save for swordplay, knifeplay, and sheer physical strength, but he seems to tie for number one or two at everything. He also has no major weaknesses, unlike the the other Gaang members. He doesn't have Toph's blindness and can easily take care of airborne enemies, he doesn't need to rely on his bending or a steady supply of his element to be effective like Katara, he's got hand-to-hand skills and bending unlike Sokka and Suki, and he's a disciplined, focused fighter, unlike Aang.
* Up to Eleven. His cell is capable of transforming into an executive office, complete with secretary and outside phone line. Then later on you find out he's turned the entire prison into his own flying fortress.
* Up to Eleven his daughters boyfriends. (He claims he only wanted to talk to the first one, but he lost his temper, and "after that, it was like eatin' peanuts.")
* Up to Eleven! His go-to weapons are a missile launcher and GRENADE MACHINEGUN! While his raw firepower is a great asset to his friends, it's also frequently an inconvenience as he leaves little to scavenge from.
* Up to Eleven if the state government begins their briefing before the city government does (assuming the state and city governments do not share a briefing together).
* Up to Eleven: If you get caught cheating, you will be banned until December 31st, 9999. And if you somehow live long enough to get unbanned...the next ban will be

permanent.
* Up to Eleven if you look at her the wrong way, and only wants to be a sniper so she can fight from a safe distance.
* Up to Eleven in a faulty recreation of a battle in which they're a group of homicidal psychopaths contracted as mercenaries.
* Up to Eleven in a latex mask and torso, with tools in a bra for the breasts.
* Up to Eleven in End of Zoe DLC when you take control of a hillbilly hermit by the name of Joe. He's pretty much what you'd expect of hillbilly but exaggerated to an extreme degree to the point of being badass.
* Up to Eleven in his baseball career. In the film, Graham doesn't seem too upset at his baseball career being cut short, because he went on to have a long and rewarding career as a doctor.
* Up to Eleven in response to a slightest provocation during the whole night.
* Up to Eleven in "Rome-old and Juli-eh" where Granpa is kicked out of the retirement home, marries Selma and tries to run the house while she's at work: being senile and out of touch with modern appliances, he first mistakes a plastic blender container for a tea kettle and puts it on a gas stove, then he tries to make flapjacks with a stereo set by pouring the batter into the CD changer and he then finally decides to watch a movie by putting a VHS casette in a microwave and setting the "running time" to 2 hours. Obviously enough, when everything catches fire, he then tries to call the fire brigade and mistakes the extendable shower head of the kitchen sink tap for a telephone receiver, remarking "oh, they're already here!" when it starts to spray water on him until he finally realizes he's way over his head, grabs the baby and runs away to get help from Selma. When they return to the kitchen together, it's also revealed that he somehow managed to set the fridge's freezer compartment on fire as well.
* Up to Eleven in Russia's hockey league, the KHL. One such fight between the teams of Avangard Omsk and Vityaz Chekhov saw the referees call the game off early because there was no one left to play the game since they’d all been ejected. The teams were fined over five million rubles and had the game counted as a double loss.
* Up to Eleven in some episodes, as Roger has even managed to disguise himself as inanimate objects such as a bedroom safe.
* Up to Eleven in some urban areas of Thailand. It's not as bad now as it used to be, but at its peak, bribery happened in every walk of life on every rung of the social ladder. This is most evident with traffic tickets, where you immediately pay the fine, which is essentially a bribe to the officer equal to the price of the fine. This traffic-based bribery was so rampant in the '90s that traffic cops would avoid pulling over any motorists who looked western, because they knew these people were less likely to pay the ticket as normal (either because they didn't understand the bribery system, they were morally against it, or they came from a country where bribing of police officers was not common), meaning the officers wouldn't get as much money and were thus wasting their time.
* Up to Eleven instead as the entirely random ship that shows up can be several tiers higher than is available for playable characters.
* Up to Eleven intellectual properties. The one buying the meal usually only gets one of these, though (they get a choice of which one they want).
* Up to Eleven in the episode "The War Room", which begins inside of Dil's esophagus and slowly zooms out as he cries, with his mouth being drawn much more detailed and realistically compared to other episodes.
* Up to Eleven in the episode where the Chinese Mafia is shaking him down... by tipping over the food trays. "Not the shitty beef!"
* Up to Eleven in the Eurosource sourcebooks, as Europeans disprove of cybernetics, so cyberware is either well hidden or replaced with biotech and also genetic engineering, which isn't readily available outside Europe.
* Up to Eleven. In the first book Count Gram creates a fear strong enough to drive back a barbarian horde, and Gauis Sextus can knock entire legions of veteran soldiers unconscious through sheer mind-breaking terror.
* Up to Eleven in The Hard Corps, as each character is different and nicely

compliments each other if done right.
* Up to Eleven in them (with the exception of Nunnally, who gets ribbons instead).
* Up to Eleven. In the original version, Gauntlet Legends, Skorne's true form could only be fought after hunting down all 12 runestones AND running through a level beforehand. After this fight in the remake, Garm absorbs Skorne's power, transforming into a large statue, taking control of Skorne's forces, and sealing himself within a citadel that can only be reached by finding the 13th runestone in the Battlefield.
* Up to Eleven in the Roman Empire, where the authorities expected the tax collectors to supplement their official wages by cheating people and extorting more money from them than the law required. In conquered provinces, they were often natives to the area who were working with their conquerors, which meant they were also viewed as traitors. See the entry for the Bible under literature to see how popular this made them.
* Up to Eleven in "The Sale", when Gumball and his brother Darwin attack their mom with demonic faces and voices because she said their neighbor could be replaced by anyone else.
* Up to Eleven in the sequel to that "The Cringe", where Gumball and Hot Dog Guy plot to get rid of their cringe around each other to only make things worse.
* Up to Eleven in the sequel where the mothership is comparable in diameter to the moon itself.
* Up to Eleven in the sky, a huge foot stepping down onto the ground, etc.
* Up to Eleven in "The Sweetest Apu", when Homer catches Apu having an affair at the Kwik-E-Mart and walks backward all the way to his house. The scene is repeated at the end, when Homer spies on Apu and Manjula having sex in their apartment and hops back home on his ladder.
* Up to Eleven in this manner. Apparently, at this scale the gravitational field generated by the cookie's own mass interferes with the baking process.
* Up to Eleven in total, two heroic, three villainous, and one neutral:
* Up to Eleven is deflated like a balloon and stolen by a giant spaceship belonging to an intergalactic repo company.
* Up to Eleven is the existence of the second generation, as the second half of the game centers on his son, Seliph.
* Up to Eleven is, which at the time of the strip, wouldn't come out for six months. After Peter explains this to him:
* Up to Eleven, it'd be impossible to even tell which way they're facing.
* Up to Eleven, it's a neutral card that can be played by any faction, not just the Monsters.
* Up to Eleven It starts out with one awe-struck construction worker obliviously swinging a pickaxe while gazing at a woman, while another equally oblivious worker climbs out of a manhole in front of him. Cue a quick camera change and a sickening squish noise. It goes on like this for forty seconds, with butchers slicing off fingers, men getting hit by busses, and utility workers getting electrocuted. They're not into the woman herself, but her beer.
* Up to Eleven, it takes place in the near future rather than the present.
* Up to Eleven just a endless cycle of people stealing from each other.
* Up to Eleven". Just as they find their way out, they see the Iron Vulture above using strong cables to tote the entire pyramid out of the ground.
* Up to Eleven just so that the enemy would have time to realize what was about to happen.
* Up to Eleven, Kid Buu is too crazy to care about ego and how to attack.
* Up to Eleven, killing two police officers and nearly killing Ben's girlfriend before she's finally stopped.
* Up to Eleven later in the episode, when Robin starts blurting out "SHUT UP" at random times—even when Barney is completely silent—because she's becoming so used to hating him speak.
* Up to Eleven laugh every time, making it sound like the laughter is canned.
* Up to Eleven levels. Why worry about what a foe may or may not be immune to, when you can just simply hit'em really hard with one attack, or wipe out a horde of

enemies with maneuvers that are flat out better than a similar Feat which requires other feats to even use. Or even just simply parry the enemy's attack.
* Up to Eleven level, which are often 1-30 and get to the door, then either escape using a rare item or go to the 10th floor.
* Up to Eleven like books?! She only realizes her mistake at Spike's birthday party. This is more blatant because she has known Spike longer and having given Spike a book for his birthday despite surrounded by them growing up and living in a library, it makes it seem like she didn't try hard to find out what he wanted.
* Up to Eleven, like having Triple-strike to top the Black Border double-strike.
* Up to Eleven live performance, where the unfortunate Hygiene Squad inspector can't rush out of the room but instead eventually vomits into his helmet - to which his superior gives a glare, causing him to put the helmet back on his head. (SFX material: beef stew.)
* Up to Eleven. Making matters worse for the poor buggers is they're tasked with flying across Equestria to spread pollen each year: it's really no surprise they'd rather say "pooch the pollen" and just hang out in Fluttershy's cottage.
* Up to Eleven. Many eons ago, she tricked Morwell, the queen of the eladrin, into a vile pact that resulted in an entire generation of eladrin children being trapped in the Abyssal layer of Androlynne; since then, Pale Night and her forces have been hunting them down one by one at her leisure. To this day, armies of eladrin try to protect the children (who remain forever young due to the pact) and find a means for them to escape. Morwell's current consort Faerinaal leads the armies presently, and even though his predecessor (and the one before that one) perished doing so, less than a third of the children survive to the present day.
* Up to Eleven — they have an argument over which wire Phoenixia said to pull after Adrian already pulled the wire. The bomb ends up shutting itself off because the argument was so ridiculous.
* Up to Eleven. Most of the football team is barely literate and only pass classes because arrangements have been made for better students to do their classwork for them. When the nerds go on strike, the team finds themselves in serious academic trouble.
* Up to Eleven music as soon as it's complimented by a commercially successful musician:
* Up to Eleven (no pun intended) and she rarely accomplished anything important during their adventures.
* Up to Eleven. Notably there's never any insulting of his masculinity; he usually just swoons and/ or brags about his badass girlfriend before getting back in the action.
* Up to Eleven. Note that even the bad guys are now showing off muscular bare arms rather than being completely covered!
* Up to Eleven: Not only are products renamed with in-jokes and horse puns, entire countries and famous theories are subjected to renaming in side stories. The author has gone on record to state that the language the characters are speaking is called Wranglish, after the Wranglo-saxons.
* Up to Eleven. Not only is it the only Destroyer-class warship ever to be equipped with shields, but it's also completely invulnerable against all forms of weaponry.
* Up to Eleven, not remembering his name, profession, or just about anything about the world around him. Even the concept of money temporarily eludes him, and you have to piece together the mystery of who you are while trying to solve a murder at the same time.
* Up to Eleven? Now we're talking! An attack from planetary bombardment weaponry from an orbiting ship above makes the old infamous and popular Imperial Guard squadron of 3 Basilisk long range Self-Propelled Guns look tame.
* Up to Eleven of a government official asking for a "New Mexico passport" when a citizen of the state applied for a marriage license. This is not helped by the fact that New Mexico used to be part of Mexico circa 1821 to 1848 (1821 to 1853 for the Gadsden Purchase area).
* Up to Eleven of British, American, German, Ukrainian, French, Italian and Austrian origin. This is due to the fact they're clones whose creators performed

in-vitro fertilization on women from various counties.
* Up to Eleven of the pre-order bonuses (there's 16 of them), you'll need to pre-order several copies of the game—directly from Square Enix, from Amazon, from the PSN and Xbox stores, and even from GameStop. Tough luck if you only have one console, or even if you live outside of America.
* Up to Eleven of the protagonists shows up, and it is implied that the meeting where they'd arranged for the failed date (mere hours before!) was their very last encounter.
* Up to Eleven: on being told by Johansson that she didn't watch reality TV, Hader spat his mouthful of smoothie into Wiig's face, took her smoothie, and emptied it over her head, and finally picked up the cookie bowl, dumped the contents on Wiig's head and then put the bowl on her head as well like an oversized helmet.
* Up to Eleven, or ten, by Claudia Del Solis, who seems to have worn as many as ten braided pig tails. Presumably, they are extensions.
* Up to Eleven outfits of some of those women in her dream plus her instructor and fans had a field day.
* Up to Eleven. Partially subverted in that the skeleton and most organs are clearly visible through the gore, which just adds to the effect.
* Up to Eleven. Plum (a parody of Honey Boo Boo) gets lost, so she flags down a car by pulling up her skirt to a driver.
* Up to Eleven predicted it in-universe half a season beforehand, yet both of them still acted as though it was a surprise they had never considered before.
* Up to Eleven reliant on the decisions made in the first and second games, most obviously who you managed to keep alive. Multiple quests need established characters around for you to get the best outcome.
* Up to Eleven! (Right afterward, though, Becky mentions that everyone was rescued safe and sound.)
* Up to Eleven's around (both petty criminals, gangs, and mafia / Mafiya), otherwise there'd be nothing left for him to do.
* Up to Eleven. See all those little divots in the average Mortar Headds' armor? Chances are each one has an anti-personnel laser and/or grenade launcher inside it.
* Up to Eleven: she has prepared for him a sports coat he likes, but pretends not to; she has ordered his favorite foods, and she begins rambling about what he'll think of the meal.
* Up to Eleven since Thief is an Elf and Black Mage... just enjoys destruction.
* Up to Eleven sleepwalks while eating his way through the entire cul-de-sac.
* Up to Eleven-style powers from the sheer amount of rage being unleashed, which he uses to blast them" kind of 'beyond'):
* Up to Eleven style spinning sword uppercut for a critical). Both of these look really cool.
* Up to Eleven. Subverted in that the cops know he's innocent-the murder was caught on video tape, and shows he didn't do it.
* Up to Eleven suits. He found comfort in tinkering around his workshop, but the problem became a lack of proper testing and faulty mechanics.
* Up to Eleven takes over: he is hammy even when trying to open a door.
* Up to Eleven takes this to the logical conclusion as Batman and a dozen different versions of him steal show away from every non-Batman related DC character.
* Up to Eleven territory, because if you get a large amount of them, you can start using them to cut down on your travel time.
* Up to Eleven. Thanks to him, in chapters 58, 59 and 60, we see an army of Winter Fae mercenaries known as the Slendermen. They are every bit as creepy as you would expect and play this trope as straight as an arrow.
* Up to Eleven than their human designers or drivers. It's not uncommon for fan mail to be addressed to the robots, c/o their build teams. Most of the teams are proud enough of their handiwork to play along, and may "Cube-ify" their creations by calling them him/her, boasting of their bots' aggressiveness, or claiming that 'veteran' machines have grudges to settle.
* Up to Eleven that behave like that, forcing the player to slay the boss at least 72 times to get the perfect gear for their party.

* Up to Eleven that blows his opponent's whole skin clean off his body.
* Up to Eleven that operate underwater, crewed by Mon Calamari, appearing during the battle of Kamino. As their commander said while piloting one of the damn things:
* Up to Eleven, the Bureau of Nature has the largest number of gods who need new assignments (since large sections of Creation and its lifeforms were recently destroyed) and is openly contemptuous of Yu-Shan's corruption (with them in turn sneering at its naivete and inefficiency), and everybody distrusts the Bureau of Destiny (being, as it is, responsible for developing the course of the future, having a lot of sensitive information, and including Exalted in its staff) while being forced to acknowledge how necessary its proper functions are for their continued survival.
* Up to Eleven The Cluemaster quickly says it wasn't a fair question and tries to go back on his promise, at which point Batman stops being nice.
* Up to Eleven (the crown was placed on his mother's belly). Other sources say she was ordered to wear the crown around her loins so her child would be born into it.
* Up to Eleven. The first scene depicts Leon and Jane having an affair, at the same time as Leon's wife Sonja and Jane's husband Pete almost hook up, backing out at the last moment. 90% of the dialogue overlaps. This is continued into the second scene, in which Sonja/Pete confesses her/his near-affair only to find out about Leon/Jane's affair. Toned down in the second and third acts.
* Up to Eleven, the heroes are forced to confront him and fool him into taking himself out.
* Up to Eleven, the Japanese voice of Gunter, passed away two months before the game was even announced, let alone released.
* Up to Eleven). The last 2 chapters also have Magic tiles, which give +10 Magic, meaning status staff users become that much more dangerous.
* Up to Eleven the only full-time soldiers the Ancient Greece (initially) had known.
* Up to Eleven. The real reason? The previous story, which was written down and released as an audiobook on some Earths.
* Up to Eleven. There have been reports of an escalation of the Muslim call to prayer in some areas following the introduction of amplified speaker technology - as mosques competed to have the loudest call, the arms race led to some in areas of high mosque-density reaching the levels that can cause hearing loss to nearby residents.
* Up to Eleven" (There is no limit to how much you can exaggerate a trope, so there is no impossible.)
* Up to Eleven. The surviving Russians demolished most of the fortress and withdrew from the area some time later.
* Up to Eleven. The title characters are given jet planes so they can race around the world "in 5 minutes". The monuments destroyed (and how) in order of appearance, are:
* Up to Eleven, they'll vaporize virtually any player-made ship in one shot.
* Up to Eleven. They're buried next to each other, and not even death can stop them from keeping it going as they sit up in their graves.
* Up to Eleven. They're essentially the modern Imperium's answer to the old Night Lords Terror Squads.
* Up to Eleven this by asking 'How many more fiances do I have, anyway?' at the end of the episode.
* Up to Eleven three underground journalists who allied themselves with Fox Mulder and not only work on exposing the alien conspiracy, but many of the more mundane unsavory dealings of corporations and government.
* Up to Eleven through selective breeding, which combines poorly with their ability to get nearly anywhere.
* Up to Eleven to be taken off the front lines so he could live another day to support his wife and family. Akainu then tries to do the same to Coby because Coby dared to point out that marines were dying because they were being neglected treatment while the other marines were off chasing pirates that were trying to

either withdraw or surrender, having lost all reason to fight. Never mind that Akainu completely ignores Blackbeard, who not only betrayed his own commander, Whitebeard, and murdered his comrades, but betrayed the Marines too, and made himself a very real threat by stealing, and using Whitebeard's "Quake Quake" fruit.
* Up to Eleven to help him on his snooping is pretty much considered one.
* Up to Eleven too many, and Tinkerbell gets electrocuted by her own costume.
* Up to Eleven" to the extreme. For those who are attracted to her, the only known defense is to distract themselves with pain (for example, a Marine Vice Admiral stabs himself in the leg to avoid being turned to stone).
* Up to Eleven towards Tia and Tamera, re-appears in the season 4 episode "You Are So Beautiful" looking and sounding rather masculine.
* up to eleventy billion by the Staph of Homophones, which replaces various words ingame and in chat with random homophones. Many of the garbled words it produces would be easy spelling mistakes to make if the "staph" wasn't doing it for you.
* Up to Eleven until Alex makes her stop — by screaming back at her.
* Up to Eleven was responsible for the above as well, and that Ipkiss was set up.
* Up to Eleven were Matt and Shannon Desrosiers, who served together as head coaches for the women's team of Clarkson University (an NCAA Division III school that fields Division I teams in men's and women's ice hockey) for six seasons, ending with a national title in 2014. Shortly after the title game, Shannon stepped down and left Matt in sole charge; they already had one young child and were shortly to have a second, and she wanted to concentrate on being a mother.
* Up to Eleven. Whatever plan you make to counter or contain her influence, she has already forseen and accounted for.
* Up to Eleven, when both, the male and female lead, land side-by-side on top of the same car after falling into a crater at the Louvre.
* Up to Eleven when Dion reveals he has a bomb built into his body as a last resort - which he then uses, blowing himself to kingdom come to eliminate an enemy forcefield. With just a couple tissue samples, the local super-scientist is able to fully reconstitute both Dion and the hero's years-dead father in a matter of moments - all memories intact.
* Up to Eleven when Gaz is killed by Donna's severed legs. And he's doesn't mind it.
* Up to Eleven when he manages to deal humiliating damage to Buu after being turned into a chocolate jawbreaker, noting that normally one can't move or think, let alone speak well enough to taunt Buu some more.
* Up to Eleven when Homer got both of his hands stuck in two different vending machines while trying to get a free can of soda and a candy. They think they have to cut his arms off in order to free him, but then they discover that he's still holding onto the can of soda and candy inside the machines and that his hands weren't even stuck — he just wouldn't let go of the immovable can/packet.
* Up to Eleven when Nia kept on being better than everything than Yoko without even trying. The two of them became friends at the end of the episode after Nia puts her faith in Yoko to rescue her.
* Up to Eleven when on April 15, 2021, several superstars, including Samoa Joe, was released from the company. However, Velveteen Dream survived the purge and remained with the company until May 20, 2021, where he was finally released.
* Up to Eleven when she denies both parts of his statement, screams at him to leave her alone and the whole thing culminates in her fiance punching him.
* Up to Eleven when the pizza parlor's owner attempted to make the delivery himself (using a helicopter to get to his destination faster); Garfield pulled out all the stops to make his delivery late. Eventually, Garfield and the owner signed a peace treaty.
* Up to Eleven when Ultimate Break is introduced later. These skills only activate when a player has 5 damage.
* Up to Eleven when Zohan confronts his arch-enemy, The Phantom, on the Palestine beach where they compete on which one is the tougher, letting themselves get bitten by a piranha to prove their point. The phantom uses the piranha to bite his own neck. Not to be outdone, Zohan takes the piranha and drops it down his swimming

trunks to prove he feels no pain. He even nonchalantly lets the Phantom take a peek into his speedo, which makes him wince at the spectacle.
* Up to Eleven, where Elizabeth not only introduces her daughter Nell to her new baby brother and sister, her stepfather informs her that she's expecting again.
* Up to Eleven, where Monk's mail bombing suspect, Brian Babbage, is in a coma from when he got hit by a pickup truck while trying to bait Stottlemeyer and Disher into a car chase. Turns out that Brian had glued the bombs to the inside of various mailboxes throughout the San Francisco area, and was planning on being arrested on another charge and in jail by the time the glue wore out and the bombs dropped where people would find them — the crash had been a "lucky" accident.
* Up to Eleven, where most of the soldier extras present are actual soldiers.
* Up to Eleven, where one of Dante's Devil Arms is a motorcycle that splits into chainsaws.
* Up to Eleven where several villains fighting for control of feudal Japan and Batman and his sidekicks want to bring them back to the present and restore the timeline.
* Up to Eleven where The Drake, Slick, and Ivan invade a news broadcast on Slick's incineration of a bus full of schoolchildren, kill the newscaster by stabbing him through the chest with an ice skate, brandish the charred corpse of a child at the camera, and order the townspeople to kill the homeless.
* Up to Eleven, where their mutual older sister Margaret also treats him poorly, and their treatment of him dips into outright abuse at times.
* Up to Eleven where ultralisks can be given a campaign upgrade that lets their blades deal full damage to every target they hit, meaning they cut through anything including multiple tanks without losing momentum.
* Up to Eleven, which adds a Supercharger, helicopters, and explosions to the mix.
* Up to Eleven, which can double as an aircraft carrier for smaller Ganglion Skells and can transform into a flying saucer (and change back mid-flight).
* Up to Eleven, which not only compels its subjects to speak only truth and to keep babbling, but seems to cause the subject to speak those specific truths that will must upset, enrage, or discomfort the listener. There's a very good reason it's called "truth poison".
* Up to Eleven, which only the real Pinkie is determined enough to pass.
* Up to Eleven, which should say something about how hard this was to do.
* Up to Eleven. While 1C-Softclub did release an official localisation of the game, it was only limited to subtitles and UI, so a team of intrepid modders took the effort of producing a complete fan dub. They even got Anna Moleva to voice Elizabeth; Irrational themselves hired Moleva after she earned a lot of publicity for her spot-on cosplay portrayal of the character.
* Up to Eleven. While most stories in it to be inspired by other writers' works, there are a few that actually link in:
* Up to Eleven, who delights in belittling, mocking, and attempting to murder both of her younger brothers.
* Up to Eleven who just happened to be on the wrong side of the war (the Champion of Light, Conclave of the Chosen, the Jadefire Masters) or mindless monsters manipulated by one faction or the other (Grong, Opulence, Stormwall Blockade). King Rastakhan and Jaina Proudmoore are both deeply flawed characters, but ultimately well-meaning, while Gelbin Mekkatorque is a legitimate hero whom you have served if you are a gnome character.
* Up to Eleven, who outright makes references to events taking place "pages away," indicating that he is aware of the game's nature as a forum game.
* Up to Eleven who wrote and performed dramatic and operatic Love Songs.
* Up to Eleven with ads where both men AND women are affected by their product, showing the world descend into chaos as people drop whatever they're doing (often literally) to make out.
* Up to Eleven with a long stretch of a multilane highway just north of the Red Racer Factory on the outskirts of western D.C. It is filled with dozens upon dozens of vehicles abandoned in gridlock. Clear out the local raiders, save your game, perch yourself up on the Scavenger Bridge, and shoot a car at the end of the chain

until it catches on fire. Stand back and watch the fireworks. Hours of fun to be had... provided your computer can handle it.
* Up to Eleven with Apoqliphoth Killer, who has the aforementioned effect and is Level 10, as well as being immune to spell/trap cards.
* Up to Eleven with Break The Vase, which contains THREE incredibly long notes in the ending.
* Up to Eleven, with dozens of alternate universe versions of SG-1 coming through the Stargate due to some technobabble involving a black hole (and the meddling of one of the alternate teams.)
* Up to Eleven with entire nations in another episode — when world governments are trying to hide something bad they did from extraterrestrials, Finland's lets loose they can't take the guilt and want to squeal. Cue the other countries silencing them...with nukes. Then cue the aliens asking "Hey, what happened to Finland?" and the others making up lame excuses to explain why Finland is all of a sudden lifeless and glowing.
* Up to Eleven, with every verses and chorus started by expressing the singer's longing for the guy... Only to subverted at the end of each verse by concluding that "You aren't mine to lose".
* Up to Eleven with her fight against Sandor Clegane in which she punctuates beating the shit out of him with a rock by screaming with rage non-stop.
* Up to Eleven with people who are intersex. Born a combination between both sexes physically, while they identify as one, the other, or in some cases neither, they can be, say, a woman with a male voice and lower male genitalia, or have any combination of genitalia.
* Up to Eleven with player-made mods that add more extensive technology and magic systems, and mod packs that incorporate both.
* Up to Eleven with Rome. The same lack of flexibility ultimately undermined even their military power; the rest of the Greek cities slowly developed more advanced phalanx tactics to the point that Spartan techniques were outdated and overshadowed, and they had no chance at all against Roman legions. After the Roman conquest their culture was continued... as a quaint tourist attraction.
* Up to Eleven with several characters, especially when a spell created by a female who already had this on her debut and a hair product created by the titular Amethyst Angel in her youth are combined.
* Up to Eleven, with some old-school Stockholmers considering everything outside "the tolls" (i.e. the city's medieval toll gates) to be a wasteland, and take pride in never having been there. Over five sixths of modern Stockholm is "outside the tolls".
* Up to Eleven with the Combat Trapsmith in 3.5. They specialize in being able to set up simple traps in the middle of a fight and are capable of trapping a small area within seconds.
* Up to Eleven with the dubbing industry in Oradea, Romania. Iyuno-SDI Group, which has a branch there, primarily hires a set of theater actors from the Regina Maria Theater's Iosif Vulcan and Arcadia groups for Romanian dubs, while Hungarian dubs done by Iyuno-SDI Group Oradea use actors from the Regina Maria Theater's Szigligeti group and the occasional actor(s) who commute from Budapest.
* Up to Eleven with the Needs Of the One ending, where you get a mountain of gold, but everyone who died stays dead.
* Up to Eleven with the Ninth/Tenth Doctor's and the Eleventh Doctor's first console rooms.
* Up to Eleven with the Puddle Jumper, which operates just fine in atmosphere, in space, or even underwater.
* Up to Eleven with Tic-Tacs, that are advertised as "sugar free" in the US. You see, one serving of Tic-Tacs contains less than half a gram of sugar, which means that the manufacturers can, per FDA regulations, round down to zero grams of, i.e. no, sugar per serving. Tic-Tacs are, in fact, mostly sugar, and they get away with this because the manufacturer's suggested serving is one Tic-Tac.
* Up to Eleven, you'll fall down for hours. If you don't IZYUK yourself or if your IZYUK wears off, you'll fall forever and eventually die.

* Upton Sinclair. Sinclair's account of workers falling into rendering tanks and being ground, along with animal parts, into "Durham's Pure Leaf Lard".
* Upton Sinclair, which currently provides the page quote. While conditions in the factories were horrid enough to cause the Pure Food and Drug Act, this specific allegation was never substantiated by Federal investigations, which is why it is not listed under the Real Life section.
* Up to __ or More: Using the phrase "up to X or more" to advertise something, which is meaningless because "up to X or more" could be anything.
* up to Season 3/The third novel/Comic 7 and get to do most of the impressive stuff in the story, thus greatly limiting Heimdäl's opportunities to shine in comparison.
* Up to Seven with Werner, Andi, Eckat and the two-man crews of two crashed trucks previously loaded with dice: Andi orders seven beers. Everyone else orders seven beers for themselves, too. Yes, that's a single order of 49 beers.
* Up to twenty minutes per episode for the first several episodes of Season 1 were spent on Foggy and Karen's budding relationship, possibly as an homage to the early
* "Uptown Funk" is officially a Mark Ronson song, but almost everyone outside the UK, and especially in the U.S., associates it first and foremost, with Bruno Mars. Because Mars is a global pop superstar whereas Ronson is almost completely unknown outside his home country, plus the fact that it was sang entirely by Mars while Ronson only did production work, this misperception was inevitable.
* Uptown Girl: A rich woman and a poor man fall in love with each other.
* Uptown Girl: A romance between an upper-class person and a lower-class person causes strife.
* Uptown Girl, but things are diversifying fast due to changing social conceptions.
* Uptown Girl lampshades her habit of charging ahead to solve the problem of the day without sensibly calling the police to deal with it.
* Uptown Girl: She's rich, he's poor, and they're both very much in love.
* Uptown Guy being roughly on V's level. This gets mitigated somewhat in the "Path of Glory" ending, where V becomes about as wealthy as Kerry is.
* Uptown Local revisits, a worldgate complex (interdimensional transit station) hidden beneath Grand Central Terminal.
* Up until 1998, Billboard had this problem when classifying CDs and VHS tapes based on adult-based animation. For example,
* Up until 7th Edition, any vehicle/walker with an armor value of 14. AV10 is enough to be immune to lasgun fire, AV11 shrugs off bolter fire, AV12 resists heavy bolters, AV13
* Up until about 2010 or so when MadCatz made serious use of fan input to create their products, Hori corporation of Japan's
* Up until all his quests are done and he formally introduces himself, D-Man is only known as such. The nickname came about
* Up until she began high school, Maho slept in a bunk bed with her younger sibling. Chapter 30 shows her waking up in the night
* Up until the Cell Saga, Kuririn/Krillin had a technique called Kienzan/Destructo-Disc, which was powerful but easy to dodge. So powerful, in fact, that it was the only technique among the secondary characters to actually break their enemies Diminished Effort. When he uses it against Nappa in the Saiyan arc, he is the first to do some actual damage to Nappa, and only because Nappa actually dodged it at the last moment thanks Vegeta's warning (Vegeta is later seen using a similar technique to cut off Great Ape Gohan's tail, which is how he knew it was dangerous enough to kill Nappa). In the Frieza arc, Krillin uses the technique again on Frieza and is the first to actually damage him in his first transformation by cutting his tail off (though, again, one has to wonder how Frieza figured out the attack would actually hurt him). It is only in the Cell arc that the Law of Diminishing Efforts comes back to haunt him as Krillin uses a barrage of attacks against Perfect Cell, including the Kienzan, and the Kienzan uselessly breaks against Cell's neck who does absolutely no effort in dodging this attack. Note that Perfect Cell isn't any more or less arrogant than both Frieza or Vegeta, and yet both of these figured they actually HAD to dodge this attack while Cell figured he

didn't have to. However, Cell was capable of regenerating from just a head anyway so it wouldn't have killed him even if it HAD worked and Cell knew this. Later one of the Cell Jrs. uses the Disc against Super Saiyan 2 Gohan, and it's the only technique out of all of the ones they throw at him Gohan doesn't just stand/float there and take the blow and instead dodges.
* Up until the development of guided missiles, air-to-air combat could take on traits of this, especially with large forces of fighters intercepting massed bomber formations (the bombers had to stay close together to accurately hit their targets and protect each other, the fighters had to mass together to effectively attack the large formations before they could release their bombs). That said, it was relatively rare for dogfights to start this way. It was much more common for fighters to get "bounced" by an enemy that spotted them first and moved into a blind spot to engage with the element of surprise (which by definition was almost always from behind).
* up until the discovery of his body, was considered the prime suspect in the Murder of the Week...")
* Up until the late 1940s, CBS and NBC had rules against airing recorded material on their networks, barring a few exceptions
* Up until the mid-2000s, a different jingle was used in Spanish-language ads:
* Up until the mid-2010s, racing games had to resort to workarounds to avoid mentioning Porsche, due to an exclusivity agreement between
* Up until the mid-90s Noel Edmonds was a celebrity Saturday night entertainment show presenter, before which he was a successful DJ. He dropped out of the limelight for several years before reemerging in 2005 as the host of the British version of the game show
* Up until the point that Raynor shoots you in the face because of your Face–Heel Turn
* Up until the recent events of the quest The World Wakes, the time in
* up until they get tired of its constant injuries and paying for its food. They decide to eat it
* up until Zeruel oneshots him: then it's a berserk Eva 01 that does all the screaming. Unless you're going by the Rebuild movies, in which case, Shinji continues his rage.
* Up, Up and Away! finds out about this and then goes to the nearest grocery store.
* Up, Up, and Away in My Pitiful Balloon", Scott draws the challenge to build a bird from the bag Chris holds up. He doesn't agree with that and reaches in to draw another challenge, only for two of his fingers to get caught in a mouse trap.
* Up, Up and Away!, Scott's brother Adam (AKA Silver Charge) has that as one of his powers. According to Scott, Adam can run around the world in under a minute. In one scene, he changes to his superhero costume before his father can finish asking for his help.
* Up, Up and Away!: Superheroes stretch their arms forward when they fly.
* Up, Up and Away!, though some of them were old enough to be past their badass prime.
* Up used a leafblower to propel himself while he was "technically" weightless, having several balloons tied to him.
* up us set up us the bomb". This misquote originated with the synthesized voice-over from the Flash animation.
* upward... There's a rather graphic illustration of this outside a nearby pub.
* Up were actually a remarkable aversion to this trope. Other than the presence of a talking dog and a floating balloon house, nothing else was really shown.
* Up, we see the shape of a man in the fog, and hear a male voice. It turns out, however, that the voice is Dug the talking dog, and the "man" was just a man-shaped rock.
* Up When Charles Muntz is suspected of having fabricated the skeleton of the mysterious monster from Paradise Falls, he loses his membership in an explorer's society and is seen having the badges ripped off his jacket.
* Up, where the initial idea for the opening sequence would be little Ellie punching little Carl, for catching him trying to catch a bird with a trap, thus

begins a lifelong sneak-attack punching game. The producers dropped the idea due to their rejection in a test audience.
* Up, where the leaf-blower Carl had previously employed as a "weapon" of humiliation, blowing blasts of air in the faces of annoying neighbors, gets re-purposed as a means of propulsion by Russell, who's tied a bunch of balloons to himself and drifted away.
* Up, while Kevin is being introduced, she is seen snuggling and coddling Russell. One of the things she does with him is this trope.
* Up whose being (accidentally) assaulted by Carl caused Carl to be committed to Shady Oaks Retirement Community, which was the triggering event that caused Carl to float his house to Paradise Falls.
* Up who wanted Carl's house might have pulled strings. After all, tampering with the mail is a federal crime. He could be prosecuted for assault (unlikely) or sued by the man, but the involuntary commitment to a retirement home is only something next-of-kin with power of attorney can do.
* Up, young Carl ventures out across a beam in the attic of a decrepit old house to retrieve a balloon. The beam snaps, and we cut to an ambulance. The scene after that shows Carl at home with his arm in a cast.
* Up Your Arsenal. Clank's first thought is "What? That Qwark had a sister?"
* Up Your Arsenal; Dr. Nefarious appears in hologram form to mock the heroes. After an awkward pause, he whispers to his butler "All right, Lawrence, you can turn it off now!"
* UQ Holder! among the Fairyland Hall staff (at an entry-level position) because she was friends with the boss' adopted son.
* UQ Holder!, and the kill sat is now under the control of the Holders, though a little worse for wear.
* UQ Holder! basically says this when Negi confesses to her, citing herself as the "biggest loser of the bunch".
* UQ Holder!, but he doesn't exactly do a good job of hiding it. Furthermore, it's implied that the fact is listed in his UQ Holder file and isn't that difficult to access. Basically, the only person who isn't aware of the fact is Touta.
* UQ Holder! declared Touta to be her husband when they first met. Unfortunately for her, she's the only one in his harem that he doesn't have any feelings for (as revealed when he accidentally took a truth potion).
* UQ Holder! during their trip to Kyoto; she is told the same thing by Karin (everyone in UQ Holder is shipping them pretty hard). When the two are using an outdoor bath in their hotel room, he tells her he's going to go all the way with her (both of them are naked), and... he just kisses her. When she gets confused, he tells her he thought that kissing in a romantic context was going "all the way." In the very next scene she tries to explain what sex is through a flower metaphor. He doesn't get it. She then explicitly tells him what it is. He still doesn't really get it. She puts on some porn. He (apparently) finally gets it.
* UQ Holder!, Evangeline's classmates ask her how many partners she's had in her centuries of life. She puts up an obvious lie that she's dated hundreds of men and women, but in truth she's only truly loved a handful of men. While she's very much into certain men, it's unclear if she feels the same way about women as she doesn't return the affections of a woman in the series who is in love with her, but at the same time is okay with kissing her.
* UQ Holder! has an arc dealing with one of these, caused by a necromancer.
* UQ Holder!: has literal magic smartphones: they're non-corporeal and fulfill all the functions of a modern phone and more. In fact, one can literally purchase magic spells (magic apps) and use them from the phone rather than learn the spell the old-fashioned way. That said, magic apps do tend to be weaker or less useful than spells cast by an actual mage, who probably also knows when and how to use the spell more effectively in the first place.
* UQ Holder! has the masquerade fallen and magic made open to the public. While not quite all the stuff is out in the open, casting a spell (or using an ap to cast a spell) no longer raises more than an eyebrow and a minor comment.
* UQ Holder! has the titular organisation comprised of immortal humans, vampires,

robots, demons and various other immortal monsters.
* UQ Holder!, he was also her first love. Note that neither was in love with the other at the same time (and none of this took place during the time that she was his teacher).
* UQ Holder! in regards to a hoverbike race where the entrants all wear skimpy swimsuits.
* UQ Holder! is a black katana that is able to alter the effect gravity has on it. It can be rendered completely weightless for effortless wielding, or it can increase its own mass to insane levels, giving it enormous striking power. The highest setting Touta has used thus far is the "10,000x" gravity multiplier, giving the sword an apparent weight of 500 tons. It was apparently created by Albireo Imma, a master of gravity magic.
* UQ Holder! is an artificially created immortal demon/pseudo vampire, and one of his love interests is a practitioner of the Shinmei-ryuu ("Gods' Cry School"), a sword style developed specifically to exorcise demons and handicap immortals.
* UQ Holder! is required, concepts and relationship from the series are well-explained.
* UQ Holder! is the only one that he's confirmed to not be in love with (via truth potion).
* UQ Holder!. Karin initially thought that she had taken the same stuff, only to be informed later that she'd eaten an ordinary chocolate.
* UQ Holder! lacks a reflection. It's what tipped off Kuromaru about his true nature.
* UQ Holder! made Touta a feast for lunch in an attempt to win his affections (this was after he had already turned down her marriage demands).
* UQ Holder! makes things a lot worse, causing him to not only declare that he loves all his friends, but also list in detail exactly what he loves about them… except for Mizore, whom he just calls short.
* UQ Holder!, one of the villains, possessing the same power (and people with this power are always unaffected by time stopping, regardless of who initiates it).
* UQ Holder! rather than learn to use yourself) lead to some extreme class differences. Half of Tokyo is now seemingly a gigantic slum, with its inhabitants seen as "vermin" who need to be cleared out... by hiring mercenaries to raid the place and blow everything up, uncaring about the casualties or even deaths that result.
* UQ Holder! reveals that Natsumi and Kotaro also had at least one kid since Natsumi is shown to be visibly pregnant.
* UQ Holder!). She got the job because she happened to be friends with the boss' adopted son.
* UQ Holder!: the particular breed of demons he is descended from do not become male or female until 16 years of age, at which point they make a conscious decision which to become. Kuromaru is currently leaning towards male (hence why he identifies as such), but hasn't reached that age yet (and, due to his immortality, it's possible, though unconfirmed, that he never will). To make things more complicated, Kuromaru is beginning to think about becoming female, due to developing a crush on the male main character.
* UQ Holder! thing, or become a girl and make the relationship more romantic in nature.
* UQ Holder!. Things get complicated because Kitty can only be transported to Touta's time when Dana falls asleep and the time spans between their short meetings are much longer for Kitty than they are for Touta (to Touta it has been only one day, while for Kitty several years have passed). Knowing Kitty was suffering in the past and still feeling attached to her younger self, Touta tries to pick up the romance with present-day!Yukihime. Yukihime turns him down because she can't move on with anyone else as long as she loves Negi, but Touta continues to pine after past!Yukihime.
* UQ Holder!, Touta has gained the affection of Kirie, Shinobu and Mizore, as well as dubious feelings from Yukihime, Kuromaru and Karin.
* UQ Holder!, Touta Konoe, under the effects of a truth potion, begins to wax on

all the reasons he likes Karin Yuuki, eventually ending up on the point that he appreciates how large her chest is. She promptly whacks him. Other members of the organization have also commented on her rack with appreciation.
* UQ Holder! was his adoptive mother's first love. She has long since moved onto his grandfather by the present day.
* UQ Holder! was introduced trying to fix up an old hoverbike, and dreams of building a ship to compete in the Solar Olympics.
* UQ Holder! (whenever she dies, she simply pops back to the last "save point" she set up and tries again). As a result, most of her strategy consists of trial and error, dying and resetting over and over until she finds something that works.
* UQ Holder!, who turned him down at first due to his age, but seems to have married him some years down the line.
* Uraga-class fleet carriers, which have a modest antiship weapons fit, and are built around their air wings as the primary striking option.
* Urahara also has a tendency to screw with people just for the hell of it. When beginning training, he gives Ichigo a helmet and claims that Ichigo needs to yell "Take this! The power of justice! Justice armor! Justice hachimaki! Attack!" When Ichigo does so almost instantly, Urahara mutters, "Wow! I can't believe he actually said that!"
* Urahara connected Isshin and Masaki together with a red spirit thread so that Isshin's influence would prevent her from Hollowfying.
* Urahara gives Nel a device that allows her to grow to her true age and
* Urahara has been known to refer to himself as a "handsome, perverted businessman".
* Ural Airlines Flight 178 crash-landed in a cornfield after losing both engines to bird strikes.
* Urami Koi, Koi, Urami Koi manga, Nekuni Kyouichi & Nekogasaki Natsuho are married with 2 children in the final chapter ending.
* Uranium Fever (Perry needs to get on some land to conduct a search; he realizes that the mineral rights are available, and he pretends to be uranium prospecting). Then it was discovered how dangerous it is to handle uranium, and it was quickly forgotten. Nowadays a lot of people still know how valuable it is, but very few outside of experts and professionals will even try to find it.
* Uranus has a very murky dark green sky with at least two moon in the skybox, and the entire planet is an ocean with very few natural islands on it. However, there are quite a few underwater research bases, with beacons of light that shine up at the sky
* Uranus is mostly made of double entendres. It even calls itself out in its own lyrics:
* Uranus Is Showing: Innuendos on how the planet Uranus can be pronounced to sound like "your anus".
* Uranus Is Showing: Jokes on how the planet Uranus can be pronounced as sounding like "your anus".
* "Uranus" joke re-release (the one best known for the walkie-talkie guns).
* "Uranus" jokes don't make much sense if you pronounce the word "YOU-ran-us" or "OOH-ran-oos".
* Uraraka tends to curl her fingers into paws in order to avoid putting all her fingers on something and accidentally activating her Quirk.
* Urara Meirocho is only called Chiya, probably because she doesn't know her mom and she was raised in the mountains. We know her mom is called Yami, but we don't know if she has a surname or not.
* Urara Meirocho uses a blue jewel pendulum as one of her preferred methods of divination.
* Urara Meirocho: When exposed to alcohol, Chiya releases wild pheromones that attract and put in heat animals and humans equally. It also works with the same sex, considering that she successfully attracted Koume and Nono.
* Urashima Tarō in the undersea kingdom. He decides he has nothing left to lose and opens the box which he had been told to never open— causing him to disintegrate into dust as 300 years worth of age instantly catch up with him.

* U-rated, which had teen cursing as opposed to the one which replaces such words with "mucking".
* Urathra blood instead of drinking blood. In 2nd edition, the merit Unnatural Affinity exists specifically for the aforementioned too-strong vampires, allowing them to substitute the blood of non-vampire supernaturals for vampire blood.
* Urayasu Tekkin Kazoku. College aged and overweight, is obsessed with magical girl anime and Hollywood movies.
* Urayasu Tekkin Kazoku, minor recurring character Shonji Anagawa is very passionate with the kancho, striking his victims with his "44 Kancho" which he coined. It's an addition which this series run on toilet humor.
* Urayasu Tekkin Kazoku sequel series has a bonus color chapter about the kids playing baseball, playing it straight.
* Urayasu Tekkin Kazoku series showed him losing faith in his hair tonic dumping every bottle in his hair-clogged sink. The tonics cause hair in the sink to grow out of control and start to consume Daitetsu and the house.
* Ura Zelda, such the Fairy Fountain and Sky Temple. Over time, it developed into an overly ambitious custom story with concepts that the Nintendo 64 couldn't even handle. The project ended up being cancelled after a few years of development.
* Urban Animal has most of the main cast are students or staff at a high school.
* Urban Arcana, a high-level character could use the Fortify incantation seed to grant someone an inherent resistance up to 5 to any element. It can apply to fire, and then, see above...
* Urban Arcana IS Post-Modern Magik. You can send spells by e-mail. There are magic paint jobs for cars. The book is a source of plenty of amusement from the sheer incongruity of magic and technology. You can shoot
* Urban Arcana is probably that Earth. Planescape, at least, has a connection to Urban Arcana via a shared character that namedrops Sigil and has a way to traverse the Shadow that otherwise acts as a boundary between Urban Arcana and the rest of the multiverse.
* Urban Arcana organizations, they can get ID through a more benevolent source.
* Urban Arcana's worlds on the other side of Shadow could be this, but the nature of Shadow makes travel between universes... tricky. As in, 'you can't go back'. One of the adventures includes a character from the other side that has figured out how you
* Urban Arcana. The only thing nastier than seeing one shed its human skin to take on its true giant, bipedal cockroach form is the way these things reproduce — they use the sexual organs of their human hosts to implant their eggs into a human, and when the eggs hatch, the new roach thrall eats the victim's brains and internal organs while they're asleep, then takes over the body of its new host and blends into human society until such time as its own eggs are grown and it's time to seek out a new host to implant the eggs into.
* Urban Arcana they are, but not where they come from beyond Standard Fantasy Setting.
* Urban Arcana world) still operating with medieval technology, and where magic is a common fact of life, into the modern world where most people don't believe in magic.
* Urban Assault, are a 26th century version of this. Since the Taerkastens eschew electronics and related tech, they use propeller powered war planes and giant zeppelins when the other factions are using more standard futuristic units. But what they lack in the electronics department, they more than make up for by being on the leading edge of engineering and material design. The Taerkastens have the most heavily armored units in the game.
* Urban Assault, is a member of the Resistance who's part of a select group that had their nervous systems physically bonded to powerful battle bases called Host Stations. This process is irreversible.
* Urban Assault: The planet has been invaded by Mykonians and Sulgogar. One of the briefings states that, if the humans had banded together instead of splintering into different factions, they'd have won already. Among the human factions, special mention goes to the Taerkasten, for having the most resilient units in the game

despite using technology from WWII.
* Urban Assault, the Resistance (the side that you control) gets the Rhino. The Rhino is an ultra-heavy artillery unit that fires nuclear warheads to quickly destroy buildings!! Additionally the Rhino is the only artillery unit in the game, other factions will just have to send enough heavy tanks and bombers to do the job.
* Urban Assault, the Taerkastens faction are a retrocult that wants to kill all the other factions and they disdain electronics and related technology due to heavy pollution almost wiping out world,. Despite their lack of electronics, the Taerkastens have developed a brute force technology that rivals that of the other human factions, including the development of the heaviest tanks and aircraft in the game.
* Urbance is set in a future where a virus kills anyone who has heterosexual sex. Therefore being gay or asexual is the norm.
* Urban Champion, which causes the fighters to run back to the sides of the stage, thus restarting the fight. Can be helpful if you were about to lose, but annoying if you just needed that one more punch to send that green-haired punk down the drain.
* Urban Chaos deal). The Russian team that made Wildfire eventually took the offer, their mod was released commercially, and the package included the source code for the game executable (published under a semi-open license, paving the way to 1.13).
* Urban Chaos: Riot Response even had awards for attaining extremely easy headshots, thanks to the controls.
* Urban Chaos: Riot Response. It's you, and, for the beginning mission, your superior. For the rest of the game, you get you, a riot shield, a gun, and if you're lucky, backup in the form of a beat cop, firefighter, or EMT. Sadly, the "backup" you're speaking of isn't backup. They're guys who you rescued and are escorting to a safe location, and until then, they support you.
* Urban Chaos: Riot Response. One gets the feeling that the only reason that he has a name at all is so the enemy characters can shout things like "Eat a bowl of f#@*, Mason!"
* Urban Chaos: Riot Response replaces your pistol with a Minigun if you get everything there is to get in the single player. Lots of bullets, nothing to use 'em on.
* Urban Chaos: Riot Response, your C.O. does it instead. He chooses blue, like his mother's eyes. Heaven help us if his mother was an albino.
* Urban Chaos working for the police and is the only competent officer - even though she's just a rookie for most of the game.
* Urban Claymation dinosaurs rocked out in Luis Cardenas' video for his cover of "Runaway".
* Urban Cookie Collective's "The Key, the Secret" is four lines of actual lyrics interspersed with a great deal of repetition of "ah ah ah", "ha a ha" and "yeah".
* Urban Dead extensive metagame, with the game's Wiki serving as its central hub. User-created barricade plans determine which buildings can be used as entry points and where dead survivors can be revived (among other things). Add in coordinated activities (such as raids) and intergroup diplomacy, and you have a level of depth that can keep you occupied for much longer than playing the actual game.
* Urban Dead is full of abandoned hospitals which survivors try to hold onto for the first aid kits and the zombies try to raid for the brains.
* Urban Dead results in that zombie being forced to spend 5 more Action Points than normal to rise. However, a skill allows veteran zombies to circumvent this somewhat.
* Urban Dead, the Free Running skill lets you enter normally inaccessible buildings, and move from building to building without having to go outside.
* Urban Dead. Unlike other examples, the zombies in this game are intelligent since they are controlled by players. While they do have a limited vocabulary, zombie players have come up with creative ways of in-game communication. And that's not even counting the Metagame on the forums. It also emulates the Romero model of zombies getting smarter. As they learn more skills, zombies can open doors, move faster, attack better, talk (sort of), track you down, and make a lot of noise to

draw attention when they find a safehouse full of survivors. If one counts the RP, they're also highly mutated, undying, and God help us if they break from the quarantine.
* Urban Dragon: Matheson is a mortician by day and a necromancer by night.
* Urban Dragon series, ghouls gradually turn into an average of the creatures they consume. Eating animal meat turns them into bestial monsters, while eating humans allows them to keep a human appearance and intelligence. One ghoul, who works as a mortician, is noted for being exceptionally beautiful because she is able to select her meals from the most attractive corpses.
* Urban Dragon series, where eating human flesh is surprisingly common among the characters, wendigos are only created when the person who consumed flesh was already the descendant of another wendigo. Since it's a latent condition, most people who are susceptible don't know it until it's too late.
* urban fantasies were set on the West coast, mainly in LA, but she later moved the setting and focus to New York City. Elves bent on conquering the world and government conspiracies involving magic all seem to happen in New York.
* Urban Fantasy, also by Gaiman and in the same continuity, does this too.
* Urban Fantasy: Fantasy set in modern times (or modern for when it was released), including often being set in actual urban environments.
* Urban Fantasy is notorious for being very slow to start, apart from being just slow-paced in general. However, as writer Brooke Burgess is quick to point out if the series didn't take its time with the nice character moments early on, the audience wouldn't care as much about them later on when the shit hits the fan.
* Urban Fantasy plays with this. As a Debugger, John doesn't go into actual virtual reality but pocket-dimensions created by the fae in computer networks.
* Urban Fantasy series, the Alpha werewolf has supernatural connectivity and power over his pack.
* Urban Fantasy setting, many of he playable factions are based off of real life mystical practices and take on many ancient culture's aesthetics and beliefs.
* Urban Fantasy: Similar to the above, except that the setting is based on the modern-day real world rather than in the distant past.
* Urban Fantasy stars a homoromantic ace named Robbie. He falls for another asexual man named Orson. Robbie explains being homoromantic to his roommate on an early page.
* Urban Galaxy in order to pursue their goals. There is even an entire district about the conflict between U50 and GIG.
* Urban Hellscape: The underbelly of any large city is crawling with vice.
* Urban Hellscape, where the city is infested with violent criminals, and the police are either too ineffectual to stop them or can only do so by being that much more brutal.
* Urban Hellscape where violent crime rules the streets and police are either incompetent or have to be even more brutal to stop it.
* Urban Jungle has the "Hardboiled" type and "Detective" career, among other classic noir characters.
* Urban Jungle supply of fissionables is nearly depleted, so their factions are trying to secure Earth's tellurium-307 through proxies and infiltrators that don't require as much fuel to transport as armies.
* Urban Jungle, where major characters usually have a bit more plot armor than in the styles of Fantasy and Science Fiction the above two emulate. There is still an overkill rule, but it just says that when a minor character takes damage equal or greater to their Overkill value (often listed, and with guidelines for calculating it if not) they're instantly incapacitated with no chance for recovery. (And, not having the same plot armor, this usually means death)
* Urban Legend about former US Supreme Court justice Thurgood Marshall being mistaken for a gardener by a passerby when he was doing yard work outside his home.
* Urban Legend about the wife of a famous golf player innocently saying during a live TV interview that she kisses his balls for luck.
* Urban Legend about various people who have gotten out of the driver's seat on an RV thinking that the Cruise Control was a form of autopilot.

* Urban Legend. According to this tale, a heavy storm caused a tree to get bent over and wedged under the eaves of a house. The homeowner climbed up the tree to saw the top of the tree off to free it from the eaves. Once he cut through, the tree sprung back, catapulting the owner to his death (four miles away according to some versions).
* Urban Legend ad by Levi's features a man who takes the last pair of jeans of a mannequin. The mannequin refuses to part with his jeans and stalks the man out of the store, through traffic, to his home. In the end, the man falls asleep on his couch and the mannequin enters, sight firmly fixed on his jeans.
* Urban Legend: A guy insures his cigars, smokes them, then tries to claim the insurance money for "destruction in a fire".
* Urban Legend a guy is killed by having his hands tied to a toilet and pop rocks and drain cleaner are forced down his throat through a funnel.
* Urban legend alleges that Disneyland and Walt Disney World have their own police forces, but this isn't actually true: the parks' security staff can only detain troublemakers while awaiting the arrival of state police. The misconception probably arose because the legal jurisdiction of municipal cops from Anaheim or Orlando does not extend to the parks. In Anaheim's case, incidents of racial profiling by Disney security resulted in a court order mandating that at least one sworn Anaheim police officer be present whenever Disney security detains someone.
* Urban Legend, a man entrusts his property to another while he's away, with the promise, once he returns, to give him back as much as he wishes. Upon the man's return, the other guy only gives him back a small amount, which he finds unfair, so he goes to the court. The judge states that the second man, as promised, is to give back as much as he wished... for himself.
* Urban Legend, a man used an unsolicited ad to obtain life insurance on his goldfish. He was absolutely truthful on the application (e.g. weight: 1/2 ounce). The policy was issued and when the goldfish died he submitted a claim. When it went to court, the judge ruled in his favor saying that the insurance company could have read the application and figured out it wasn't a person, but they issued the policy, so they have to pay.
* Urban Legend, an American tourist rented a car and went on a driving tour of Europe- without ever getting past first gear.
* Urban Legend and gets caught when a babysitter hired by the owners asks permission to cover the "statue" up.
* Urban Legend arose, claiming that sawmills had been banned by an Act of Parliament at the request of sawyer guilds. Despite several authors denouncing that no such Act existed already in the 18th century, the British continued to rely on Medieval two-man saws to cut timber into the early 19th century, much to the bafflement of modern historians.
* Urban Legend, as a more appropriate Aesop would be "don't be on mountains during thunderstorms" rather than "don't have sex".
* Urban legend: A teenage girl is babysitting, and the parents call home to check in. "Everything's fine," she says, "oh, but I covered up that clown statue in the back hall with my jacket, it was creeping me out." "Clown statue?
* Urban Legend be noisy enough to drown out a cry for help. That said, it's still a legend.
* Urban Legend, British troops, or the Mamluks. However, sketches of it as far back as 1737 still show the nose missing. More than likely, the true reason the nose was destroyed was vandalism by the iconoclast Muhammad Sa'im al-Dahr in AD 1378.
* Urban Legend, but it's not. Katko, the aforesaid burglar, really did sue the Briney family after he was injured while trying to rob their property, and he won. What people don't mention (or don't know) is that the Brineys had left the place unoccupied for ten years, and that they had rigged a shotgun to fire at anyone who opened a bedroom door. The courts ultimately ruled that lethal force is not allowed to defend unoccupied property. In addition, the court said that while this would have been self-defense had the Brineys been there since a homeowner has no responsibility to render a property safe for a trespasser or a burglar, they have no right to actively attempt to kill somebody who enters their property if it's

unoccupied.
* urban legend, by chanting the name in front of a mirror in a dark room. Supposedly, her face replaces the reflection in the mirror, and naturally, there are urban legends about kids who kept it up for too long, made Mary angry, and died the next day.
* Urban Legend claims that the term "hooker" for "prostitute" comes from the "soiled doves" that would follow Union General Joseph Hooker's division during the Civil War. Evidence dates the word to earlier, but Hooker's apparent fondness for hookers may have popularized it.
* Urban Legend commented that he'd never believed it in the first place, because surely they'd just say, "In the unlikely event of the plane crashing, I think we can all agree you'd like to be identified. Bite down hard on your armrest."
* urban legend: Couple goes to a foreign country on vacation; while they're out having dinner, their room is robbed, the burglars only leaving two things: their cameras, and their toothbrushes. They use up the rest of the roll of film and continue using the toothbrushes, until finally they get their pictures back, and discover a bunch of them are of the burglar with their toothbrushes up his ass.
* Urban Legend describe how a victim took a swig of cola while chewing pop rocks, and died horribly from an explosion that went off in his/her mouth.
* urban legend. Don Tyson, late CEO of Tyson Foods Inc., was involved in a version of the tale where his wife spotted his car in another woman's driveway and called a cement company to dump cement in his car, which was dismissed as apocryphal by the company.
* Urban Legend episode "Legends of the Mall". The high school shop teacher (who eerily resembles Mr. Demartino...) grinds his teeth at night from the stress of dealing with his dumbass students. Once he's had the stumps pulled, he makes himself a set of metal dentures capable of biting through solid wood doors. Unfortunately, they pick up radio signals and periodically play "Girls Just Wanna Have Fun". Lampshaded when Daria and Jane point out how improbable it is... that it would always be the same song.
* Urban Legend, familiarity with the urban legends involved can spoil the experience. The "Aren't You Glad You Didn't Turn on the Light?" sequence is particularly foreshadowed.
* Urban Legend?) from West Germany: A man substituted his diabetic girlfriend's urine sample for his own in order to convince the draft board that he had diabetes, but his plan failed because the urine sample also tested positive for pregnancy.
* urban legend has a couple of guys, angry about the cost of tolls, decide to send a message about their frustrations. So they put a pair of handcuffs around a toll booth attendant's wrist and drive away with a rope tied to the other cuff. The attendant is terrified that he's going to either lose his arm or be dragged along behind the car... but then the other end of the rope falls harmlessly out of the car.
* urban legend has it that our own radio host finished his teddy bear show in a similar fashion, stating "And now, dear children, you can kiss the bear's ass goodbye."
* Urban Legend has risen to such prominence in popular culture that the song is often cited or alluded to as a sinister Ironic Nursery Tune. Heavy metal band Brocas Helm even used this nursery rhyme as the chorus of their song "Black Death".
* Urban Legend has two rival salmon canners, one selling pink salmon, the other selling white, trying to outsell each other. The white salmon canner takes out an ad touting their salmon "won't turn pink in the can!" Not to be outdone, the pink salmon canner takes out an ad touting that they don't use bleach in processing.
* Urban Legend have forms specifically for knives of any type, including the aforementioned balisong.
* Urban Legend have Natalie and Amy (respectively), but there are also other survivors in both films.
* urban legend having an affair, but her lover rides away on a bicycle.
* Urban Legend he did, he'd do it in a spectacular fashion such as hiring a skywriter.

* Urban Legend holds that someone put their wet Chihuahua in the microwave to dry it out.
* urban legend human flesh makes for a far weaker construction material than concrete, and the manner in which the dam was constructed would have made it impossible for a hapless construction worker to drown in wet concrete.
* Urban Legend In Limbo it is, having a serious shortage of denizens who've ever even heard of phones.
* urban legend is also included, with Ford introducing him as "The President of the United States".
* Urban Legend Love Life: A character is rumored to have had numerous romantic partners.
* urban legend — by having them take a make-up final, on the caveat that they all take it in separate rooms to prevent any collaborative cheating. The students go into their assigned rooms, complete a pretty routine question that's worth 5 points, but when they turn the page, they're faced with the following question:
* Urban Legend, mentioned above, takes this urban legend and runs with it.
* Urban Legend. Of course, the killer admits that they are not too good at anatomy and will probably just grab the first major organ they see.
* Urban Legend of Zelda) and thought that they had some greater significance.
* Urban Legend of Zelda" may also play a factor, because what is true or not becomes harder to keep track of in a constantly evolving game.
* Urban Legend of Zelda: Myths and rumors about "hidden" content in video games.
* Urban Legend of Zelda, these days any attempt to make a schoolyard myth about games will likely get you laughed at.
* Urban Legend of Zelda) was about plot development and turned out to be true.
* urban legend on April 20 because all their stoner classmates, who they never had a problem with, would be skipping class that day and therefore would escape unharmed. (In truth, it was supposed to happen on April 19, but some ammo they ordered was delivered later than expected.)
* Urban Legend or riddle involves a simple three-panel billboard for a drink. In the first, a man looks terrible as if he is dying of thirst in the desert. Then he is shown drinking the product. Then he is happy. However, the story is that this was told left-to-right, but the ad was displayed in Arab nations where they read right-to-left... There is a version of the story where the billboard is for a laundromat, with the pictures showing a dirty cloth, a man taking it to the laundromat and finally a clean cloth. The punchline (billboard gets displayed in right-to-left-reading Arab nations) is the same.
* Urban Legend plays resident sexpert Sasha, who is the last victim of the ax-wielding killer in the film. She also gets quite a long chase scene through a campus building.
* Urban Legend regarding a bride mannequin dubbed La Pascualita. It began when in 1930, shortly after the death of her daughter, Pascuala Esparza put a new mannequin in the store window of her bridal boutique in Chihuahua, Mexico. The mannequin is very detailed and carries a resemblance to Esparza's daughter, which caused the locals to speculate the mannequin was actually the daughter's embalmed corpse. About a century later, that particular rumor has lost its conviction because corpses can't be kept in pristine condition for so long. But the secondary rumor, that the mannequin is possessed by the daughter's spirit and moves around at night, has not been negated by time.
* urban legend, revealing a scorching darkness filled with the screams of the damned. While there's a slight element of truth, in that a Russian geological team did discover something interesting during a dig, that something apparently wasn't the underworld.
* Urban Legends are just fond of this trope in general. Ghouls lurking in toilets include:
* Urban legend says that a small mail-order company went bust after their orders mysteriously dried up. Years later somebody discovered a pile of letters behind a wall, on the other side of which was a supposedly disused mail slot that the new postman had been using to save time walking around to the front door.

* Urban Legend says that he once got lost on his way back home, and stopped to ask a young girl for directions, saying, "Young lady, would you know where the famous mathematician Norbert Weiner lives?" Her reply was, "This way, Daddy, Momma sent me to find you." However, his daughter has denied that this ever happened, saying that no matter how lost he got, he always recognized his children.
* Urban Legends: Bloody Mary, has the actual urban legend committing the murders.
* Urban Legends: Bloody Mary seems to be inspired by this type of spirit.
* Urban Legend scenario, but it consists of a recording of "Nearer, My God, to Thee" over footage of a waving American flag. No nature footage.
* urban legends claim that certain fast food companies really source their meat from "Animal 57", genetically engineered blobs of flesh growing in tanks.
* Urban Legends featured a midget thief who robbed bus passengers by hiding in a large duffel bag, which an accomplice set out with other riders' luggage for the driver to stash in the cargo bins.
* Urban Legends: Final Cut where the final girl is hiding in a room full of instruments from the killer, who briefly plays the very background music playing in the scene on a piano while looking around.
* Urban Legends: Final Cut, which was tagged on when it was realized that the film didn't have that much to do with actual urban legends.
* Urban legends habitually describe solifugids as fearsome, almost alien monsters. They're often claimed to attack sleeping people at night, utilizing an anesthetic venom to prevent them from noticing them as they shear off and eat chunks of flesh. They're also claimed to grow to be the size of cats, run at twenty-five miles per hour, jump up to two feet in the air, make a screaming noise as they run, have a venom powerful enough to melt flesh, and attack and kill camels to lay their eggs in their stomachs. In reality, solifuges never grow beyond six inches in length, have a top speed of ten miles an hour, can't jump, don't even produce venom (although their powerful jaws can pinch a human painfully), and don't seem to emit any noises more startling than
* Urban legends indicating the Powers that Be are dosing the food of males (colleges, the army) to lower their sex drive. This legend persists in spite of the fact that all the drill sergeants, training cadre, and officers all eat the same food as the trainees.
* Urban Legends, leaving the terrified boy trying to call 911 with his tongue fused to hers.
* Urban Legends: Modern folktales, which are sometimes also horror stories.
* Urban Legend song about the parts of the brain, by The Brain, naturally.
* urban legend" so they could stamp and tag their products as "MADE IN USA".
* Urban Legends persistently surround McDonald's, usually that the meat in the hamburgers is not beef. Exactly what the rumor says it is varies from year to year; among the most surreal claims was that it was kangaroo meat, which would have had to be shipped halfway around the planet to be used in the US (and it's more expensive than beef, even in Australia). Also, fun fact about that one: kangaroo filets are perfectly normal in Australia, meaning there would be nothing particularly evil about eating kangaroo meat anyway. Other, more gullible folk believe their soft-serve ice cream is made from chicken feathers.
* Urban Legends student. As the years went by, later retellings changed her into an older woman with an outdated hairstyle. Once that stopped sounding credible, new variations were introduced, including one where the victim is a man with dreadlocks.
* Urban Legends, such as the story of one guy who pretended to be deaf. It seems that the doctors are buying it, but when he leaves, one of them asks him to close the door on his way out; when he answers, they know he isn't really deaf.
* Urban Legend) starts his car the radio is playing "I Don't Want To Wait". He is not amused.
* Urban Legends tells three of these in each episode, loosely tied together with the episode's theme, as well as two random 'mini-myths' before the commercial breaks. The viewer is asked to guess which legends are real and which aren't. At the end of the episode (and after the commercial breaks for the mini-myths) it is

revealed who was telling the truth.
* Urban legends that keep circulating in the Russian yellow press and equally yellow web claim that Soviet and Russian cosmonauts periodically have episodes of weird hallucinations while in space. Those hallucinations sometime seem to be mystical, sometimes
* Urban Legends. The reason the ads were pulled was quite simple — the ads were cut because while they were massively popular, they simply didn't increase sales at Taco Bell restaurants. Same-store sales were down 6% during the second quarter of 2000; the chihuahua was retired in July 2000.
* Urban Legends with some similarities to scarecrows. It is a white, wriggling shape that sticks out above the fields on warm days. One of the proposed origins of the urban legend is that someone mistook a scarecrow for what became known as the kunekune.
* urban legend tells of a company selling baby food in Africa that horrified the illiterate locals because they saw a picture of a baby on the front and assumed it to be the main ingredient. Or in a slightly different version: In a famine-stricken region of Africa, relief supplies were mostly in the form of canned or jarred goods with pictures of the contents on the labels. Then the baby food jars showed up, and the natives were utterly baffled.
* Urban Legend that claimed he could have sex for five hours straight due to his practice of Tantra. His wife Trudie Styler eventually publicly debunked it, claiming it was an exaggeration that came out of something he had said to a friend while both of them were drinking.
* Urban Legend that goes something like this — An elderly woman is in a panic because her cat is stuck in a tree. Her neighbor notices this and wants to help, but is unsure of what to do since the branch the cat is on is too small to support his weight (and the cat is too terrified to climb down on its own). Thinking quickly, he goes and grabs some rope and lassos the end of the branch pulling it down hoping the cat will simply climb down. However, the cat swats at him causing him to let of the rope in surprise and send the kitty flying. A few weeks later, the elderly woman is in the grocery store when she notices a younger lady buying some cat food. When she asks the younger lady if she has a cat, the lady replies, "Yes, we named him Angel, since he fell from the sky and into my lap like a miracle."
* Urban Legend that Ima Hogg had a sister named Ura. Ima was often asked about that, but replied that it would just be silly.
* Urban Legend that it had been in development for quite some time before the film was even being made).
* urban legend that when Neil Armstrong was a boy, he overheard his next door neighbors arguing loudly. The wife shouted at her husband, "I'll give you oral sex when the kid next door walks on the moon!"
* Urban Legend the car in the same tree with a branch rammed up his rump.
* Urban Legend. The last panel of the story implies the legend is true.
* urban legend, the patron saint of England, intervened during the Battle of Mons to rescue English troops and defeat their German enemies. This account became very widespread due to a short story "The Bowmen" published in a newspaper that was inspired by the Battle of Mons. The thing is: the story was fictitious from the start and the author never intended to create a hoax, but the newspaper forgot to mark it as fiction and the manner it was written from the first-person perspective (making it unintentionally sound like a real account), it ended up being taken as factual by many people.
* Urban Legend There's no evidence that "lick-n-stick tattoos" have ever been used to distribute LSD, or any other substance, to kids.
* Urban Legend to actually smell maple syrup on the note, and sometimes on all new bills.
* Urban Legend turn cloudy red or purple has led many pool owners to ask retailers selling pool cleaning supplies to buy this item. No such chemical actually exists but this doesn't stop the customers from asking.
* Urban Legend was killed this way. As mentioned further below, it references a

well-known urban legend, as do many of the important killings in the movie.
* Urban Legend, where a girl sees some Chinese characters on a menu that "look pretty", so she has them tattooed on herself. Later on, someone from China sees her tattoo, and laughs hysterically; the characters actually read "cheap, but tasty".
* Urban Legend, which depicts the scenario described below in the Folklore section.
* Urban Legend who could read and hid the illegal skill. He was reading a newspaper with good news about the Union when he spotted his master approaching. Thinking fast, he flipped the paper over to make it appear he was attempting to read the paper and didn't know it was upside down.
* Urban Legend with pure black eyes who are said to mean humans no good at all.
* Urban Manhunt centered miniatures wargame inspired by dystopian 1980s action cinema
* Urban Manhunt, heavily armed mercenaries who compete for points by hunting and killing criminals in the walled off prison cities.
* Urban Manhunt, the criminals that the players hunt have already been convicted and imprisoned in the country's walled-off prison cities. But many volunteer for the game because they are granted a full pardon if they survive to the end of the match.
* Urbanoids: The enemy's role and power are determined by their color: household (red), maintenance (yellow), construction (green), law enforcement (blue) and military (black). Once any of them is under your control, it turns white.
* Urban Reign, both the enemy mooks and your helper character get weapons suited to their themes/personalities, so urban warriors tend to carry baseball bats and tire irons, the Yakuza-like gangsters use katanas, ex-military types use combat knives, and the corrupt mayor uses a handgun, etc. While every character can use every weapon, they have different movesets depending on their proficiency with it(only the soldiers get a throat-slit move with the knife, for example).
* Urban Reign. But he's the only one who uses a gun, and the game doesn't hesitate to make its damage realistic.
* Urban Reign is made up of former military men who have been discharged for various reasons.
* "Urban Renewal" features some nostalgic flashbacks by characters to the "old days", and the flashbacks are drawn in
* Urban Reverie is a weekly updated serial about two people, Quinen and Chrysanthemum that live in a strange, New Weird city in which they don't belong. It is set in an Urban Fantasy world where sapient insects walk alongside intelligent amphibious reptiles. The story focuses on the truth behind Chrysanthemum's true existence, as well as Quinen's past.
* Urban Rivals has their own Mafia group known as the Montana, who make money by terrorizing the citizens of Clint City.
* Urban Rivals most certainly qualifies. It has gangs, vampires, aliens, robots, pirates...
* Urban Rivals: Most of the cast is human, but all of the Jungo clan falls under this.
* Urban Rivals. Okay, admittedly, everything in the game is theoretically accessible for free, but the good characters cost between 5,000 and 50,000 Clintz each, and the ultra-rare Collectors characters get into the hundreds of thousands or even millions. You win, on average, 5-10 Clintz per battle. Yeah, MUCH easier just to shell out the real money for a few booster packs — one can then sell doubles to those with less money and more Clintz, and get into the market. Although winning the tournaments held every other hour speed it up (you get 50 clintz for merely participating), and if you place well enough you can win one of the prize cards (usually worth between 2,000-10,000 Clintz each). This requires an intensive hour of grinding to place in the top hundred out of thousands of players, however.
* Urban Rivals on them and sends them off a cliff to the sea. No really.
* Urban Rivals that actually hints as to how the cards could work together in a hand. The showcased character cards enjoy a boost in popularity and price, and purchasable booster packs tout the inclusion of the characters.
* Urban Rivals, the B team have to protect their captured leaders from Zlatars

robot ninjas and the Ghiest clan.
* Urban Rivals, the Fang Pi Clang is made up of many different martial artists.
* Urban Rivals: The Nightmare clan is are expy's on half of the examples above, others are based off horror movie characters.
* Urban Rivals through a series of stages, and his beard grows gradually at the same time.
* Urban Segregation: Cities in fiction are very neatly divided between rich parts and poor parts with little patchwork or mixing.
* Urban Segregation, driven by a need for stable housing against the sway of the city's movements — the powerful live in its center, the poor and the workers in more precarious spots along its edges, and the most disenfranchised and outcast have to cling to its underbelly and risk being scraped off when the city passes over a hill or ridge.
* Urban Segregation: Social classes are emphasized by a city's layout, with a clearly clean and developed area housing the rich people, and a poorly developed and dirty area housing the poor.
* Urban Segregation, the situation has only grown worse, with an ever greater divide between the classes).
* Urban Segregation: We just don't want to live next-door with a particular class or category of folks.
* Urban Shaman explains that he named his personal computer and speaks to it. "All things have their own spirit. They cooperate better if you can relate to them well."
* Urban Shaman trilogy is one of these, being a dedicated car enthusiast who restored a 1969 Mustang all by herself, and worked as a mechanic for the Seattle Police Dept. She even continues to use the idea of fixing a car to work her healing magics (fixing a broken windshield, replacing a flat tire, using windshield wipers to clear her vision, etc.).
* Urban Stingbys, insect enemies that tower in the air and attack Mario in a similar fashion to that of previous aerial enemies in the series.
* Urban Underbrush rescues him, only to learn that the tenants of the building had, and a vet had patched him up.
* Urbanus activities to keep the people happy. As a result of this initiative, prisoners are tortured in front of an audience for their amusement.
* Urbanus: Also a staple in this comic strip where the characters will typically be drawn ugly and vulgar.
* Urbanus: Amedee the fly, Nabuko Donosor the dog and Wieske the pig are all able to talk.
* Urbanus did this to the Netherlands in "De laatste Hollander" (the last Dutchman). And generally to Belgium itself, too (being a Belgian comic).
* Urbanus, "Het Zwarte Winkeltje" (the little black shop) had this kind of shop appear whenever Urbanus was close by.
* Urbanus: In "De Hete Urbanus" it is revealed that Urbanus' mother was born on April 1st. This is why people always forget the birth date, because they are too busy thinking up April Fool's Day pranks.
* Urbanus: Jef Patat is a filthy, obese middle-aged scoundrel who lives under a bridge and has a huge collection of dirty magazines and porn videos.
* Urbanus. Nowadays, most comedy comic books in Flanders feature one of the above in one way or another, separating the Belgian comic from the Dutch comic.
* Urbanus: One comic has a man obsessed with rhyming having to come up with a rhyme word for "Herfst" (the Dutch/Flemish word for "Autumn"). He fails, which makes him so mad that he breaks the walls of the prison he's in.
* Urbanus: The album "De Hete Urbanus" was done in style of a photo comic.
* Urbanus: This long-running comic strip series is based on the popular Flemish comedian Urbanus. He is directly involved in the creative process and writes all the scripts. Since he is popular in both Flanders and the Netherlands the comics sell extraordinarily well.
* Urbanus: Urbanus, despite being a child, has a large beard, much like the real-life comedian Urbanus.

* Urbanus: Urbanus, just like the comedian he is based on, is named after several medieval popes. Nowadays most people in Flanders and the Netherlands will automatically think of him, rather than these popes. Similarly there are lot of children who know Urbanus more as a comic book character than as the comedian he was based on, mostly because Urbanus doesn't perform that often anymore.
* Urban Vermin: The trope is parodied in "The Rat Pack", where spinning newspapers are used to announce a coup against Ken. It turns out the papers are spinning because Madman is holding them up and spinning around in a swivel chair to announce the news to the rest of the GLF.
* Urban Warfare, an operative may score vastly more kills with their knife than they do with their bullets. For militia that are made of people who live in metropolitan areas, melee combat is a heavily emphasized skill.
* Urban Warfare is the most awful warzone. Twists and turns, narrow alleys and corners, where the defenders have the home advantage, and you'll never be sure where the next booby trap will be.
* Urban Warfare. Luckily the mountain terrain is played down, but the comments from the characters make clear that it's no picnic.
* Urbate the boat. Urbating is the old practice of massaging the larger woodwork/ironwork of the boat (preferably with some water or special salves), to release built-up stress. Therefore, it is important urbate the various parts. In particular the
* Urbosa calls Zelda "little bird". She would tell Zelda she uses that particular nickname because her dear friend, Zelda's late mother, used to call Zelda that as well.
* Urd also swings a chain around like a whip while on her way to confront Hild in an episode of the second season. Also, Peorth uses her vines as a whip against Keiichi when she tries to help him get over his
* Urd. (In Keiichi and Belldandy's case, they were able to squirm free; Urd and Megumi needed help from a third party.)
* Urd is put to sleep by Enka music, traditional Japanese ballads (in the Viz translation, it becomes polka music). When someone tries to take advantage of this fact,
* Urdnot Wreav (the Krogan leader if Wrex dies; otherwise, a minor character who gets killed off in
* Urdnot Wrex and goes on to become a leader and reformer among the Krogan populace in the sequels.
* Urdnot Wrex has a very deep, booming voice. Notably, he typically speaks rather quietly but is no less menacing for it. He also spends the time between the first and second games headbutting his way to dominance over an entire culture of
* Urdnot Wrex, who killed a Thresher Maw on foot, was the youngest war leader ever and one of the rare, powerful Krogan battle masters and a mercenary with centuries of experience even before teaming up with Shepard and killing a Reaper.
* Urduja - based on the legend of the warrior princess Urduja of Pangasina.
* U Realms Live, with the death of the Sun Dragon Phanto, the once peaceful Realm where Elves and High Bears were immortal and could only feel emotional pain ended, and the six Children of the Sun Gods became the source of all the Magic in the Realm, from Light to Dark.
* Urek Mazino counts due to his distinct lack of shirtage. He was even trending highly on Naver for a bit after his introduction, which was lampshaded in SIU's 32nd and 33rd chapter blogposts.
* Ur-Example (1933). Ollie is arguing with his wife, Lottie, over whether he's going to spend the weekend attending a fraternity convention with Stanley or take her camping in the mountains. During the course of the argument, something like this pops up, though it's uncertain whether this is a deliberate trick on Ollie's part or something he inadvertently stumbles upon in his flustered state. It doesn't work, at any rate.
* Ur-Example about the first-century Christian ministry: "And every day in the temple and from house to house they continued without letup teaching and declaring the good news about the Christ, Jesus." —Acts 5:42. Jesus had told his

disciples to "go and make disciples of all nations" (Matthew 28:19) before, which inspired this.
* Ur-Example, a children's variety show that aired from 1955 to 1984 (most prominently on Friday nights), which typically featured a mixture of music performances, game segments, and sketch comedy by a cast of regulars (though by its final years on-air, its prominence had degraded in favour of the aforementioned Saturday shows at the peak of their popularity, and the focus on comedy sketches steadily decreased).
* Ur-Example Actaeon was astounded by her beauty, but Artemis (an eternal virgin) was outraged. In her anger, she turned Actaeon into a stag and he was torn apart by his own dogs. Notably when another person stumbled upon her and didn't imagine ravishing her, but instead apologized profusely, she did not kill him brutally. She just turned him into one of her female minions.
* Ur-Example actress Pearl White, and a 1967 film that was a camp spoof of the genre.
* Ur-Example; after a horror like that happening for real, the theatre's shows felt terminally upstaged.
* Ur-Example, also employs this technique deliberately to terrifying degree in illustrating Lipsett's psychological turmoil culminating in his eventual suicide.
* Ur-Example, although it is chiefly notable as an object lesson in the importance of having an editor.
* Ur-Example, a monologue by comedian Joe Hayman about a Jewish fellow (with a heavy Yiddish accent) trying to explain to his landlord that he needs a repairman.
* Ur-Example and have a hard time getting around on their own. Therefore, most of the invasion is enacted through their "Fighting-Machines", a force of enormous mechanical tripods.
* Ur-Example, and much more— started out in wuxia and xianxia tales hundreds of years ago.
* Ur-Example, and spectrum analysis of the gunpowder found at the scene, all of which is used to catch the bad guy.
* Ur-Example, and then it was left to rot for 33 years before finally being demolished in 2012. Despite a police station being built across the street, it was a very high crime area and the site of several rapes and even a murder, which sealed its fate of never being reopened. A number of residents of Harvey even tried to sue John Landis for $75,000 for failing to make good on promises of reopening the Dixie Square Mall, which he never made. The suit was thrown out of court.
* Ur-Example. As he goes to hug him, he passes through him and Patroclus passes into the floor. Achilles agonizes and despairs alone.
* Ur-Example as seen below, the greatest examples of this trope, carrying up to 5 Sparrowhawk fighters each.
* Ur-Example. As TWOP recapper Miss Alli commented during a rare moment of Tara laughing at one of Wil's jokes and Wil visibly beaming at his success: "This is so weird. If he likes her this much, then why is he so mean to her?"
* Ur-Example be a curly-haired spaniel...by seeing it coming up with its master.
* Ur-Example". Buster improvises an ingenious device to signal a left turn with a boxing glove on a pantograph. It works quite well, until he encounters a traffic cop at an intersection, clocking him twice as he makes a u-turn.
* Ur-Example, but the physical strain and use of "feints, parries, thrusts, in short, all the tricks of the fencing-school" strongly implies the former.
* Ur-Example, but they knew there were many more soldiers behind them on foot.
* Ur-Example comedy in which the souls of a married couple switch bodies, and their voices go along.
* Ur-Example, complete with the "two lines of bullet strikes" cliche, when a Japanese Zero strafes the protagonist's B-17 bomber crew in the Philippines. This scene probably inspired most subsequent examples and is somewhat defensible as most early war Japanese fighters actually did carry two cowl-mounted machine guns (in the Zero's case, two cowl and two wing guns) and the Zero's cowl and wing guns had wildly divergent ballistics and consequently required different aiming points so they frequently weren't fired at the same time.

* Ur-Example. Daniel sprinkles the floor of a temple to Bel with flour to prove that the priests of Bel were sneaking in through a secret entrance at night to eat the sacrifices each night, despite the temple supposedly being locked.
* Ur-Example) decide that their power and enlightened morality entitle them to take over the USA and rule it as dictators for the citizens' own good. Things inevitably go horribly wrong.
* Ur-Example does this when she transforms herself into a witch. An unusual example in that by the time the screen fades to black, the eyes have almost completely faded away, but you can still see them for a second.
* Ur-Example example, because there were clearly hints that he wasn't all that pleasant, like with his temper outbursts.
* Ur-Example featured a character called "Mr. Crime", a ghoulish spectre in a "CRIME"-emblazoned top hat who sometimes acted as a gloating narrator for the stories, and sometimes directly intervened to tempt the villains to worse acts.
* Ur-Example films) did get some amused chuckles, it didn't really help the film's less than stellar box office receipts.
* Ur-Example from 1927 to 1928 before Disney was forced off the series.
* Ur-Example had additional player characters, weapons, and moves that had to purchased be with real-world coins or tokens.
* Ur-Example. He creates their ostensible leader 'Adam Selene' who has first a voice (including background noise) to communicate with the Resistance cells by phone, then after the revolution occurs a video image that works in real time. However this bluff won't last forever as those in the know are running out of excuses why no-one can meet Adam face-to-face, so when Earth finally launches an attack they use a body damaged beyond recognition to fake his 'death'.
* Ur-Example here is Don Wilcox's 1940 novelette "The Voyage That Lasted 600 Years", told from the perspective of a Keeper of the Traditions who is supposed to go into hibernation and be revived every one hundred years to check on how society is progressing and return it to the proper path if necessary. It started the venerable trope of the ship's crew forgetting about their goal and regressing civilizationally.
* Ur-Example. Hint books, feelies, novels, Choose Your Own Adventure Books, comics, an online role-playing game...Not bad for something that pre-dates graphics!
* Ur-Example in 1918. McCay personally drew over 25,000 frames of realistic animation by hand to create a nine-minute documentary of the ship's sinking, explicitly making the propaganda point that it was an act of war aggression by the Germans. It is also regarded as the first film to treat animation as a serious, dramatic art form and not be a comedy.
* Ur-Example in that it was the holiness of the chalice that killed it, not the silver.
* Ur-Example: "In the beginning, there were two regions: Muspellsheimr in the south, full of fire, light and heat; and Niflheimr in the north, full of arctic waters, mists, and cold." Between these two was Ginnungagap, into which the world was brought into existence.
* Ur-Example in this field is probably Clarence Eklund, a catch wrestler who became famous for wrestling with bare feet as opposed to wearing the boots or wrestling shoes which were and are synonymous with pro wrestling.
* Ur-Example. In this silent short made up of several 20-25 second clips, after the strange "dwarfs" have sent Van Winkle to sleep by sharing a drink with him, they all slip behind rocks and the hillside, vanishing into the wilderness as mysteriously as they came ... only for one of the actors to stand up and take off his hat, evidently not realizing the camera was still in operation.
* Ur-Example into draconian laws, such as "Thou shalt not lie, or thou shalt lose thy tongue".
* Ur-Example in which a distant cousin of Hitler travels back in time and succeeds, only to find that history deals with it by forcing him to replace Hitler and play history out as it originally happened.
* Ur-Example in which a man draws a cartoon face and also draws a picture of a glass and a bottle of wine (which he then takes and drinks from), draws a top hat

and a cigar on the cartoon head (which he then takes; wearing the hat and smoking the cigar, to the displeasure of the cartoon), gives them back to the cartoon and walks off-screen. The copyright is 1900, but the film may be even older.
* Ur-Example, in which a young gang member is desperate to get a gun to make himself a man; the climax comes when his gang ambushes another gang in the park.
* Ur-Example, in which nerdy, bespectacled Harold is finally inserted into the climactic football game because his coach doesn't have any other players.
* Ur-Example is about a scientist turning animals into anthropoid creatures using vivisection.
* Ur-Example is the first one in the whole cast to spot Sanae's feelings for Tsubasa, and despite snarking a bit at Sanae he never shows anything similar to romantic jealousy.
* Ur-Example. It notably has a lot of info dumping about angels and fallen angels and either started various beliefs or at least shows they go back into ancient times. The Book of Enoch was lost to Western scholars for a time but turned up in archeological finds and is considered canon by the Ethiopian Orthodox Church.
* Ur-Example. It's a no-win situation, though Gil certainly doesn't do himself any favors by bringing up all her past lovers and their fates to her face.
* Ur-Example. Not very plot-heavy and mostly consisted of Winsor McCay showing off the animation medium.
* Ur-Example. Of course, they were close friends in real life, but they performed frequently enough that rumors argued that they were even closer.
* Ur-Example of golden age piracy, and often dubbed "The King of the Pirates" for his success, was only active for three years.
* Ur-Example of sometimes-Force-enhanced psychological warfare gone wrong. Although, sometimes spurring someone into this (particularly with repressed anger) was actually the intended effect; Palpatine had actually been attempting this on Luke right before and after the duel... but his obviousness of intent probably helped Luke pull himself back from the brink.
* Ur-Example of the Akimel Oʼotham people (known by non-Natives as the Pima). In it, Juhwertamahkai twice destroys the world he created because he's displeased that the people in it have become wicked cannibals. He does so by letting the sky fall to crush everyone, but breaks a hole with his staff for himself to stand in and survive.
* Ur-Example of the Minotaur, the hero Theseus is able to find his way out of King Minos' labyrinth by using a ball of thread given to him by Ariadne. He ties one end to the entrance and unwinds it as he walks, so he can follow it out afterwards.
* Ur-Example of this, as the incident was subsequently used to discredit and end the practice of purchasing commissions; however, the facts themselves are rather more complicated. It was led by Lord Cardigan, described by one historian as "an overbearing, hot-tempered fool of the most dangerous kind in that he believed that he possessed real ability." His immediate superior was Lord Lucan, also none too bright and much too hot-tempered. However, tied up in the performance was Captain Louis Edward Nolan, a "merit" officer, who may have intentionally miscommunicated the order to advance (the supposedly "garbled" order would have been quite comprehensible to a man standing where it was drafted). Lucan ordered Cardigan charge his men through a gauntlet of fire to capture a battery of guns at the far end of the valley. After capturing the guns the light brigade was driven off due to the overwhelming numbers of the enemy, retreating through the same gauntlet of fire a second time. The result was over two hundred British cavalryman killed or captured in a charge that accomplished nothing of real military value. At the time Cardigan was lionised as a hero, while Lucan and Raglan the supreme commander variously blamed each other and Nolan.
* Ur-Example of this. Granted the ability to turn anything he touches into gold by the gods (and having the warnings of such a dangerous ability being ignored), Midas at first is elated with the ease he gained further wealth... but his inability to withhold his powers when he deems fit makes it impossible for him to eat without the food turning into gold in his mouth, and ultimately results in his beloved daughter getting turned into gold before he gets rid of the power.

* Ur-Example of this trope, predating Hammett's Continental Op by several months. Daly's Race Williams is also an example.
* Ur-Example once faced the disease of life spreading among the planets of the original supergalaxy, and had no choice but to spin it apart. Not quite a bang, but then, the term wasn't coined until over a decade later.
* Ur-Example on the ideas of Gibbon's work. As a result, Gibbon indirectly influenced the genre.
* Ur-Example opened with newsreel footage of Hitler dubbed with a Yiddish accent.
* Ur-Example, or Paul Gauguin, who built upon the innovations of the Impressionists and took painting to new styles of expression. Not so much a cohesive art movement as a bunch of loosely-affiliated, like-minded yet fiercely independent artists.
* Ur-Example. Satan flies boldly out of the gate of Hell through Chaos as he begins his odyssey to destroy Eden. The whole thing is quite dramatic until the Devil realizes he's fluttering his wings in a void without any air to fly through, causing him to drop "plumb down" thousands of fathoms like a cosmic Wile E. Coyote.
* Ur-Example's Casket Matches, where as soon as the casket is closed, the opponent is considered defeated.
* Ur-Example, seeing as at the time, there was basically no representation for minorities in film except for servant characters.
* Ur-Example. She actually drew the map of the tree city Orbora for the game, and her music-professor husband, Larry, wrote the music.
* Ur-Examples is also described rather... eerily, being deathly pale and able to produce a sword from his mouth.
* Ur-Example situation whenever necessary to preserve someone for future plot. The writers called it "obscure death."
* Ur-Example's schtick, and the song's popularity led to Sempoliński going into hiding from the Nazi occupying forces (who actually had orders to detain him).
* Ur-Example states that the inspiration for this book was the way the British Empire treated the Tasmanian Aborigines, i.e. a genocidal invasion.
* Ur-Example story of the same name, a drug which increases the body's metabolic rate by a thousand or so times. The narrator and the inventor both drink just a drop of the accelerator, and the next few seconds become so drawn out that to the characters they feel more like half an hour. Notably, moving so incredibly quickly causes incredible friction and air resistance, and the pair find their trousers are becoming singed as they walk.
* Ur-Example story "The Adventure of the Bruce-Partington Plans". The killer deposited the corpse on top of an Underground train that was stopped in an open air section below the window of the flat where the murder was committed. The body later fell off as the train passed over a junction.
* Ur-Example story. The repeller rays that keep the Han airships aloft are indeed their primary weapon system as well.
* Ur-Example the boxer is perfectly willing to take the dive until the Continental Op blackmails him into winning with some unsavory facts from his past.
* Ur-Example. The controversy and influence are due to two different things: the controversy due to the extremely vile racism and the influence due to the style of the movie, which set a few trends in motion.
* Ur-Example: the god Pan loved to scare the shit out of lonely travelers by hiding nearby and letting out a bloodcurdling scream. Ever wonder where we get the word "panic?" Now you know.
* Ur-Example; the use of real music was unlicensed, as licensing music for video games simply did not exist at the time.
* Ur-Example. The Writer shoots this idea down by pointing out that the investor might arrive to find that the future society has gone communist and abolished money.
* Ur-Example. This story is thought to have been a big part of the basis the basis for...
* Ur-Example. This was so realistically presented as "breaking news" of a Martian invasion that many of those who tuned in after the start mistook it for real.
* Ur-Example to build an elaborate labyrinth under the city from which no one could

escape.
* Ur-example, type 1: the real-life Cheyenne Mountain Operations Center (CMOC) command and control complex in Colorado, and its counterparts in
* Ur-Example, which depicts a man jabbering in front of a camera, getting closer and closer. The shot looks as if the camera ends up the man's mouth, then the camera pulls back out.
* Ur-Example, which towards the end of its war montage showing the decline of civilization, focuses on single page, badly typeset broadsheet with a price of four pounds (a week's average wages at the time of the film's release).
* Ur-Example which was originally written as a Montgomery Ward advertising jingle. However, the song was a musical version of the original 1939 story of the same name.
* Ur-Example wing decals are direct homages to Hermes' sandals. To the ancient Greeks, wings were the ultimate symbol of superhuman speed in living creatures.
* Ur-Example, with the caption "Write in and we may give you the nude code." The magazine received over 2000 responses from people asking for the nude code, and people were still asking for it over six months after the rumour was bluntly dispelled.
* Ur-Example) would be a Roma fortune teller prophesying that her female customer will meet a tall, dark and handsome stranger.
* Ur-Example, written around the same time and also set in the 22nd century.
* urgals, and they're certainly quite proud. They're frequently in conflict with the other races due to their violent tendencies.
* urgals. Their entire social structure is based on feats of combat, meaning that if you don't win duels and raid enemies' villages, you'll never advance in society. One other way for some of them to advance is a trial of manhood passage, where they go and kill a dangerous animal barehanded. We hear from one chieftain (who is of a larger 8-foot tall sub-species called a kull, take note), that he's the chief because during the passage he went and killed a "cave bear" while everyone else went after wolves. He also states that a cave bear was larger than an adult kull, and when we see one later we find he wasn't exaggerating.
* Urgit does seem a bit unstable at first, though more flippant than bloodthirsty, but that is because he is very well aware of the 'all reliably go insane before late middle age' rule. If you know you'll descend into insanity soon enough, why bother? As soon as he learns
* "Urgo" has a similar case as "Crystal Skull" above: Everyone in SG-1 has brain implants inserted in them on an alien planet which end up manifesting the titular Urgo, a person only they can see and hear. At the end of the episode they return to the planet and explain the situation to Togar who did this in the first place to get the implants removed. However, there is a problem: The implants will cease to function outside of a host brain, effectively killing Urgo, whose existence was an unintended side effect in the first place. The situation is solved when they convince Togar to take one of the implants himself. But with the implants removed, SG-1 can no longer see or hear Urgo, so how do they know he really survived?
* "Urgo" is pretty much the same way (and when the climax ends, the humor comes back).
* Urgot, a battle-scarred warrior who "refused to die". When he finally died, he was rebuilt as a cybernetic crab creature with a grenade launcher arm.
* Uriah Faber. Between losing his featherweight title to Jose Aldo and being beaten by Frankie Edgar at featherweight he was 10-0 in non-title fights and 0-6 in title fights.
* Uriah Gambit: A rare but known variant is for the king to send off a married man on the quest to get at his wife.
* Uriah Gambit: A subordinate is sent on a mission meant to get rid of them.
* Uriah Gambit. David sincerely repents, but while God forgave him, He allowed David and Bathsheba's child to die in infancy, and David's life became quite complicated afterwards.
* Uriah Gambit: not only does it unite the Persian people, it's a convenient way for the troublemakers most likely to cause a civil war to end up dead.

* Uriah Gambit: Sending a troublesome subordinate out to die in battle.
* Uriah Gambits time they'll hold back is if it will let them do even more damage within the next twenty minutes...and maybe not even then) will compensate for most of their crime—the actual honorable death in combat will compensate for the last few bits.
* Uriah Heep, a hard rock group, had their biggest hit in Germany with "Lady in Black", a semi-acoustic song that borders on progressive folk. The keyboardist Ken Hensley wrote it, changed from his usual Hammond to Mellotron strings for a change and even contributed the lead vocals because David Byron refused to sing it. Probably the only reason why this didn't happen in the UK and the USA is because it was kept from being released as a single there.
* Uriah Heep is less well remembered than other early metal groups, though they probably have more recognition in prog rock circles.
* Uriah Heep paid tribute to The Doctor back in 1972 with "Traveller in Time".
* Uriah Heep was potentially the first metal band with a consistent fantasy aesthetic, especially on the albums "Demons and Wizards" and "The Magician's Birthday". Their most fantastical songs also tended to be their most psychedelic.
* Uriah the Hittite put on the front lines so he would be killed, and David could take his wife Bathsheba for himself. Nathan tells him that the child Bathsheba was currently pregnant with would not live. Indeed, despite David fasting and clothing himself in sackcloth, the baby died after seven days. (And during this time, David allegedly wrote the powerfully penitent Psalm 51).
* Urie has captured the interest of Hige and Uta who both comment on his sexiness. They are both men, and so far no woman have shown interest. In chapter 100 of
* Uriel Septim V's reputation as a warrior-emperor is considered second only to Tiber himself among the Septim dynasty. Inheriting an Empire wracked with internal strife and floundering support in the provinces, Uriel V would lead the Third Empire back to greatness by launching a series of invasions outside of Tamriel. Over a span of 13 years, he
* Urien Rakarth, the Dark Eldar Master Haemonculus, discovered the secret of resurrecting himself so long ago, and has done it so many times, that things have started to go inexplicably wrong with the process. He now tends to come back with a small physical reminder of each previous resurrection, usually additional vestigial limbs growing from his spinal sump. Being an utterly insane genius surgeon, body modifier, peerless torturer, and obsessive experimenter, Urien regards this condition as little more than a fascinating quirk and certainly nothing to get all angsty about. Indeed, Urien is so jaded that he practically collects deaths and looks forward to seeing what new and unusual ways he will come back wrong in next.
* Uri Geller - Made a career over using paranormal powers to bend spoons. This talent has been contested over the years by James Randi, notable debunker of such tricks.
* Urikohime and the Amanojaku. It had its popularity in the first half of the 1980s and goes that if one says "Urikohime" in front of a mirror at 12 o'clock, Urikohime's resentfulness will manifest and kill the one who summoned her.
* urinate and reproduce like any other lifeform despite being mechanical. During a fight, Optimus Prime even spits out a tooth!
* urinate on the "Don't Whiz On The Electric Fence" board game Stimpy and Sven are playing.
* urinating on the floor on-screen, as well as references to alcohol addiction. It wasn't even aired at all in the United States until Amazon Prime picked up the series, which showed the original show in its entirety. It was because of the complaints that "Pingu at the Doctor's" became a second season episode, rather than a first season one.
* Urinating Tree) and two deaths, Taps would've been insufficient in terms of both tone and duration.
* Urinating Tree" clip. Actual deaths in the football world swap out the other SFX for church bells. During the 2020 NFL season, injuries related to COVID-19 were accompanied by the sound of coughing.
* Urinating Tree has an entire series of videos, dubbed "A Legacy Of Failure",

devoted to analyzing this trope in professional sports. Unsurprisingly, several teams highlighted in the folders above are featured. His own rules for featuring a team in this series are notably stricter than the trope's own definition, specifically:
* Urinating Tree's "A Legacy of Failure" series, whose descriptions include a warning that the videos may cause pain for the fans of the subject team, or happiness for fans of their rivals.
* Urinating Tree's "The Hater's Guide to Super Bowl 52" summed up the situation as "Will we see Philadelphia joyously rioting in the streets, or Philadelphia angrily rioting in the streets?" It ended up being a joyous rioting.
* Urinating Tree the team depends on whether he feels they lost because they got in their own way.
* Urinetown, Bobby tells Ms. Pennywise he was up all night thinking. Since an earlier scene mentioned taking "a late-night-behind-the-bushes-to-relieve-yourself-for-free kind of walk," she assumes that's what he really meant and admonishes him.
* Urinetown, Cladwell is killed by being thrown off the roof of the UGC headquarters building, as revenge for Bobby being killed in the exact same way.
* Urinetown due to drought, is taxed for every toilet flush, and thus caught in a perpetual Potty Emergency.
* Urinetown lives and breathes this trope, especially in the case of Officer Lockstock and Little Sally, who hang lampshades all over the place. Probably the most notable example is the Act One Finale, which Officer Lockstock explicitly refers to as such twice and tells the audience to enjoy intermission.
* Urinetown off a building. Unfortunately, it turns out the "evil" measures the villain had taken to ensure water conservation really were the only sensible choice. Everyone, save for the secretary Mr. McQueen who moves to the Amazon, dies slowly of dehydration whilst singing a gospel of how the only water they need is inside them.
* Urinetown. The musical was actually inspired when the writer, living on limited resources in Paris, had to choose one morning between a pay toilet and breakfast. (He chose the latter.)
* Urinetown, the start of Act Two finds Hope gagged and bound to a chair in the rebel hideout.
* Urinetown, "We’re Not Sorry" abruptly ends just before the ensemble, who have been killing the vast majority of the villains (aside from Officer Lockstock, who is the narrator and thus cannot be killed) can sing the final word, as they move in to take out Cladwell.
* Urinetown, when Hope and Bobby first meet, Hope teaches Bobby how to listen to his heart. She first listens to his heart, then shoves his head into her chest so he can listen to her heart.
* Urinetown, where Hope points out that the metaphor of "Don't Be the Bunny" is getting a bit strained:
* Urinetown, which parodies almost anything that moves, has Officer Lockstock, the narrator, reference this trope on several occasions. Not to forget Little Sally.
* Urine Trouble: A gag where an animal urinates on someone or something.
* Urine Trouble: A joke involving an animal peeing on something or someone.
* Urine Trouble: An animal urinates on something or someone for comic effect.
* "Urist" is the dwarven word for "dagger." Thus names are very noun-noun verbnoun-y. For giggles: "Om nom nom nom" translates to "Clutter the god of godly gods."
* Urist makes a surprise return (being pulled across time and space through
* Urk comes from an alternate dimension where the Vikings invaded America in the XVIII century and had been at war with the natives for over two hundred years. When we actually see that world the Vikings suffer a devastating defeat and lose their superweapon, but as that world is never revisited it's unknown how it ended.
* Urkel Dudley in the Florida independent promotion Outlaw Championship Wrestling.
* Urk got a crush for Lyla after seeing her immense physical strength, and the one woman to attract his attention back home was also the only person in the world who could beat him in combat.

* UR Ls can't handle umlauts, leading to no small amount of confusion over which website belongs to which municipality.
* URLs with numbers replacing words are surprisingly popular in China. Probably helps that they're easy to type and remember.
* Urn Burial has lived in the house next door to him since they were born, and whilst not drop dead gorgeous is plenty attractive enough for being familiar and not having any pretensions.
* Urn of Sacred Ashes can restore the dying to perfect health with just a pinch of Andraste's ashes. This could be the Maker acting in the world...or it could be because the Urn has rested for centuries on a giant vein of lyrium.
* Uroboros typically acts too quickly to count as it devours its host in seconds, but
* Urophagia, where people drink urine, ostensibly for health purposes.
* Urotsukidoji, At that moment, the movie rapidly cuts to several other major characters, as they react to the "disturbance in the Force", and then cuts to a shot of the whole Earth, wreathed in purple light, with especially creepy sound effects. Nothing will ever be the same.
* Ur-Quan. Inverted in that this is the aggressors' superweapon, not the defenders'.
* Ur-Quan (who, being predators, usually feel an overwhelming instinct to eat other creatures they come into contact with... but rocks don't provoke that instinct).
* ursa attacks Cardin for the sap, Cardin's friends run away. Instead of running, Jaune jumps in to save Cardin despite his lack of combat training. Although Pyrrha, Ruby and Weiss witness this, Cardin and Jaune had no idea they were there.
* Ursa Circus does this if you pet/feed it enough. It first shows off its muscles, then decides to do a "strongman" pose, making it look comically buff. Then its body fat suddenly sags to the floor, giving it the appearance of a beanbag. The giant bear stands there looking confused for a few seconds.
* Ursa gets a million fics explaining what happened to her, because we as viewers have
* Ursaring seem to show up whenever the anime needs a menacing wild Pokémon to put the heroes in danger. Oh yeah, did we mention that
* Ursaring. Unless you have a pokemon that can attack in a wide range, or even so, you're better off avoiding them.
* Ursarker E. Creed, the Lord Castellan of Cadia, and his Colour Sergeant Jarran Kell.
* Ursas. After four volumes of training and hard work, in the finale of Volume 4, it is shown that Jaune is capable of stopping the boss Grimm's head-on charge. When he switched to two-hand sword mode, his attack immediately did enough damage that the boss jumped around to face him as the priority target.
* Ursa, the Klingon Pathfinder on the Andromeda mission, and Pelessaria, the Klingons' Asari scientific advisor, constantly bicker and get on each other's nerves. And as their plotline goes on, it becomes apparent that they're in love, they just don't realize it yet.
* Ursa throws a security guard to the ceiling. Considering there's a shattered skylight above them, the poor guy sails right through it and out the building.
* Ursa to town for the stage magician they had been fawning over to fight. He’s also something of a prodigy with his magic, being the first (and for quite a while the only) unicorn foal shown using magic, and having extremely skillful control over his telekinesis. His stupidity is also great enough to allow him to reach a Zen-like state of inner peace and freedom from stress, because he never thinks about anything. At all.
* Ursiel-assisted Genoskwa by luring them into a field of massive ice blocks slamming into each other at high speed.
* Ursoc is a Wild God with the form of a bear, and the patron deity of the furbolg. He's normally benevolent, but in
* Ursula and Cruella fall into a portal to the Land Without Magic and manage to get by for three decades afterwards. Ursula seems to work a low-pay job and live in a modest-income flat, so she might have pretended to just be an undocumented

immigrant from somewhere. Cruella was married to a rich and corrupt husband, who might have had a hand at integrating her. Neither gets an explanation in-universe.
* Ursula Andress. There is a protracted scene where she has a folded towel looped around her neck so that the two lengths of towel, draped strategically in front of her, both conceal most of a breast, or at least the nipples. Despite how she moves or speaks, despite how her unsupported breasts jiggle and move, her nipples are always concealed by the towel as if it was glued in place (and it probably was).
* Ursula, a woman Hoshi interviews, makes complicated gestures to illustrate what she says. Most people find it distracting, but Hoshi appreciates it, because visual processing takes less effort for her than language processing.
* Ursula Brutes, she isn't dumb; she is capable of manipulating her enemies.
* Ursula is talking on the phone with Stumpy, this happens so that the audience doesn't see her.
* Ursula K. Le Guin after.) Her own dedication was set up as a feigned this — a man wielded an sword as if to cut her head off, and was stopped.
* Ursula K. Le Guin and so wizards do not use it if they know what's good for them. Because Earthsea wizards' illusion is the "budget version" of reality warping—the objects created by the illusion seem to be real in every way, even though they aren't—it is still quite useful when dealing with most people, and can even be valuable when facing off against people who know better (including both wizards and dragons). However, illusion has its limitations; for instance, a wizard can use illusion to make food and drink appear out of nowhere, and can even eat and drink a feast he has created out of nothing, but it will neither satisfy his hunger nor slake his thirst, because it is just an illusion.
* Ursula K. Le Guin, as in the case of a people who are hermaphrodites.
* Ursula K. Le Guin, a wizard is so petrified of dying that he endeavours to become a great necromancer and manages to make a door between the world of the dead and the world of the living which he can cross at will, setting himself up as lord of life and death. However, the door he opens drains all the light and life and magic of the living world; people find magic, creativity and imagination fading away, becoming forgotten.
* Ursula K. Le Guin books written later because she decided it was too implausible.
* Ursula K. Le Guin, complete with her own commentary. Though perhaps it's not so surprising, considering she's a practicing Taoist herself.
* Ursula K. Le Guin, dealing with a planet of people who are asexual hermaphrodites until they enter heat, at which point they can assume either set of genitals, is sometimes confused for this. It's not, for two reasons: first, the issues raised by this setup are the entire point of the novel, so there's nothing discounted about it; and second, the characters are not presented as substitutes for gays.
* Ursula K. Le Guin, etc. At least in the sense of having the planets be a pseudo-feudal setting — she generally avoids the more magical elements.
* Ursula K. Le Guin features a society which considers that a proper use for mentally inferior people.
* Ursula K. Le Guin) features Semley going on a quest to recover the lost heirloom of the title, and meeting a group of dwarf-like creatures who promise to help her get it back. What she doesn't realise is that they've taken it to another planet, eight light-years away, and thanks to relativity, what seems like a short trip to her is actually 16 years.
* Ursula K. Le Guin, George Orr has the uncontrolled ability to alter reality (often retroactively) through his dreams. His psychiatrist attempts, through hypnosis, to use this ability to "improve" the world. But Orr's subconscious frequently operates on the Literal Genie principle and subverts these attempts. For example, in response to the request for "peace on Earth," Orr dreams up a space war with alien invaders; when asked to end racial violence, Orr dreams up a world in which all human beings are gray.
* Ursula K. Le Guin had her credited as U. Le Guin. She got rather upset when she realised that her middle initial (K. for Kroeber) was omitted. Add to that that female SF authors were rare in the 1960s. She changed to the current version of her name shortly afterwards.

* Ursula K. Le Guin, heroes Hugh and Irene are able spend a week or so in the Evening Land while only being absent from their usual lives for a single night.
* Ursula K. Le Guin However, she did stress she liked many things about it:
* Ursula K. Le Guin. In the midst of this civil war, the sky is lit by a bright streak like a falling star. The thing that burned and fell is a great house, and figures emerge from it. When she sees these "angels," the narrator knows the prophecy is fulfilled:
* Ursula K. Le Guin is basically "what if everyone were of negotiable sex".
* Ursula K. Le Guin is the generation ship take on this, with the twist that the ship isn't stranded. Some of the people on the ship (by the end of the story, a large majority) believe that there's nothing outside the ship and "the journey is all". A minority remember the original purpose of the voyage, which is to explore and possibly colonize a far-flung planet.
* Ursula K. Le Guin novels. She was particularly angered by the TV creators' false claims that she approved of the adaptation. Calling one of the genre's staunchest feminists "Miss Le Guin" didn't help either.
* Ursula K. Le Guin says that, at least when working on the original trilogy, she literally made up background information as she went along, depending on what felt right. Two of the islands are named for her children's nicknames.
* Ursula K. Le Guin sequence, Earth (and probably Gethen, too) were lost colonies of the oldest known inhabited world, Hain. Both may have started off as rather ethically suspect experiments, although the Hainish are very ethical these days. It's subtly implied that all the inhabited worlds may be Hainish in origin.
* Ursula K. Le Guin series has a map showing various parts of the archipelago. Certain editions will include close-ups on the map when the characters are spending time in that particular reach (very very useful!)
* Ursula K. Le Guin's famous "gerbil" rant was about this: "In many college English courses the words myth and symbol are given a tremendous charge of significance. You just ain't no good unless you can see a symbol hiding, like a scared gerbil, under every page. And in many creative writing courses the little beasts multiply, the place swarms with them. What does this Mean? What does that Symbolize? What is the Underlying Mythos? Kids come lurching out of such courses with a brain full of gerbils. And they sit down and write a lot of empty pomposity, under the impression that that's how Melville did it."
* Ursula K. Le Guin short story "The Birthday of the World", from the collection of the same name, has a royal family (actually they're referred to as God) in which the eldest boy and girl siblings marry each other, in the manner of many royal dynasties of the ancient world. Ze, the only daughter, knows she is slated to marry her brother Tazu, but when she is little, she isn't overly pleased about this and expresses a desire to instead marry another of her brothers, Omimo.
* Ursula K. Le Guin's short story "Nine Lives." The story is about his attempt to come to terms with being an individual after the rest of his clones are killed (the clones having been bred and raised as a functional Hive Mind).
* Ursula K. Le Guin. (Supposedly it was a corruption of the term "answerable". Also an anagram of "lesbian", though the actual relevance of that tidbit is disputed.)
* Ursula K. Le Guin - The fictional Central European nation Orsinia fits this trope perfectly, covering several centuries of imagined history.
* Ursula K. Le Guin, the first ability Ged shows is summoning a mist against a raiding party. Other wizards can control the wind (helpful when sailing among islands) and it was common for a rainstorm to go zigzagging over an island until it reaches the sea where it can rain in peace, without a wizard under it. Ged's mentor, on the other hand, was a wise soul who would let it rain on him.
* Ursula K. Le Guin, the wizard Alder is plagued by dreams of his wife in the land of the dead.
* Ursula K. Le Guin uses the threat of aliens to unite the nations of Earth.
* Ursula K. Le Guin where all resources must continually be recycled for everyone to survive, so it makes perfect sense.
* Ursula K. Le Guin, where marriage is between four rather than two people: a man and a woman from each of two "moieties". Each same-moiety pairing is treated as a

platonic sibling relationship, but all opposite-moiety pairings within the marriage, including the same-gender ones, are sexual.
* Ursula K. Le Guin where they've lived for several generations) dub a certain kind of insect a "dog". They know it's not what the word originally referred to, but no-one's ever seen a dog, so no-one cares.
* Ursula K. Le Guin will cause you to question everything you think you know about gender.
* Ursula K. Le Guin wrote an entire essay about this trope (and sleep in general) called "Staying Awake". She goes beyond the romantic connotations and argues that people are more innocent when they're unconscious (being unable to act or express themselves), noting the taboo many cultures have against killing a sleeping enemy.
* Ursula. Phoebe is upset but not because she's worried about Ursula being hurt. She's afraid that when Ursula inevitably breaks Joey's heart he'll end their friendship because Phoebe will remind him too much of Ursula. Ultimately Ursula does dump Joey but his friendship with Phoebe remains intact.
* Ursula the Sea Witch becomes angry (after what Ariel did to Flotsam and Jetsam), causing the evil hag to grow into a 50-foot giant (while wearing King Triton's crown and using King Triton's trident to wipe the mermaid out).
* Ursula. Ursula is famous for being overweight and purple-skinned with short white hair. Dungey is slim, African-American and went blonde for the role.
* Ursula uses her tentacles for attacking (along with magic and a few other techniques) in four out of her five boss fights (excluding only her giant fight in the first game).
* Ursula Vernon, a year and a day is cited as a time period for curses.
* Ursula Vernon, Molly can cast a spell that makes her shadow separate from her, and she can then command it.
* Ursula Vernon series contains a race of matriarchal hyena people. Their appearance is more brief and their role much less pivotal, but from what is seen of them, their warriors and hunters are all female. It is also observed by the protagonist that the females are larger and more physically intimidating than the males.
* Ursula Vernon series, is shown to believe this in the second book, though his best friend Wendell does not. He's pretty much over it by the end of the book, and in future books hangs out with girl characters with no complaints (or at least, none that are gender-based).
* Ursula Vernon's novella "Nine Goblins". One of the goblins in the squad never expresses his own opinion; he merely reports on what his teddy bear says. At one point, the commander of the squad is taking the most senior members on a scouting mission and is forced to leave the bear in charge of the remainder until they get back.
* Ursula Vernon's short stories (untitled and unfinished as of yet) features sentient trees who have fungus for brains. Once outsiders arrive and begin scooping out the fungus as a delicacy, the trees themselves go mad.
* Ursula Vernon, the protagonist's stepfamily aren't all that wicked, and she spends most of her time working in the garden, where she's happy. Her dryad godmother still insists that this isn't good enough and tries to send her off to the ball in style; instead, she trades all the magical accoutrements to a serving girl at the palace (who's already in love with the prince) in return for a chance to explore the palace gardens while the serving girl goes to the ball in her place. The serving girl marries the prince, the protagonist goes back to her own garden, and everybody lives happily ever after except possibly the frustrated godmother.
* Ursula Vernon. This is most obvious with the creation myth of the hyenas, which explains both their tendency to be female-dominated and the frequency with which firstborn cubs die, both traits of real-world hyenas, but more subtle examples can be seen just in the oaths and sayings characters from different cultures use and some of the prejudices they hold.
* Ursula Vernon to be over in the first twelve pages or so. Needless to say, it wasn't— it took four years and almost eight hundred pages for Digger's story to be fully told, and that's not counting the side stories that went in the printed

editions.
* Ursula when they're accidentally killed in the final battle (by her own friendly fire, when Ariel threw her aim off of Eric).
* Ursus Empire is based off Russia. Its national symbol is a two-headed eagle, much like the Russian coat of arms. All of recruitable native from Ursus have bear motifs, and their name are spelled in Cyrillic instead of Latin in the Chinese version.
* UrTih the Alchemist and his skeksis counterpart SkekTek the Scientist from
* Uru: Ages Beyond Myst allows your character to swim. Myst and Riven often featured water that would hinder the player's progress until they found another way around.
* Uru: Ages Beyond Myst. However, this falls a little flat in recent years, as the entries correspond to the system date of the computer playing the game, so Sharper's entries jump from the beginning of 2004 to several years later.
* Uru: Ages Beyond Myst: One of the Ages has disc-shaped creatures that spring up into the air and drift down like parachutes, similar to the Forte creatures listed above.
* Uru: Ages Beyond Myst onward, the company changed its name to Cyan Worlds. The animation they used from there was a hi-res version of the usual 3D polygonal landscape, except now with a Moiety dagger, and the Myst rocketship and library thrown in.
* Uru: Ages Beyond Myst. Somewhat justified, as holography is nothing new to the D'ni civilization, though their imagers more often use 2D holograms.
* Uru: Ages Beyond Myst: This game, on the other hand, starts to completely invert the pattern. Originally it was released on one disc, with a promised online MMORPG section to follow, but never materialized substantially. The content was later released as expansion packs; first for free (To D'ni), then as paid content (The Path of The Shell). Eventually, the entire game, including the expansion packs, was released as Uru: Complete Chronicles, on two discs.
* Uruguay, and is sometimes claimed to be the reason standard decks started including jokers.
* Uruguay's Diego Ormaechea, the oldest player ever to appear in a Rugby World Cup (in 1999 at age 40), is a veterinarian.
* Uru has held up remarkably well. Granted, most of it was constructed of super-durable stone (nara), but the fabrics and paper items have remained intact and not decomposed from the nearby lake's moisture.
* Uru Live, without getting hopelessly lost is to leave a trail of markers with one's KI, as if creating a Marker Mission.
* Uru. Not quite as scary as some of the other examples on this page, but still very big and menacing.
* Ururu beat Starrk as the first gunslinger by hundreds of chapters. She's a Vaporizer.
* Urusei Yatsura, a boy and girl who are forced to crossdress by their fathers and in an arranged marriage with each other, all so that Ryunosuke's family tea shop will stay in the family.
* Urusei Yatsura, a bunch of fossils, put together into the approximate shape of a weird bird by Ataru, are animated by Lum using another piece of Oni tech. The resulting creature appears to have a belly mouth, as its "body" was the skull of some ceratopsian.
* Urusei Yatsura actually grow to reciprocate her feelings, to a degree as the series progresses.
* Urusei Yatsura: After finding out that Lum and Ataru will be spending the night together, Lum's Stormtroopers and Mendo decide to break down the door. So on the count of three they charge, only to have Ataru open the door and Lum open the window on the opposite side of the room.
* Urusei Yatsura: After her less-than-pleasant new encounter with her childhood friend, Ran, Lum is approached by a small Ran doll who tells her that Ran is sorry for everything and wants to meet and make up so they can be friends again. It then ends the message with "I will now self-destruct." and explodes. In Lum's face. To

absolutely nobody's surprise, Ran isn't really interested in being friends after all.
* Urusei Yatsura. Alien toothaches are contagious, and if the sufferer bites three or four people, the pain will go away. In short order the entire classroom is filled with crazed teenagers with swollen faces and a burning need to bite each other and any non-infected that they can. It's like a very silly Zombie Apocalypse.
* Urusei Yatsura although it's implied that their relationship is a bit on the rocks (to the point where we see Ataru's mother threatening to leave a few times...not to mention the time she openly tried to seduce Rei)
* Urusei Yatsura, and 9 graphic novels were released, skipping some chapters, and covering roughly the first 11 volumes. However, Viz dropped the series again in 1998. 21 years later, Viz relicensed the series, and began releasing it in 2-in-1 omnibus volumes with a brand new translation. The first volume was published in February 2019.
* Urusei Yatsura, and the guys love her... well... because they're horndogs, and know that she has an impressive-sized bust when her boobs aren't tied down.
* Urusei Yatsura anime, "Lum-chan's Class Reunion," ends this way with Lum, Ataru and all their alien friends boogieing down to one of the show's ending themes, "Hoshizora Cycling" by Virgin VS. Fitting for a series whose early theme songs were unashamedly disco-oriented.
* Urusei Yatsura are often presented as royalty, or at least wearing crowns.
* Urusei Yatsura, a rich and bored girl who found that causing trouble and watching people squirm was the best form of entertainment. She uses underhanded mischief and devilish practical jokes as a primary source of pleasure.
* Urusei Yatsura, Ataru and Lum end up spending a quiet evening at home with Ataru's parents gone. Lum even makes a special dinner for him. Unfortunately, their dinner and their night get interrupted by angry/jealous boys from their school who invade Ataru's house. In the process, they wreck Lum's dinner for Ataru - which pisses her off big time.
* Urusei Yatsura, Ataru dreams that Lum will "help" him get over a tooth ache with some sort of dentistry torture chair.
* Urusei Yatsura Ataru is shown hiding a girly mag inside one of his books.
* Urusei Yatsura, Ataru is trying to get out of his house and away from Lum, and slams the door in her face (literally) as he's exiting. An upset Lum pushes the door forcefully open and flies out to catch up to Ataru, but can't see him anywhere. A zoom in then shows that Ataru is flattened behind the door, his face ground into the wall.
* Urusei Yatsura Ataru wakes up in a futuristic laboratory while a recording of his father recounts how he and Lum supposedly fell victim to an unknown sickness 500 years ago and had been put into cryogenic suspension until a cure could be discovered. However when Ataru goes over to Lum's cryo pod, he discovers that a terminal fault had occurred 100 years into her sleep and she's dead. Even though we know it's only a dream, it's possibly the single darkest moment of the entire series.
* Urusei Yatsura, Ataru was actually attracted to Lum the first time he meets her, while Lum was indifferent to Ataru's shameless flirting. Lum falls for Ataru only after he defeats her in the game and, due to a misunderstanding, assumes he wants to marry her. From that point on, Lum is madly in love with him, while Ataru finds her annoying and only wants to avoid her.
* Urusei Yatsura: At one time, Ataru is talking to Shinobu on the phone, when Lum attempts to disrupt the conversation by shouting that she is pregnant from Ataru. In a jealous rage, Shinobu manages to reach through the phone and scratch Ataru's face.
* Urusei Yatsura). Atop that, there's the "omiai" scene in the movie Only You, where the Moroboshis force join with Lum's parents to force him to marry her officially… all so that Ataru's parents will get better lives for themselves on the Oni homeworld. Atop that, Mr. Moroboshi always hides himself behind the newspaper and pretends nothing is happening: when Mrs. Moroboshi tries to provoke him into being a responsible father, he normally replies with some form of off-the-

wall comment that does nothing.
* Urusei Yatsura body, an expert sumo wrestler and quite capable of beating her in a fight.
* Urusei Yatsura, but nobody in the village is willing to sell them because of a curse from the Watermelon God over this specific holy day. Later, the gang stumble over a temple with a gigantic watermelon, which Ataru and Lum make fun of. This results in the angry spirit within it to chase them, making the huge watermelon roll down the temple steps, and later in the streets, all the way to the beach. In this case, swerving is of no use since the watermelon does follow them. Lum could have just flown away, though, but she likely didn't want to leave her Darling.
* Urusei Yatsura), but was, for years, considered too old and long to be considered marketable here. By 2019 (likely coinciding with Takahashi's induction into the Eisner Hall of Fame), Viz had decided to bring back the original manga, with availability in digital and paperback omnibus form.
* Urusei Yatsura: Changed several times during the TV anime series' run.
* Urusei Yatsura chapter 25, Lum went to Ataru's classroom disguised as a normal human. She didn't really intend it as a fidelity test (by this point, it's pretty obvious that Ataru would fail), but rather to see whether Mendō's suggestion that Ataru "prefers a girl as ordinary as himself" was true. However, she got upset at Ataru when he told Mendō that "Lum's yours [now]", so she (while in disguise) asked Ataru to promise to be faithful, and when he did, she dropped the disguise and told him "I will hold you to that!"
* Urusei Yatsura couldn't swim into the water, removing the ladder someone had used to scale a tree, putting firecrackers in the mouth of someone who was sleeping, encasing someone in a block of concrete, locking her severely claustrophobic brother up in a locker, planting bombs in a building where people were throwing a Christmas party she wasn't invited to, and goading people into climbing a giant tree and then launching that tree into the stratosphere (it was actually a rocket disguised as a tree) because they were not climbing the tree quickly enough for her liking… and more importantly it looked like they were having fun without her…
* Urusei Yatsura crashes into Shinobu this way. Except he saw her coming and did it entirely on purpose.
* Urusei Yatsura deals with a centaur-like alien trying to take over the world by hypnotizing people to do his bidding the way to do it is by kissing them, after he knocks out Ataru he takes his form and infiltrates the school, everything he does makes Ataru look like he's even more of a pervert than he actually is, he sneaks up on girls in dark rooms, jumps out of their lockers, and bathroom stalls all of which results in him getting beaten up, and at one point while planning his next move he raises his arm triumphantly only to accidentally grab a girl's skirt who then accuses him of trying to peep.
* Urusei Yatsura did several baseball episodes... basically whenever Tobimaro showed up.
* Urusei Yatsura does this almost constantly. Many episodes follow this formula: Lum or one of the other aliens introduces a new device or power. One of the other characters misuses it for selfish reasons. Things rapidly spin out of control until the entire town is engulfed in chaos. And... that's it. The episodes often end just when things are at their craziest, without even considering how the cast will get out of this mess.
* Urusei Yatsura. During a competition to determine the fate of the Earth, Ataru's girlfriend promises to marry him if he wins. After defeating his female alien competitor Lum, he says how glad he is that he can get married. Lum thinks he's talking about marrying her, falls in love with him and accepts his "proposal".
* Urusei Yatsura during the story was the watchers trying to find places to hide, only to find them already occupied by other couples trying to get a little heavy petting in.
* Urusei Yatsura. Everyone but Lum tend to treat him as an idiotic parasite, and his girlfriend Shinobu went back on her promise to marry him if he succeeded (and later broke up with him).

* Urusei Yatsura features a story where the TV announcer tells the viewers that there'll be a party at Mendo's place. He yells at the television that he didn't say anything about a party, and the woman on TV cheerfully replies that "Televisions can't talk back to you, fool!"
* Urusei Yatsura, grieving about how messed up his life has become since Lum decided they were married, asks the readers if he really deserves such torment. He is immediately covered in a pile garbage as off-panel voices declare "NO, YOU IDIOT! You deserve more!"
* Urusei Yatsura had a formal organization of fangirls following his every move, and ready to punish Ataru for any perceived infraction against him.
* Urusei Yatsura had differing and often conflicting goals which would never be achieved: Lum, to get Ataru to settle down; Ataru, to be free of Lum without actually losing her; Shutaru and the Stormtroopers, to get rid of Ataru; Ataru's mother, to be a respected member of the community; and so on.
* Urusei Yatsura has Ataru, Lum, and Jariten encounter a woman who fused with her pet cat so she would have a healthy body; she looks like a white furred woman with cat ears and a tail. Ataru and Jariten fight a tough tomcat to compete for her affection and break the spell, and eventually Ataru wins and kisses her. But to his horror, her true present day form is an old woman, even though she looked and sounded young in her cat form.
* Urusei Yatsura has Easter eggs in the subtitle text. Lum's mother only speaks an untranslated alien language. The subtitle, to show that even in the original language the dialog is unintelligible, is written in the "Symbol" font (The Greek letter font). By matching the characters to a regular font yields hidden messages. One message was "the star wars parody was pretty cool", which is not what she would be saying, but instead referred to an earlier bit in that episode.
* Urusei Yatsura has Lum's father trying to set up his daughter with a better husband than Ataru by throwing a huge party and inviting potential suitors from all across the galaxy. The character designs are all submitted by fans, and even have tags hanging off them showing the name and age of the fan who designed them.
* Urusei Yatsura has one beauty pagent storyline. In both anime and manga it features some really crazy setup and initial events; however, in the anime things end early with Ataru making off with the proceeds, while the manga ends with a big fight scene featuring a gorilla, a python and a bear with boxing gloves. Plus Ran kissing most of her fellow contestants.
* Urusei Yatsura has Ryunnosuke, whose father forces her to present, talk and act as a man due to denial over not having a son. In this case, Ryunnosuke wants to come out as cisgender but can't get out of her father's grasp to do so.
* Urusei Yatsura. He is basically the very incarnation of this trope. It's even lampshaded in one book, where he gets a broken arm, and everyone can't believe it.
* Urusei Yatsura, he is very reluctant to settle down with her since it would mean giving up on his dream of acquiring a harem (despite how unlikely that is) and taking on a lifelong responsibility.
* Urusei Yatsura. He looks just like a girl, but Ataru and Mendo actually get suspicious by the fact that they, despite going after everything in a skirt, aren't attracted to "her". Ataru instantly realizes Ryuunosuke's real gender as well and goes after "him" along with all the girls.
* Urusei Yatsura; humans get sick eating it (and most of it looks awful too) due to how horribly spicy it is, while the aliens can withstand it much better and love it to death.
* Urusei Yatsura, Inaba starts out as a decidedly non-threatening version of this towards Shinobu. She eventually reciprocates. Rupa in the final story arc/5th movie is a much more aggressive version towards Lum.
* Urusei Yatsura: In a late chapter, Shutaro Mendo is trying to show his classmates why they should think that his pool — located next to the beach — is so impressive, and he shows them two cups filled with water (one of them picked from the pool). Ryuunosuke's father dips his forefinger in them, tastes each one, and determines one cup is filled with Japan Sea water and the second is filled with Pacific Ocean water (hence, they are swimming in Japan Sea water as watching the

Pacific Ocean, something that Shutaro thinks it is utterly and unspeakably awesome. His classmates disagree...)
* Urusei Yatsura instead of traditional Japanese magic like Sakuranbo and Sakura.
* Urusei Yatsura in the class (Moroboshi and Co.), most of these were already the subject of various previous chapters, and the class was bored.
* Urusei Yatsura). In this tale, three alien races all decide to blow up Earth for their own reasons and launch tiny planet-busters, all of which end up in the same person. Then they discover each other and compare notes. The Horrible Truth: Their planet-busters all work by different principles, and if they go off together in one person, they will literally destroy the universe. So the aliens all set about making sure nothing bad happens to the person with the Doomsday Devices inside him, resulting in an age of galactic peace and unity.
* Urusei Yatsura in virtue of him appearing in two scenes, enough to establish him as a delinquent and pick a fight against Kotatsu Neko (he lost).
* Urusei Yatsura is Ataru-sexual, having eyes for only her "Darling" in spite of him being the biggest lech in the galaxy and constantly running away from her to hit on other girls, and every single other male around her age being enamored with her.
* Urusei Yatsura is completely absent from episode 113, the episode focuses on Ran running in fear of Oyuki, while Lum and Benten tag along to assure Ran that Okyuki isn't going to harm her for taking her lemming.
* Urusei Yatsura is electricity. Of course, the show is a comedy, so at worst the targets are knocked out. At one point she zaps a whole bunch of people and only Ataru remains conscious, because he's gotten used to it.
* Urusei Yatsura is incredibly ugly and deformed compared to everyone else with his huge bald head, beady little eyes, massive lips, and big crooked teeth.
* Urusei Yatsura is known for her use of heavy school desks as bludgeons and projectile weapons. Even in environments where there are no school desks such as Mendou's yard.
* Urusei Yatsura is one of the few anime she's done throughout her long career spanning 56 years, Sakura in particular being the closest she's had to a main role in an anime.
* Urusei Yatsura is the poster child for (and likely the inspiration for all other) Cute and Psycho characters. On the outside, she's a cute redheaded girl who likes frilly clothing, baking and flirting with Ataru. In reality, she's an embittered childhood rival of Lum who is out for some very violent revenge on the girl for well, a lot of things that aren't Lum's fault.
* Urusei Yatsura It's considered one of the most confusing entries in the francise, though also the most deep.
* Urusei Yatsura looks, acts, and sounds like a girl, the viewer thinks so until her fiancé Ryunnosuke finally tells her that she’s actually a girl, Nagisa then pulls up her dress to reveal her male chest, as it turns out his father had told him that Ryunnosuke was a boy and so he raised him as a girl in hopes that they would marry as Ryunnosuke’s father were childhood friends and promised that their children would marry each other.
* Urusei Yatsura: Lum's infant cousin Ten hates Ataru and implores Lum to dump him and return home. He even moves in with the Moroboshis, just to mess things up.
* Urusei Yatsura — the episode's title actually means "and then there were none", and it uses a different nursery rhyme ("Who Killed Cock Robin") in the same manner that the novel uses the nursery rhyme "Ten Little Indians".
* Urusei Yatsura — to taking care of a bedridden Ran. However her efforts get Ran's house and kitchen wrecked and Ran—who has grown increasingly angry—tells her cleaning her mess and leaving, and goes to bed. Lum, though, stays by Ran's bed and fall asleep on the chair. When Ran wakes up at midnight she notices Lum and covers her with a blanket.
* Urusei Yatsura movie "Always My Darling" after being depressed that Ataru has fallen under the influence of a love potion and tells her he only loves Princess Lupica, Lum goes to a space bar with her friends Oyuki and Benten downing drinks with pickled plums inside which makes her species drunk.

* Urusei Yatsura movie, once Lum finally gives Ataru the ultimatum to say he loves her or she's staying on the World of Darkness. In a subversion, she obviously doesn't like him as anything more than a casual friend, and that's after he stops trying to force her into marriage. In a twist, Lum is actually his Disposable Fiance as well.
* Urusei Yatsura normally shows more the pervert than the Chivalrous, there are incidents like when he's been inflicted by a contagious toothache that he can ease the pain of by biting (and infecting) other people, initially the entire class tries barricading themselves away from him, but then the girls realize that he would never do anything like that to a girl and apologize to him for mistrusting him. And in a later story, when he finds himself stuck with a pair of gloves that make him hug then punch anyone who comes close to him, when Lum gets close, he blocks the gloves punch by pushing his own face in its way. Then does this again and again till he knocks himself out.
* Urusei Yatsura: One episode of the anime has Ataru being taken down to a Ryugujo inhabited entirely by kappa.
* Urusei Yatsura, one story arc featured a pair of yellow ribbons that when tied to Lum's horns sealed her powers. Later both Lum and Ten lost their powers when they lost their horns.
* Urusei Yatsura: Onsen Mark's house is absolutely covered from floor to ceiling, wall to wall with a layer of dust and mold.
* Urusei Yatsura presents a number of beings from Japanese myth as aliens.
* Urusei Yatsura: Ran's default reaction to anyone who gets within ten feet of Rei.
* Urusei Yatsura: Ryuunosuke is a girl forced to dress up as a boy. Despite all of the school knowing of her situation, she still gets more Valentine's chocolates and love letters from the girls than all of the other boys.
* Urusei Yatsura: Ryuunosuke is involuntarily this to Shutaro. Every time Shutaro brags about how many girls are in love with him and how many love letters he gets every day, Ryuunosuke shows she has gotten a lot more love letters, and Shutaro gets depressed.
* Urusei Yatsura series, he's often considered to the prototype for Ryōga.
* Urusei Yatsura spicy. His answer? They did not ask (and he did not want to warn them).
* Urusei Yatsura-strating a few of them?") to which Sakura, Lum, and Shinobu responded by holding up signs reading "2", "3", and "2" (respectively).
* Urusei Yatsura: Thanks to her alien biology, Lum (and other Oni) can eat extremely spicy foods with no effect. She's fine eating any standard Earth dishes, but find them very bland. On the other hand, anything she cooks is way overspiced by human standards.
* Urusei Yatsura) that he refuses to do so even in the final volume when she's on the verge of leaving Earth forever if he doesn't say the words to her. He manages to find a way around this by showing her that he kept her old horns as a keepsake which is proof enough for her of his feelings for him but when she tells him on the final page that she'll get him to say he loves her someday, he replies that he'll only say it on his deathbed.
* Urusei Yatsura, the beautiful alien princess Lum. However, he's quite heroic and generally likable.
* Urusei Yatsura (the day Buddha died), considered the unluckiest day in the Japanese calendar.
* Urusei Yatsura the first time Ataru meets Sakura he's running from an angry mob trying to catch him to collect the reward money after he ran away from home. He runs face first into her breasts and knocks her down, and she complains of chest pains so her takes her with him to a safe place to outrun the mob.
* Urusei Yatsura, the Kunoichi character Kaede uses a pair of glasses to disguise herself. Everyone sees through it except the ninjas chasing after her, whose disguises are just as minimalistic. (One is wearing a surgical mask, the other just painted two stripes on her eyepatch, and the ancient clan leader is also wearing glasses.)
* Urusei Yatsura ("The Noise Gang"; a generic term used to an upbeat group [of,

usually, children]).
* Urusei Yatsura, the second-unluckiest day of the year in the Japanese calendar, and in the year he was born was also the anniversary of the Buddha's death.
* Urusei Yatsura: The Senior Year were very against the technology of cloning, although they still treat some of the people who descended from said clones a little derisively.
* Urusei Yatsura tiles). Rei can say just a few words, and Lum forgets Japanese for an episode after getting hit by a baseball. But... practically every alien other than Lum's mother is fluent. Benten, Oyuki, Ran, Elle, the taxi driver...
* Urusei Yatsura" to her was meant for someone else, Shinobu, in the first place. This is hinted at throughout the series, more so during the ending (and final movie). Ataru may be ugly, kinda stupid, and have the biggest libido in the universe—no, really—but he genuinely is a really good person at heart. Lum can see through everything he does (being a bit of a lech herself) and puts up with him because of that.
* Urusei Yatsura to Lum that fall in love with him...and the rest is history.
* Urusei Yatsura to other anime) and spans at least 20 years through its various sequels.
* Urusei Yatsura to their princess in the process). Other invaders include a bunch in a spaceship that got mistaken for a rugby ball (the battering it took, plus the way Ataru chased the princess in charge after being miniaturised into it scared them off). Also there was the time a shapechanging alien came to Earth and tried brainwashing the locals... unfortunately he disguised himself as Ataru... and his brainwashing technique involved pressing his lips against his victim's.
* Urusei Yatsura to the new Mr. Hanawa: he steps on a floor-waxing pad, slides across the classroom and up a tilted platform, backflips and kicks a bucket out of a student's hands, sticks his landing, only to have the bucket fall on his head. The students are so impressed with the routine, they clap and compliment him.
* Urusei Yatsura to whatever acquaintance happened to be nearby, whether they wanted to hear it or not. In one scene in the anime, the camera panned over during the middle of his rant to reveal Lum standing behind him; he did not notice until she said something. Cue electric shocks.
* Urusei Yatsura, were set in motion when as a child Ataru played a game of shadow tag with a girl who turned out to be an alien; it is a custom on her planet that stepping on someone's shadow counts as a marriage proposal. 11 years later she turns up with an interstellar battleship to claim her husband...
* Urusei Yatsura when Ataru and company get lost in some caves, start to starve, and stumble into a stranded UFO with a sleeping alien... and a stack of cans. Eventually they find an opener at the bottom of a shaft (although it actually leads out into the open, and Ataru steals an opener from a classmate without knowing). Then they find out the hard way the hazards of eating alien food...
* Urusei Yatsura when Ataru is carrying the female assistant librarian who turns out to be Wendy from Peter Pan, while Lum is throwing books at him to make him put her down he fondles her breast.
* Urusei Yatsura, when the election for class president result in a tie-vote for Ataru and Mendo, Mendo decides to settle it with a dueling method passed down through the Mendo Clan for generations...using cannons to blast an apple off of the duelists heads. Wanting to make an official challenge, Mendo prepares to throw a white glove at Ataru, who flees. Mendo proceeds to chase Ataru all over school grounds, ultimately hit Lum, who fries him.
* Urusei Yatsura who electrocutes him regularly. The rest of the cast is more or less similar.
* Urusei Yatsura will sometimes bite him in the butt, and on one occasion his cousin Lum bit him on the butt for flirting with Mendō's sister Ryoko.
* Urusei Yatsura, with a baby that physically demands she incessantly consume food, savagely kicking her from inside her womb unless she's eating. By the end of the story, she's literally eaten herself into a coma, and her belly is physically vibrating as her unborn daughter throws a tantrum, kicking non-stop in an attempt to goad her mother into waking up and resuming gorging herself.

* Urusei Yatsura, with Ataru personally destroying the harem future because Lum wasn't in the harem.
* Urusei Yatsura youth will often try to make a dramatic entrance from a high place, except to usually have some kind of misshap happening, like him pathetically falling from his perch, or having the ladder he used to reach the high spot in the first place being removed and him staying stuck. Yet, despite all this, he doesn't learn and keeps doing it (because he's a moron).
* Uru, the sun moves horizontally across the sky, never dipping beneath the horizon as it circles.
* Uru was filled with algae that caused it to glow in the dark 3/5 of the time, producing a day/night cycle. Until the algae were wiped out, of course.
* Urwerk Watches. by Darth Vader over the sleeve of his suit. With one small twist, they were designed in the late 1990s and early 2000s.
* Uryens has Excalibur and an off-screen knight crows "Keeeep it Uuuuuuryeeeens!"
* Uryu and Chad also get a boost for the same reason (the latter moreso because of the particular type of spirit energy and the nature of his powers).
* Uryu Ishida is the protagonist of the story of the Quincy Clan's rise and fall and his quest to reclaim his family's heritage. He serves as an important
* Uryu Ishida, who'd fought alongside Ichigo since the Soul Society arc, was
* Uryuom aliens can produce egg shells that can be injected with 2+ DNA sources (that of the producers and/or other species) to make a child. Normally, two Uryuoms are needed to make the egg shell, but the one who fathered
* Uryuu and looks like a soldier. It symbolizes that he has lost his individuality.
* Uryuu has known excellence in the use of Hirenkyaku, and is able to blitz many of his opponents in battle as well as keep up with Ichigo's speed. He's persistent in his claim that Hirenkyaku is simply superior to Shunpou and Sonidou, but it appears to be his individual talent that makes him so fast, not the type of technique in use.
* Uryuu has natural talent at sewing, and he takes his skill in it very seriously. He has a natural flair for clothing design and an uncontrollable creative need to "improve" (re: feminise) any clothing he can get his hands on, which tends to please women and horrify men, who think he should stick to women's fashion. However, buttons are an issue for Uryuu... a big, big issue.
* Uryuu Ishida isn't so different from Ichigo and tries to cultivate the
* Uryuu Ishida is the top academic performer in a 300-strong year group with
* Uryuu Ishida likes to pretend he's this. From the moment he and Ichigo first stop being enemies, their classmates notice just how compatible and alike they are. Later on the manga, the
* Uryuu Ishida may be a badass mystic archer who has defeated a shinigami captain by one-shotting both the captain and his bankai at the same time, but he's as weak as a kitten compared to his father, Ryuuken Ishida. Ryuuken's not only a fully qualified surgeon and the director of Karakura General Hospital, but he's a quincy whose exceptional fighting strength is surpassed only by his stubborn
* Uryuu's grandfather Souken was also his Quincy mentor prior to his death. His teachings and his desire to see Quincies and Shinigami working together drives Uryuu and provide most of our information about the Quincy clan.
* Urza also dabbled in transhumanism with his genetic experimentation and the creation of the
* Urza and company then won the second Phyrexian war, but at the cost of the lives of every named character, leaving behind an incredibly powerful artifact which started the next big war on Dominaria, whose conclusion left Dominaria in a state that very nearly
* Urza created his own Thrull race, the Metathran, as the ideal supersoldiers, using the genetics of the old Thran. A card even shows
* Urza's Saga block, the only major block to not include any keywords and of noticeably lower-than-average power level—made all the more obvious by the way-above-average power level of its predecessor. Both blocks have come to be widely loathed.
* US-1. Oddly enough they spend lots of time describing the new toys the truck has,

only for the hero to simply run the villain off the road. (John Henry in disguise?)
* Us3, the best-selling release in Blue Note history - outselling classic albums by Eric Dolphy, Herbie Hancock, Art Blakey and John Coltrane - and netted the label its first Top 40 pop hit, "Cantaloop (Flip Fantasia)".
* US 82nd and 101st Airborne Divisions were especially good at this trope. The whole role of paratroopers is to be cut off behind enemy lines with limited supplies and often no contact with command at all. You complete your mission and hope to god the main friendly force reaches you before you run out of ideas/bullets/people.
* USAAF crews flying vital supplies over the Himalayas to the Chinese Nationalists would paint a camel on their C-46 Commando transports for each round trip "over the hump." This was especially hazardous duty as they had to navigate between the mountains
* USAAF top ace Major Richard Bong (40 kills) flew often fat cat flights with Major Thomas Lynch (20 kills).
* Us about a government conspiracy), or how they've kept going all this time on their own. They're flesh and blood, they can die like any other human, but their pain tolerance is insanely high, they show virtually no emotional responses other than occasional aggression, and lash out violently at the slightest provocation.
* U.S.A." by the Japanese boy band DA PUMP describes America as the land of dreams.
* USA Comics driving an underground boring machine crash into a tunnel helpfully labeled so the audience knows where it is.
* US Acres, aliens who consider laughter a powerful weapon try to steal Earth's comedy, and Orson and company try to make them laugh in order to defeat them.
* U.S. Acres and tells him not to worry about the kid's Dad because he's a pushover.
* U.S. Acres are a farmer and his daughter who appeared right after Orson fell out of the truck and took him to the farm. They only appeared for four strips, were only seen waist-down or in silhouette, and never appeared again.
* U.S. Acres bad memory, visits. He keeps forgetting who Orson is less than a minute after he tells him. One hilarious dialogue between them:
* U.S. Acres big brothers who are like this. (And they don't limit their bullying to him; the whole farm is afraid of them).
* U.S. Acres Booker and Sheldon (it should be noted that Sheldon remains inside his egg and refuses to fully hatch).
* U.S. Acres, Booker and Sheldon were found and hatched by Orson, who seems content to raise them. Booker even calls Orson "Mom."
* U.S. Acres by Orson (acting as an off-screen narrator) calling it "a typical cartoon chase".
* U.S. Acres cartoon "Roy Gets Sacked", where Roy replaces Lanolin's regular coffee with soap crystals.
* U.S. Acres comic, there was an arc Wade is acting really mean to the other characters due to hypnosis. One comic had Wade saying that his inner tube thought Orson was talking to Wade. Orson says "Mommy" once he realizes this conversation has gone way too far.
* U.S. Acres counterpart, who was extremely negative and at times, downright violent with little to no provocation.
* U.S. Acres episode "I Like Having You Around", Wade tries to convince a bug that he's not afraid of him. However, the bug just says "Boo" to him in this manner, causing Wade to freak out and run in a panic.
* U.S. Acres episode "Orson Goes on Vacation", Orson says he'll be on vacation for a week soon, and he asks Wade to be in charge again, but he refuses, a possible nod to "Temp Trouble", even though he was actually gone for two weeks in that episode, possibly because in a scene we weren't shown, he called them in the middle of his vacation to tell that he was going to have an extra week off. The person "in charge" in that episode is Aloysius Pig.
* U.S. Acres episode "Wanted: Wade" has Wade do this when he asks Orson if the tag under his couch is his.
* U.S. Acres fall from the sky, especially when you insulted it by calling it a

"bucket of bolts" or "overgrown vacuum cleaner".
* U.S. Acres featured a flashback with Wade's father trying to teach him how to swim. As Wade was on water, he was afraid of sinking and kept yelling until his father told him how shallow the water was.
* U.S. Acres Goldilocks and the three bears and asked if any of the listeners knew what she did after trying the too hot and the too cold bowls of porridge, Lanolin suggested she sued the bears.
* U.S. Acres had Aloysius Pig asking the cast to do some of these. This turns out to be easier said than done, as every nursery rhyme they try has offensive things in them. Towards the end, they get back at Aloysius by making up a rhyme about him.
* U.S. Acres) has Roy steal the cow Orson was supposed to milk, but was too busy reading mystery novels. Orson and Bo launch an investigation. Their only lead is three sets of footprints. Closer to the end, Orson points out the three sets of footprints which to him indicate three suspects. Bo points out that if Orson's theory is correct, someone's footprints are missing: the cow's.
* U.S. Acres. He doesn't consider it too much of a punishment because his parents were having dirt for dinner and a mud pie for dessert.
* U.S. Acres hit cacao trees, and the charred beans combined with sugars from plants.
* U.S. Acres! How are those supposed to work? (Insert your own "breast plate" joke here.)
* U.S. Acres, however he may have been just messing with the Worm cause he had a intentionally mischievous look on his face. There was five petals on the flower costume but Roy purposely skipped the fourth petal plucking it and said 'loves me not' plucking the fifth one.
* U.S. Acres: In one strip, Orson sneezes and later receives a phone call from China. The caller says "Bress you".
* U.S. Acres, Lanolin points out the parking lot as a place to hold "the fight after the game", which she's clearly looking forward to.
* U.S. Acres Oh no, man!" and runs away. Bo apparently isn't even close to the record for this trope, as according to Orson the record is over 11 months.
* U.S. Acres: One arc includes Booker's several attempts to catch worms with that kind of trap. One of the strips features a worm using Booker's trap as a bait to capture Booker and Sheldon with a bigger version of the trap.
* U.S. Acres, one-off mentions of things like his TV show add up to make the inside of Sheldon's eggshell downright palatial. No wonder he doesn't want to fully hatch. His feet are also always sticking out of the bottom. That alone makes it probably the most unusual example on this page by a wide margin!
* U.S. Acres, Orson is told that he can't stay at the farm he's growing up at due to his status as a runt.
* U.S. Acres/Orson's Farm. Due to a baseball-related injury, Orson imagines himself as "Casey at the Bat".
* U.S. Acres/Orson's Farm fall, despite its precarious motion. Roy offers the gum; Orson accepts but doesn't chew it. After a discussion involving adding a link to the goody-go-round, Orson closes the door. The rule of comedic timing in full effect, the bucket falls while Roy ponders the failure of his two tricks, not soaking him until he's trying to remember what the second one was.
* U.S. Acres/Orson's Farm, until the only plot point to remain is the ozone layer gag.
* U.S. Acres, Orson the pig walks to the edge of an echo cliff and yells "HELLOOOO!" The echo evidently has a sarcastic streak, as it bellows back, "OH, REAL ORIGINAL, PIG!"
* U.S. Acres "ouch" and an umbrella), in front of it (or within earshot as he tries to escape), prompting the robot to drop one of said things on top of him. Roy later uses it to thwart Orson's brothers by tricking them into repeating his would-be last words, "27 pianos", so that the robot drops the required amount on them. The episode ends without them getting it to properly rain, though, and one has to wonder how the robot interpreted "trade jobs"...
* U.S. Acres, Roy and Orson were running for leader of the farm. Every time a

chicken entered the voting booth and voted, they fell through a trap door set up by the fox. Roy, who watched the chickens entering the booth, didn't suspect a thing until Orson asked how many got out of it.
* U.S. Acres, Roy does this to Orson, resulting in himself finishing the sneeze Orson started.
* U.S. Acres segment in season 6 has Wade actually running out of the cartoon and onto blank paper, where he engages in a conversation with an offscreen Jim Davis.
* U.S. Acres segments, with one of Roy's attempts at placing the most ridiculously Byzantine and unfulfillable order he can dream up at Orson's new diner:
* U.S. Acres segment tries to eat several bird characters and the two chicks Sheldon and Booker. Although the one predator who fails the most is the weasel who tries to steal the farm's chicken.
* U.S. Acres segment where Orson describes cartoon humor, he states that anyone doing a chase scene in a cartoon is required by law to use the joke where the character paints a tunnel on a mountainside. (Exactly where this law is stated, he doesn't say.)
* U.S. Acres short involves Orson convincing the others to play a game of "pigball". We don't see how actual pigball is played, as Roy plays a joke by switching the actual rules with a set of increasingly absurd ones (like flipping a baked potato not only to see who plays first, but if the game is actually played at all), which instruct the players to score points by doing embarrassing and ridiculous stunts (like dressing in silly outfits or finding a live hippopotamus). They get back at Roy with a "game" called "roosterball", whose rules are to take the person with the most feathers and throw him in a mud hole.
* U.S. Acres steps on a rake, sending him into a musical number, followed by a short trial sentencing him to 9999 years in prison.
* U.S. Acres strip had Orson looking for it in a newspaper, realising it wasn't there, and immediately disappearing.
* U.S. Acres: the original strip has an example of Roy trying this on Wade after tying his beak up.
* U.S. Acres, they told him not to because he'd drown them all. Not believing them, he entered the lake and said "See!". However, he did sink and the friends replied "See?!!!"
* U.S. Acres, this trope plays out for Orson and Roy over both the earmuffs and the stereo.
* U.S. Acres Wade achieves peace with the world... sending Orson, Roy, and Booker away screaming in terror.
* U.S. Acres, Wade Duck spent the whole winter trying (and failing) to fly. Later, when several characters tried to stop an out of control tractor, they gave Wade their balloons and they made him float.
* U.S. Acres was actually based on a short-lived comic strip Jim Davis did during the 1980s.
* U.S. Acres "What if it's strawberry ice cream? That's your faaaaavorite, isn't it, Lanolin?"
* U.S. Acres When a real bear showed up, Roy said it was the worst bear suit he'd ever seen.
* U.S. Acres When it was about time to say the murderer's name, he fell asleep.
* U.S. Acres When the mud dried rendering them immobile, he tried to sell them as "lawn ornaments" and charged $4.99 for each.
* U.S. Acres yelling "DUCK!" as he is hitting a baseball at the rest of the cast, all lined up. Everyone is ducking except for Wade the Duck, who turns to look at whoever is calling for him. (And thus, right at the ball flying at him)
* U.S. Acres. You can punish someone for lying, but no one gains anything by ignoring a cry for help.
* US Adaptation also uses the trope with various anchors, usually from CNN, to give the perspective on the newscycle's reactions to Frank's schemes. Zoe Barnes is interviewed by Soledad O'Brien, and Claire by Ashleigh Banfield.
* USAF film "Power of Decision". It's so big they use forklifts to reach the upper sections.

* USA for many immigrants from poorer European countries (and lately, non-European ones too as they allowed them to immigrate). North-western and central European countries are also this trope for many these days, as well as other developed countries like Taiwan and Japan. This trope falls under both the idealistic and cynical sides of this trope. For some immigrants, they find a golden land of opportunity, for others, they find themselves in dirty slums facing violent gangs and discrimination and distrust from the native population. For the indigenous peoples, it resulted in genocide, depopulation, and poverty and discrimination that continue to this day.
* USAF Pararescue Training. They are the US military's Combat Search and Rescue specialists, and their pipeline is known as "Superman School".
* U.S. Agent, who is just a tool of the United States government rather than a man for the people.
* Usagi and her friends are said to have gone to high school in the Sailor Stars season of
* Usagi and her little brother Shingo. While Usagi tends to be highly energetic, overemotional, and rather childish, Shingo is much more studious and mature by comparison.
* Usagi and Kitsune's much-alluded to first meeting. And not the last time she stole his purse by any means.
* Usagi and Mamoru are repeatedly stated to be this, and their love is often used by Usagi to gather the strength to defeat the villain in the end.
* Usagi and Mamoru dead, otherwise they'd have never lasted long enough to actually get together.
* Usagi and Mamoru. In their past lives, they were the lovers Princess Serenity and Prince Endymion. Endymion died protecting Serenity and she soon followed him in death. In their next lives, they have been reborn at modern Japan so they can have another chance at happiness together.
* Usagi and Mamoru meet when she accidentally hits him with a failing test she'd tossed over her shoulder. This repeated several times in the
* Usagi and the Neko ninja Chizu have progressed through this trope into
* Usagi bursts into tears after failing to save her friends from being kidnapped by Rubeus, then angrily turns to Chibi-Usa for taking away her transformation brooch and is on the verge of
* Usagi-chan de Cue!!: Benten Chou is an irritable little runt who was merged with a dog. Unlike the nekomimi, his animal form has face fur, an elongated snout, and a dog's nose in addition to canine ears and tail.
* Usagi-chan de Cue!!: Dekao is an "admonisher" (assassin) brought in when regular mooks don't get the job done.
* Usagi-chan de Cue!!: Miku imagines herself and Haru as naked newlyweds. Later, Miku learns that Mimika has "slept with" Haru (just sleeping, no hanky-panky) and imagines Mimika and Haru as a naked couple.
* Usagi-chan de Cue!!: Of all the girls in Haru's class, Miku has the second-most developed breasts, a fact she knows well. Then Mimika joins Haru at school, pressing her G-cup boobs into Haru at every opportunity. The girls ship Haru x Mimika, the boys drool at the window, and Miku is boiling jealous.
* Usagi-chan de Cue!!, sporting animal ears and tails on an otherwise human body frame. They also exhibit some animalistic behavior.
* Usagi-chan de Cue!!: The regular mooks realize that their bosses are perfectly willing to expend them in order to eradicate merged beings, and leave no loose ends to the genocide.
* Usagi does the wriggly sitting-down variant in Act 31.5 and the corresponding manga chapter of
* Usagi has a curved scar over his left eye. He received it during the battle where he lost his feudal lord and as a result of which he became a
* Usagi herself gets hit with this hard in shipper 'fics despite developing into something of a
* Usagi is a Cool/Special Average. In-universe, she's chubby and nothing remarkable in terms of appearance, but her innocence, idealism and cheer endear her

to most of the series' protagonists, and some of the antagonists.
* Usagi is not a saint that refuses to kill or hurt anyone. She has killed someone or something in every canon she's been in. However, in
* Usagi is prone to this in later episodes too. Chibi-usa even more so.
* Usagi just about everything he knows, is at least a Middle-aged Master.
* Usagi might be one of these. She starts out as an ordinary school girl, then quickly gains magical powers, a small platoon of new friends, a destined love from a previous life,
* Usagi Miyamoto once freed Aki-onna, the anthropomorphic personification of autumn. The monster who imprisoned her was trying to stop winter from coming.
* Usagi occasionally acts in this capacity, like when he frees the town from a ghost of fallen general... by assisting him in finishing his
* Usagi once gave one to Shingo while trying to take away his Chanela and once gave one to Mamoru for allegedly forgetting her birthday (not realizing she never told him her birthday). Both instances, she is remorseful over it.
* Usagi's brother Shingo is a good student and likes to tease Usagi for being
* Usagi's rival Gennosuke, a rhinoceros, is missing most of his horn after an encounter with the blind pig swordsman Zato-Ino.
* Usagi's training as a kitten had his old master Katusuichi, pretending to be a
* Usagi's younger brother's age can fluctuate from between two and four years younger than her depending on whether you're watching
* Usagi throughout the entire first season and parts of the second. As Sailor Moon she's mocked and put down constantly by Luna and Sailor Mars. Although she is a crybaby and clumsy, she is literally the only thing that can kill the
* Usagi tries to wedgie Ms. Pacman, only for her to realize she's nude, leading Ms. Pacman to give her a frontal fur wedgie.
* Usagi tries to win Mamoru's heart with Valentine's Day chocolate, overlapping with
* Usagi Tsukino could count for sheer power, but that's not really brilliance. Usagi
* Usagi Tsukino is an obvious example. Eternally cheerful and loud. Her monologue from
* Usagi Tsukino, the title character. In fact all the Sailor Senshi. After the Dark Kingdom arc when everyone but Usagi has been returned to their normal lives, all of them happen to be at the same location when a monster appears. Even though they don't have their powers, even though they don't even
* Usagi Yojimbo, a meeting between its most upstanding cop, Inspector Ishida, and its craftiest thief, Kitsune is one of these. Kitsune has just arrived in town and is doing her usual street performing gig, but Ishida knows she's up to no good; but he has no evidence of any wrongdoing, and is out in public so he can't arrest her or talk to her openly. When he talks to her, he compliments her on her talents and asks if she's staying long, but to Kitsune the message is very clear: "I know you're a thief, now get out of my town!"
* Usagi Yojimbo, a mentally challenged man is a great friend of Kitsune. Unfortunately, he's framed for one of her crimes and is executed for it, despite him being one of the nicest people in town. Kitsune (and other people outside the comic) was driven to tears.
* Usagi Yojimbo, a minor reoccurring character who loves money is given a choice to give up the money or take a beating. The entire scene is an homage to the Jack Benny routine.
* Usagi Yojimbo and adds a hint of irony because that ninja had been struck down earlier.
* Usagi Yojimbo, and a magic explosion occurs that is visible some distance as a frightening atmospheric disturbance at a monastery. There the former samurai turned monk, Shanshobo is trying to get his comrades to calm down even as at least one is screaming, "It's the end of the world!" with "If it is, hysteria will not save you."
* Usagi Yojimbo and a superhero reality), but Raph and Leo end up in totally different places.

* Usagi Yojimbo: An early issue features a story called simply "Kappa", which referenced most of the distinct aspects of the legend.
* Usagi Yojimbo as an experiment, but decided it was "too depressing".
* Usagi Yojimbo as it means "Rabbit Bodyguard", although Usagi doesn't take on that many bodyguarding jobs. While Usagi is an example of the "dead master" ronin, others encountered have different backstories such as the clan's disintegration (Gen) or turning to banditry (most of the mooks Usagi fights).
* Usagi Yojimbo attempt is interrupted by a squad of enemy soldiers. The ghost is exorcised when Usagi waits for its next appearance and helps complete the ritual.
* Usagi Yojimbo, beginning with a forging scene with a team of strikers that is as much religious ritual as it is craftsmanship.
* Usagi Yojimbo carries both a katana and a wakizashi, though he frequently just wields the longer sword two-handed.
* Usagi Yojimbo: Every time Usagi Miyamoto takes "one of Gen's short cuts" he winds up stumbling into a dastardly plot.
* Usagi Yojimbo gets this to a lesser extent. The comic contains a lot of on-page dismemberment, alcohol consumption, a recurring antagonist who believes he was sent by god to kill sinners, and a sub-plot of Usagi siring an illegitimate child with an already-married woman. The comic also regularly crossed over with the Ninja Turtles, and as such, would also make cameo appearances in the animated incarnations as well.
* Usagi Yojimbo had a big group photo of all its featured characters (good and evil, living and dead) as of vol. ~15, roughly about three-dozen characters.
* Usagi Yojimbo had a "Union of Beggars" who emptied their treasury to hire an assassin after one of their number was killed by a crooked samurai.
* Usagi Yojimbo: Happens to Lord Mifume, which leads to his death, and to Lord Noriyuki's father.
* Usagi Yojimbo has three series that add up to over 200 issues, plus three separate graphic novels.
* Usagi Yojimbo, he uses a spear when one is available - particularly against horsemen.
* Usagi Yojimbo his master by picking him up and repeatedly bashing him against the ground, getting scorched shortly after.
* Usagi Yojimbo, in/about Shogunate Japan, and even tragedy raw enough to draw tears. It's an interesting series.
* Usagi Yojimbo: Inspector Nii sometimes serves as this to Ishida, who needs to explain the situation. Other times he explains if to Usagi or a superior.
* Usagi Yojimbo: In the "Sparrows" storyline, there is a subplot about a temple of monks that was the temple where Jei's first host lived. Run now by Hama, an at the time junior monk who was wounded and nearly killed by Jei all those years ago, it hosts the wandering monk Sanshobo and his fellow monk Senzo. Senzo was recently attacked by Jei and is having frequent nightmares of becoming Jei. When another ill guest at the temple is murdered in the night, everyone at the temple assumes Senzo must have gone crazy and done it. Senzo himself isn't even sure he didn't do it with all the nightmares of Jei he has been having. It turns out it was Hama, who has had the seed of Jei inside him all those years since he was nearly killed by the entity. And since Jei's current host has been mortally wounded and is slowly bleeding out, he has been switching between her and Hama as she fades in and out of consciousness before completely possessing Hama and killing Senzo.
* Usagi Yojimbo is a celebration of samurai myth, so this trope appears several times.
* Usagi Yojimbo is a police detective in a large city whose government was corrupted by at least two villains. Ishida, however, is a steadfastly honest officer with a deep commitment to the cause of justice, regardless of who the criminals and their victims are, and sometimes even seeing justice done if there is no legal way of achieving it.
* Usagi Yojimbo is set in Japan towards the end of the 16th century, shortly after one of the many warring daimyo manages to cement his authority as shogun, and return the realm to an approximate state of peace. This, of course, means that the

warlords' armies are disbanded, leaving legions of samurai unemployed and unemployable in honest work and so turn to banditry, providing an inexhaustible supply of mooks to terrorize villages and get cut down by Usagi.
* Usagi Yojimbo is very good at calligraphy and will always justify that this talent is fully in keeping with his calling.
* Usagi Yojimbo, known for slaughtering people who give him hospitality, shows up at the house and asks if he can stay the night.
* Usagi Yojimbo. Like Jei, he operates on Blue and Orange Morality, unlike Jei, he has no quarrel with Usagi, and most of his victims attacked him first. However in one instance he laid waste to a group of Samurai... who were jokingly asking if he wanted to drink with them, even trying to de-escalate the situation when the Lord of Owls drew his sword and declared his intention to kill them. The Lord of Owls presents himself as a sort of Grim Reaper like figure who kills those whose time is up, like those samurai and the other bandits he's fought.
* Usagi Yojimbo notwithstanding, including its social attitudes to a certain degree. For instance, Sanshobo told the story to Usagi of how he failed to save the son of his master from falling to his death. Sanshobo told his own son there was only one to make up for that failure; his son stated he understood what was involved, and deliberately leaped to his own death. While the average Western reader would be horrified to see a tragedy compounded by another, neither Sanshobo nor Usagi dispute that was the right thing to do in their eyes.
* Usagi Yojimbo, the comic reflects the Japanese idea that the Owl is a symbol of death. In one story, Usagi and Gen spot one perched near a hut. When they looked inside and found their old friend, Zato-Ino, in a hut and gravely wounded, that bird was a bad omen. However, they are able to successfully treat the pig and Gen spitefully goes out to taunt the bird and drive it away. Later the Owl is diving for a cute little lizard, but the little guy is saved by an attacking Tokage who tackles the Owl and eats it.
* Usagi Yojimbo: The demonic Jei is frequently accused of being insane. He usually replies, "As an emmisary to the gods, I set the standard of sanity for the world."
* Usagi Yojimbo The lesson the master learned is "beware the gifts of those who bear you a grudge", which misses the tale's point entirely. Useless for cutting wood though the axe may be, being of solid gold, it can be melted down for a considerable amount of money.
* Usagi Yojimbo, the Mogura clan which is comprised of anthropomorphic moles and the Komori clan, which features razor-winged bats. And of course, he occasionally teams up with a certain family of Kamé ninja mentioned below.
* Usagi Yojimbo, the protagonist Usagi knows that Jotaro is really his son. Jotaro learns from his mother that Usagi is really his father. Neither thinks the other knows (though the audience knows that both know), and both struggle with whether to tell the other the truth, as they both believe that doing so will destroy the other's happiness (Usagi doesn't want to destroy Jotaro's relationship with his step-father Kenichi, who his mother Mariko married. Jotaro doesn't want to make Usagi feel like he needs to settle down to raise Jotaro, as he knows Usagi feels that his place in life is on the road.)
* Usagi Yojimbo" there are space turtles. When they die, their shells are used as spacecraft hull. Not whales, but still impressive.
* Usagi Yojimbo: the unnamed mother of wicked moneylender Atsuo. Finally unable to tolerate her son's evil, she tricks him into sending his bodyguards away and stabs him in the back. She then begs Usagi to kill her in turn.
* Usagi Yojimbo, this is the manner in which every disguised supernatural creature is revealed. Stan Sakai grounds much of his work in the actual mythology and history of Japan (see below).
* Usagi Yojimbo. This trope is usually played with in the many towns Usagi visits, often meeting the magistrate or other headman. Sometimes the result is friendly, where one magistrate and the police force sided behind Usagi against a team of bandits. Sometimes they're corrupt, like Magistrate Oda, who taxed people heavily and killed several who oppose him. Sometimes they just don't like the main character, but are otherwise not villainous.

* Usagi Yojimbo, Tomoe Ame, is roped into an arranged marriage engagement by her young lord who gets talked into by a villainous adviser on the idea that she should be happy. Whether that kid will realize that he should have had the simple logic and decency to ask if she wanted it (she does not, but is too loyal a proper samurai to protest) is unanswered for now.
* Usagi Yojimbo), Usagi commends Gen's swordplay by commenting, "You may be slow of mind but you're quick with steel!" At the end of the story, Gen asks Usagi (while talking about something else) "And what did you mean, 'slow of mind?'"
* Usagi Yojimbo), Usagi encounters a village haunted by the ghost of a samurai general who, having failed to protect Lord Mifune, was killed by enemy soldiers before he could perform seppuku. Usagi is able to aid the ghost by acting as his "second" so he could finish the seppuku ritual.
* Usagi Yojimbo, Usagi had a situation where he was fighting a villain who had stolen his swords, a despicable insult to a samurai, and found himself disarmed and wounded against the villain. The villain suggests he may be merciful if Usagi got on his knees and begged. To that, Usagi stood upright in perfect defiant dignity saying, "Whatever fate I have, I will face it on my feet." Fortunately, he soon got the advantage to win the day.
* Usagi Yojimbo, Usagi is trained in a roughly standard way, but with an exception that made it hellish for a bit: Katusuichi started hitting Usagi with a bamboo stick at random times, day and night, such as when he was asleep. Although the rabbit kitten feared his teacher had gone mad and lived in constant fear for a bit, he later noticed that he developed the lifesaving habit of being constantly alert for danger and appreciated the spirit of his teacher's training.
* Usagi Yojimbo, Usagi talks about how he struck his sensei during sparring exercise and began to profusely apologize. However, his sensei waves it off noting that he was waiting for his student to get good enough to connect in a fight.
* Usagi Yojimbo. Usagi walks past a house in which he hears someone telling a story and is invited in. The speaker is Inazuma, an acquaintance of his and she appears to be telling her backstory to a large group of comfortably seated Samurai. Usagi listens until she finishes her tale and takes her leave. He nudges one of the Samurai and asks if he thought the tale was tragic but receives no response. He repeats the gesture and the samurai falls over, knocking down all the rest of them as well and revealing that they had been dead the whole time. What's even stranger is that it's clear that Inazuma didn't kill them with her blade. There is no blood and some of the characters are even holding eating utensils as if they were just going on about their business and stopped to listen to the story.
* Usagi Yojimbo, where his guest episodes are told from his perspective with the turtles dropping in on his mission.
* Usagi Yojimbo with far fewer scruples or sympathetic characteristics than Gen.
* Usagi Yojimbo with him, they both freeze in shock — Usagi because he thought his blow was fatal, Jei because he thought he was invulnerable.
* Usagi Yojimbo: Within his own comic, his master Katsuichi became this trope for a time, as he wandered the countryside for a while and, according to several mentions once reunited, had his own share of exciting adventures and peril.
* USA High. On "Fraulein Winnie", Ashley has taught herself the German for "My uncle's monkey is very sick," since Christian's parents are visiting. At one point, the gang runs out of the room, in front of the parents, with no explanation, leading to the following, with the translation coming up as a subtitle.
* US Air Force personnel in Intel career fields is a key superimposed over a globe.
* US Air Force regulations specifically bar anyone in the Presidential line of succession from participating in practices involving the Looking Glass planes (a special plane that will allow the President to conduct nuclear warfare from anywhere in the world) and will instead have a stand-in to play the part of the President for the drill. The reasoning is because they know the plane's movement and use is closely watched as a possible early warning sign that the President is about to begin Nuclear War. The fear is that if the president enters the plane, it will be identified as Not A Drill and spark a Nuclear War by mistake.
* US Airways Flight 1549, called the "Miracle On The Hudson," with only 3 major

injuries and no deaths when, due to sudden loss of power from a bird strike, there was no choice left but to ditch in the Hudson River. Chesley B. "Sully" Sullenberger, who successfully glided the plane to a floating stop while avoiding river traffic, is the most well-known, but the entire crew of Flight 1549 was later awarded the Master's Medal of the Guild of Air Pilots and Air Navigators. The airplane was then put on permanent display in the Carolinas Aviation Museum at Charlotte International Airport, where it is the centerpiece exhibit.
* Us & Them in 2013/2014. It originally was supposed to have 13 episodes before getting cut to 7 episodes. Fox decided to not air it at all, but the episodes can be seen in South Africa and Korea.
* US and Canadian militaries also offer educational incentives to try and recruit people who are smart enough for college and university but can't afford it, offering paid education in exchange for X years of service. Civilian certifications also honor military service: for example, an ED Tech (Electrician) for the Canadian Forces can challenge the Red Seal exam after completing his DP2 trade training. In other words, someone can walk away from the Canadian Forces as a fully licenced electrician, without spending a dime on schooling, in five years or
* Us, and their deadly fight is intercut with flashbacks to the ballet.
* Us and Them: Aeris and Seph kiss for the first time as the showdown with Jenova is coming to a head. After that, they all but admit they have fallen for each other.
* Us and Them, after finding out that a botched rescue attempt wound up separating her from her parents for ten years, goes on a long and angry rant.
* Us and Them daughter Remi wonders why she keeps getting calls from TV networks wanting to do a reality show about their family.
* Us and Them eventually have a brood of seven, it should be no surprise that their kids have the occasional fight, sometimes teasing, sometimes physical. Given that some of them inherited their father's strength can pose a bit of a problem when he's not home and Aeris has to break up altercations by herself. She tends to use a water hose to separate them.
* Us and Them flaws and the one that tends to get him in the most trouble, either actual physical danger or hot water with his wife. The short story where Aeris recounts his first attempt to ride a bike, resulting in him getting a concussion because he refused to wear a helmet he thought was stupid-looking, is even called "Pride Goeth Before A Fall".
* Us and Them flying along pulling a boat with Aeris, their son Keter and several Cetra engineers along behind him. The narration notes he never touches a drink again after that.
* Us and Them is going into labor. The father? Sephiroth. This is about as close to outright panic as you'll ever see him.
* Us and Them is never very good at telling them, either as a child or when she gets older. Most of the time people just let it go, but a few times it makes people zero in on what she's trying to hide.
* Us and Them or any of the side stories will spoil Aeris and Sephiroth's fates.
* Us and Them people as a race of winged humanoids known as the Seraphim. Since Sephiroth is partly Seraph, hence his single wing, his daughter also has a wing, though hers is tiny and functionally useless, and since it's prone to infections, she has it removed when she's fifteen.
* Us and Them second child, Remi, seems to get this the worst as she has four younger brothers who love to antagonize her, despite her being the strongest one in the family after Sephiroth himself.
* Us and Them, seeing Aeris strapped to a bed and screaming from a very painful treatment procedure in the hospital takes him back to his time in the labs under Hojo's care. The memory is so painful he doesn't even like to go to the doctor.
* Us and Them sons doing this while Sephiroth tries to convince his other son to let his brother into the bathroom to use the potty.
* Us and Them. The main thrust of the story here is Aeris' desire to return home and all the obstacles she has to overcome to get there.
* Us and Them, Vincent is Sephiroth's father, but due to the experiments Prof. Hojo

performed on him, Vincent looks to be almost the exact same age.
* Us and Them, who has been raised since he was eight by Aeris' parents, suddenly realizes this one day when when she hugs him from behind, causing him to suddenly realize she has breasts now.
* Us and Them, who is fifteen here, is basically roped into the mission to stop Jenova after she breaks out of the Mt. Nibel reactor because Rufus insists on not letting her go back to Nibelheim and getting a panic started from the stories of a hysterical teenage girl.
* Us and Them world is known as Planet 131 to the greater galactic community. When Ifalna protests her homeworld being referred to by a number she is told that it's necessary because most people tend to name their worlds things like, "Planet", "Gaia", "Earth", or "Terra". Even the Seraph homeworld's name means "Our Home".
* USA Network, a criminal being recruited by the FBI. The show's tagline is "To solve the hardest crimes, hire the smartest criminal."
* USA Network" feature every day. It will also frequently run much longer marathons of the same show.
* USA Network had a set of commercials crossing over their various shows;
* USA Network poking at the bug itself, but they've since switched to mostly transparent USA logos and sometimes messages that a new episode of whatever show will be starting at x time.
* USA Network series ''Calliope", the show's host Gene was played by Eugene Francis.
* USA Network that aired during a late-season snowstorm in March of 2018.
* USA Network to cover up the fact that they didn't actually have the helicopter. They couldn't afford the actors, either.
* USA once interrupted their scheduling bumpers with ads for the movie
* USA PATRIOT Act". After all... who would want to vote against something called "The Clean Skies and Fair Treatment for Innocent Victims Act" or the "Protecting Children from Internet Pornographers Act"?
* Us, a Pilot Movie that really wasn't. It was meant to be a normal pilot for a new series for Michael Landon, but was converted to a movie when Landon died after production.
* US armored cavalry regiments sometimes send newbies to find the key for the turret lock on an Abrams tank. The lock exists, the key doesn't.
* US Army Air Forces, and ranging all the way back to the Aeronautical Division, US Army Signal Corps, on August 1, 1907.
* US Army, but it's more often used to derisively describe civilians talking about what the military "should" be doing.
* U.S. Army Center of Military History “…a soldier earned four points for every month he served in close combat, two points per month for rear-echelon duty in Korea, and one point for duty elsewhere in the Far East…The Army initially stated that enlisted men needed to earn forty-three points to be eligible for rotation back to the States, while officers required fifty-five points. In June 1952 the Army reduced these requirements to thirty-six points for enlisted men and thirty-seven points for officers.”
* US Army field medicine is so good in present day that a wounded soldier who manages to be stabilized in the field and arrive at a hospital has a 96% survival rate. Pretty much, if a wounded soldier CAN be saved, he WILL be saved.
* US Army Intelligence also seems to thinks that the larger alien machines, the flying Scouts and
* US Army Rangers have a small shovel as part of their kit. While it's an ordinary (if well-made) shovel, they can
* U.S. Army report released in late October 2008 suggested Twitter could be used by terrorists to coordinate attacks. Again, there was no evidence that such a thing was happening, simply that the Army had discovered a new medium of communication and determined that it did not magically prevent terrorists from using it.
* US Army soldiers are all issued ballistic safety goggles to protect against dust and shrapnel, and almost every unit has the standard that they be secured to the Kevlar helmet over the special clamp that is used to mount a separate night vision

device. This is a uniform standard, but the goggles themselves are difficult to use in this configuration, and likely become deformed, scratched, uncomfortable, or too cumbersome to use as eye protection. With the change in the US army to a brimless helmet, the goggles (normally covered by a cloth sleeve) work better as a brim to shade they eyes than they do when used as intended. Furthermore, soldiers are all issued ballistic sunglasses, which are usually worn (as intended) in addition to the mostly useless goggles on their helmets. The main reason you never see this in TV or movies is that the glasses cause horrible reflection and distortion, and goggles further have a tendency to fog up, making this "protective gear" potentially fatal in combat. Most soldiers will have multiple pairs of goggles and some even use them as intended, but the ones already on the helmet are the least likely to see actual use.
* US Army veterans Timothy McVeigh and Terry Nichols perpetrated the
* U.S. Army Virologist Dr. Robert Neville (who hopes to cure the zombie-like creatures that have nearly engulfed humanity) from the film version of
* USAS Arc: "The Joining", "The Vessel" and "In the Blood" all involve the USAS.
* U.S.A.'s independence Pennsylvania had no militia and only a tiny police force. Though religious freedom in the colony meant that not everybody was a Quaker and subsequently it didn't go entirely to plan. Pennsylvania did have a militia formed by the non-Quaker immigrants, who often expressed resentment at the founders of the colony, who from their perspective did not pull their weight in ensuring the safety of the colonists. Whether Pennsylvania would have survived unmolested without them is a subject of some degree of debate up to this day.
* USA Today apparently revealing how easily readers might mistake the paper's stories for actual events. The percentages add up to 110%, a gag that the story lampshades... by invoking this trope again.
* USA Today ran a story noting that there were people who took down their decorations, finding them inappropriate.
* U.S. Authorities Can't Really Fault Al-Qaeda For Deadly Bombing Of Carnival Cruise Ship"
* Usavich. A later episode has a police officer twinkle out after being hit by a barrel.
* Usavich gives us Kirenenko, although he's only dangerous if provoked.
* US Boy by French singer Jena Lee. The song includes mentions of US celebrities and TV shows and this chorus line "US boys sont le rêve des French girls! / On veut un American boyfriend forever" which does not need translating to know it's a Beautiful outlook.
* Us briefly invokes this. The Santa Cruz boardwalk in 1986 has a funhouse with a tacky Native American theme, while in the present the building stays more-or-less exactly the same inside and out, but the native shaman above the door has been replaced with a much less controversial Merlin.
* USB Today newspaper citing its top story as "Trial of the Century. Carbon-based life form accused of Creationism." The less emphasized story? "Carbon-based life discovered."
* US/Canadian remake. Ghosts can also possess humans, so long as the human is willing (or inebriated), and destroy each other, defined as "shredding".
* USC and UCLA have a particularly intense rivalry to where any merchandise deal one university gets is soon followed by the same deal with the other. They turn to the same manufacturer most of the time, and as a result, the products are exactly the same, only with different packaging and images printed on them.
* US Chess Champion Wesley So laughingly tells a story of how he once taught chess to a class of elementary school students as part of an enrichment program. After explaining the rules to a class of 3rd graders, he chose one girl to be his opponent for a demo match in which he intended to further explain to the class how the game worked. The girl checkmated him in six moves, unknowingly baiting into the so-called "Fool's Gambit" that, normally, is such an obvious ploy and so easy to block that "no-one but a fool" would ever try to use it against an experienced player. Mr. So relates that he didn't expect the girl to use
* Uschi Digard, big-bust model and softcore movie star, taught herself to speak

eight languages (German, Italian, Spanish, Swedish, Danish, Norwegian, French, and English) as a child because she was a voracious reader and wanted to read every book in her town's library.
* US Civil War, it was one of the safest cities and most heavily defended cities that existed during that time.
* US college football All have reputations as difficult for visitors. And atmospheres that are equally intimidating, or even more so, can be found even in noticeably smaller college venues.
* US commercial, with a man eating a huge amount of food to represent everything that was crammed into the game. When he's full, he has a bit of whipped cream or something (to represent a bonus level) and...kablooie. It got censored soon after it first aired. In the original versions of it the dude is seen exploding. Censored versions had him exploding off screen.
* us communicate faster than light — when we collapse the state of the first particle we can't force it to enter one state or the other, so it's simply random noise which happens to be correlated with random noise somewhere else in the universe, but not a communication channel.
* U.S. Constitution are also considered particularly persuasive as they were written by major figures from the Constitutional Convention shortly after the document was drafted and sent to the states for ratification.
* U.S. criminal law has the doctrine of Necessity. If a defendant can show that it was necessary to break the law in order to prevent some greater harm from occurring they can be found not guilty for that reason. This only applies if the defendant (a) had no reasonable alternative (b) ceased committing the illegal act as soon as it was no longer necessary and (c) wasn't responsible for the dangerous situation in the first place. More at
* US Democrat politician Dennis Kucinich and his wife Elizabeth are a prominent DC power couple
* use an artificial plague to institute a Final Solution, finds it to be a monstrous idea but the most expedient solution to what he considers an otherwise unsolvable problem.
* use a rowboat to tow Britain outside the three-mile limit so he can rule it.
* use as its body. Understandably, she's horrified with her new form and wants to get back to her old self as quickly as possible.
* use a sword, well enough to make it a practical way to express power, and isn't oathbound to never use such a weapon against non-Shadowspawn or to let somebody else use it.
* use a two-handed weapon as a one-handed weapon, over 16 feet tall) or larger in the game (none of which are listed as viable options for player characters, so only really suitable for foes).
* use celebrities: their winnings can just be added to their salary as a bonus.
* Used again by a young man facing a murder charge as part of an insanity plea that he'd regularly been pressured into sex with his mother. The court ordered shrink doesn't believe his insanity plea but does admit that the incest makes him look sympathetic in front of a jury. When his
* Used again during Goku's fight with Nam. Goku spins himself so fast that he becomes a miniature tornado and manages to force Nam to the edge of the ring... before getting dizzy and collapsing right in front of him. In response, Nam nearly face faults
* Used again in the beach volleyball episode, where the coaches outplay
* Used again in the "Gunderson's Nuts Holiday Spectacular Featuring Futurama"
* Used again in the second movie at Johnathan and Mavis' wedding when a picture is taken of both the couple and their parents. Naturally Dracula and Mavis don't show up in the camera film.
* Used again in the seventh season with a "Shojo" — the actual creature from Japanese mythology was pretty much a satyr, but the show re-imagined it as this trope.
* Used again in the third video after the chicken picnic has been eaten by Duck Guy and Red Guy. Duck Guy insists that they

* Used again in "You Only Move Twice", when another company gives him a management position based solely on his seniority in Burns' plant. He turns out to be a pretty good manager once removed from actual workflow, largely by being savvy enough to stay out of his team's way and focusing on keeping morale up.
* Used again on Max when he is trying to comfort Fran after another failed date saying she didn't need a man. Sylvia silences him.
* Used against the ghost of an assassin, with the party using its body's severed legs as leverage (having captured said legs after they had attempted to flee). Joey plays the bad cop by trying to Intimidate him, Bananaramawicz attempts to roll Diplomacy for the good cop. Meanwhile, Kensington shouts lies at him from across the room with Bluff checks.
* Used again when Gemini transformed into Lucy and lifted her top to distract Taurus.
* Used again with Orihime and Chad during the Fullbringer arc. Urahara and Isshin were able to knock out Chad and Orihime since they were kinda distracted while Tsukishima was busy
* Used a huge amount in the Ankh-Morpork City Watch sub-series, as Commander Vimes has a very strong moral code, and frequently is filled with righteous anger. This is especially used in
* Used a little oddly in "Above and Beyond". Steve Tomlin, a detective from Danny's precinct, is killed, and in typical fashion Frank firmly promises the widow to bring the killer to justice. They catch the killer at roughly the twenty-minute mark, however, and then the plot turns into a bit of a lurid look at the double life this detective was leading (due to the discovery that someone had emptied Tomlin's locker after his death without authorization).
* Used almost by name (Fink calls it his "theory of Drunken Recall") in
* Used a lot for monsters. The different colours do not represent different strengths though: for example the weakest Puni is blue, the weakest Ghost is white (with a blue hat), and the weakest Beast is brown and black.
* Used a lot (not all the time due to artificial gravity) during space travel in
* Used also by Serpent, who transforms in identical fashion to the hero's in-game transformation, and also by the four enemy Mega Men of
* Used also in "Homer Bad Man" where, inexplicably, Homer allegedly touching a babysitter's butt is national news on every channel and Movie Of The Week fodder. You know things are bad when even Channel Ocho is having a field day at your expense.
* Used, among other effects, to indicate that a character has entered Soap Drama Mode in
* used a name for the "favorite thing" that wasn't the default. Definitely on the innocence and love side of the scale though, given the character.
* Used and discussed in this Byrobot "Sally and Thumb: Urchins in Goner-Town" strip.
* Used and inverted by Det. Eames in Criminal Intent to a bouncer at a nightclub.
* Used and namechecked in a 2015 story arc which again involved a (former) Hoyland and a Robinson. When Stephanie Scully returned after two years in a mental hospital, she quickly befriended Paul's daughter Amy and grandson Jimmy. Paul, concerned for Jimmy's safety (and possibly still carrying a grudge over Steph's involvement in the death of Ringo Brown), attempted to make her doubt her sanity again and force her to return to the hospital, using information he learned from Steph's psychiatric nurse/ex-girlfriend Belinda. However, he was soon exposed for it after blackmailing Aaron into helping him, and Stephanie managed to trick him into a confession by pretending that it had worked.
* Used (and played with) more successfully when Marge fears that Homer is sleeping with his Vegas wife, and later overhears them together in the treehouse. The viewer is actually let in on the secret as we see her putting together a hoagie, with suggestive commentary by Homer; Marge listens worriedly, then:
* Used and then immediately played with a bit, after a baby gets sent to Hell by mistake. The demons protest, stating that they can't torment it because even they have standards. Plus, they'd need much smaller instruments.

* used an enormous pile of cardboard boxes after jumping out of a helicopter.
* use dangerously efficient stalking and hunting tactics when facing you feel like prey if you're attacked by more than one of them at once. There's also a bit where one leaves a dying man on the floor crying out for help as bait to lure you into the open so it can pounce.
* used a product-specific version as their jingle in 2000, complete with letter-related puns (example: "You can wear your PJs, you can dance to CDs")
* Used as a cheap excuse to avoid the cost of extra CGI: The scene in 2006 movie of
* Used as a comeback by Alex "Spaceman" Glushko (a telepathic cop) against Larry "Frenzy" Fischmann (a shark in human form and lawyer) in
* Used as a comedy routine pretends he's dropped a contact lens, the punchline being that his eye is so huge that a contact that size would be impossible to miss.
* Used as a double meaning in 1980s ads for the UK breakfast cereal Weetabix. While the point of the ads was that pure wheat biscuits were full of nutrients, there were definite undertones to the Weetabix Gang, in "bovver boy" Doc Martins, saying "Make it neat wheat, mate, if you know what's good for you!"
* Used as a joke in another episode. "If a John wants to tie you up, walk away. If he wants to be tied up, do it and steal his wallet."
* Used as a last resort in RTS games. It's an interesting challenge and a new form of gameplay, a sort of
* Used as a legitimate strategy for incapacitating a group of attackers in
* Used as a means of interrogation in the cyberpunk books by Richard K. Morgan — as time in virtual reality can be sped up the lengthy torture needed to break a professional or fanatic can be over in a short time, enabling the information to be obtained quickly. In
* Used as an anticlimax. After trying everything to stop the device, everyone is about to give in when the device suddenly shuts down. Cut to someone (often a
* Used as an ongoing plot point with Charlotte's first husband Trey in
* Used as a one-off joke in an episode where Sabrina tries to conjure up a princess. She gets a Valley Girl on her phone, begging Daddy not to cut her off.
* Used as a plot point in an episode. The police break up a wild hotel party being held by a group of sailors on shore leave. In one of the rooms, they find the body of a woman who they assume is a hired prostitute. Then they discover her uniform and realize that the deceased was a Lieutenant.
* Used as a pun in the André Manuel / Krang song "Ten Aarzel". The Dutch phrase "ten aanval!" means "attack! / charge!". The verb "aarzelen" means "to hesitate". Thus, the trope is evoked using clever wordplay.
* Used as a quote in an official U.S. Department of Justice press release by Manny Muriel, the Special Agent in Charge of the IRS' Criminal Division, when announcing the 5.5-year prison sentence of former Detroit-area trash hauling CEO Charles B. Rizzo on conspiracy to commit bribery and conspiracy to commit wire fraud charges.
* Used as a real technique by police, should the circumstances happen to suit it. There are machines called
* Used as a tag on the image site Danbooru for those images that make no sense whatsoever. A user was quoted as saying, "Does it make your brain shut down for a second when you see it? Then it's a 'what' picture."
* Used as a threat She probably wouldn't have actually fed the judge who railroaded her father to her polar bear dog as an afternoon snack, but he sure seemed convinced that she would! (Sticking his head in the beast's mouth might have had something to do with that.)
* used a severed hand from one of the dead crew on the palm print reader. What makes Kryten's realization worse is he knows Lister is using the severed hand of his(Lister) own alternate self.
* Used as Juno's "ledge hanging" animation in Jet Force Gemini. His sister, Vela, hangs on to a ledge with two hands unlike him.
* Used as part of a plan by Mojo Jojo in "What's The Big Idea?". He made the girls grow, not himself.
* Used as part of a series of Shake & Bake commercials where farm animals

complain about new flavors or methods of using Shake & Bake, either whimpering at how the new flavor will affect them, or showing relief that it's not for their particular kind of meat.
* Used as part of the autobiographical musical Bret and Jemaine perform in the final episode of
* Used as part of the punchline of a chapter in a computer graphics book. The author recounts a story involving him and a couple of his friends streaking through a hotel hallway, knowing that the timing of the elevator worked out just right for the doors to close behind them and cut off pursuit. The author got ahead of his compatriots and got the doors to close early, leaving them stranded. He was so tickled at how clever he was that he didn't realize that the elevator had gotten to the ground floor before it opened up on the lobby. Which, of course, introed the chapter on raw speed and exposed faces.
* Used as the advertising jingle for The Good Guys ("come in and see the / good good good / guuuuuys!") The Good Guys apparently proved, if you stick with the same product (or in this case, store) specific lyrics for long enough, it will eventually work.
* Used as the basis of the short story "Young Zaphod Plays It Safe". Zaphod is ferrying two government officials down to a crashed spaceship that was sent to throw various incredibly dangerous things into a black hole, including fuel rods that mined energy from history, extremely potent bioweapons and explosives, and
* Used as the happy ending (!) in the short story "Time In A Bottle", by P. Andrew Miller, published way back in
* Used as the main motivation for a few (but not many) of the inmates in the Korean film
* Used at least once (probably more, due to the Steampunk setting) in
* Used between Chuck and, of all people, General Beckman in "Chuck vs. the Santa Suit". Afterwards they agree,
* Used bizarrely in the Season 3 Opening Credits, where Morty is shown (
* Used briefly in the UPA cartoon "Georgie and the Dragon" in which Georgie's father chases Georgie and his dragon around the house with a garbage can on his head.
* Used by Ace, Luffy, and Sabo in their past, to sneak into the city to perform Dine-N-Dash. in episode 496.
* Used by Assault Marines fighting Tyranids: "You will find me a sour meal, alien!"
* Used by Bishop during his hunt through time for Cable and Hope to justify him destroying virtually every other continent on Earth
* Used by Boris Badenov in one of the openings (see it towards the end of
* Used by both the heroes and the villains in the various iterations of the
* Used by Canadian radio personalities Mad Dog and Billie in a contest to see who had the strongest stomach for weird food. She brought tongue, he brought pickled bulls' testicles. ("I sucked your tongue, you have to lick my balls!")
* Used by comedian Rufus Hound about Brian Cox in the "Dinosaurs" episode of
* Used by corporations when two or more predecessor companies are merged into one new one (as well as to create something
* Used by default by the eponymous mecha. It's ten million light years tall but moves and fights normally on a human timescale, so every part of it moves much, much faster than light every time it so much as budges. The method used is
* Used by Dewey to punish Lois for not getting him an ingredient he needs for a science experiment.
* Used by Eli's son Willie on an obnoxious bully of a college classmate in
* Used by Mahone on Wyatt. Wyatt killed Mahone's son. Consider it payback time. Mahone shoves a needle into Wyatt's finger. Oh, and he's also connected to a defibrillator that will give him a wake-up call when he starts to fall unconcious due to the pain. The effects are spectacular, as the normally completely
* Used by Phoebe when Monica, falsely, tells her Joey has feelings for her, after considering the possibility for a moment.
* Used by Scaroth to kill Professor Kerensky by aging him to death in

* Used by several characters in both the US and UK version of the faux-documentary
* Used by the CIA response team in S07E03. Their hostage-rescue plan is simply to give the hostage their "get on the floor NOW" duress codeword, then ventilate the entire building with three or four belt-fed light machine guns.
* Used by the Condesce's forces during the attack on Excelsis-Five in the
* Used by the Justice League to defeat four-fifths of the Crime Syndicate (their evil twins) in their first battle; Flash gives Johnny Quick extra speed so that he loses control, Wonder Woman lets Superwoman take her lasso knowing her foe can't control it, Green Lantern feeds so much energy into Power Ring's own ring that he can't use it properly, and Superman tricks Ultraman into coming in contact with a vast meteor of kryptonite (Ultraman
* Used by the protagonist, using poetry to determine if the interlocutor was human or not.
* Used by Train Heartnet in his first on-panel encounter with Creed in the Manga version of
* Used by Yami Bakura when Yami Yugi switches him and the regular Bakura around so Yugi can destroy him. (
* Used by Zoro after Mr. 1 hits him with a coup de grâce, seriously injuring him and making the stone pillar supporting a stone bridge behind him slowly begin to crumble, bringing the whole thing crashing down on him.
* Used Cars a Mexican guy who supplies them with cars says he has a ton of them just sitting around (there has to be at least 250 in a picture he shows them). Later in the movie a driver's ed teacher, who they sold crappy cars to, is angry because now his 250 students can't learn to drive. At the end of the movie the lot is being sued for false advertisement (due to the bad guy messing with an ad to say they have a mile of cars then paying off "experts" to say it wasn't tampered with). A mile of cars is said to be about 250 cars and if they don't have that many at the lot when the judge comes by to see they lose. Remember how the Mexican had at least 250 cars and how the teacher had 250 students?
* Used Cars' climax hinges, literally, on a license plate acting as a hinged flap to cover the gas filler which was centered on the rear of the car. That was somewhat common on '60s and '70s cars but abandoned because of safety issues.
* Used cars have had owners and car lot salesman come up with so many excuses to sugar coat various issues, that it's become a joke to genre savvy buyers and the cynical and sarcastic among us. Examples: "This car is hot!"
* Used Cars the competition makes an obvious edit in the protagonist's ad saying they had "...style of cars" to "a mile of cars" and used it in court, suing for false advertising; the protagonists then had to scramble to assemble 5,280 feet of cars on the lot.
* Used Cars the dealership's owner's brother, the owner of a rival dealership, is purposely given a fatal heart attack during an extreme test drive. The body is disposed of by propping the dead guy up in his favorite vintage car, setting the car in drive, and having it crash while a big sale is going on at the first dealership. The dead guy is subsequently buried in his car.
* Used Cars, the operator of a used car lot has two guys tap into the broadcast signal of President Carter, and substitute a commercial for their lot, using the cars of their competitor across the street for target practice
* Used Cars, the salesman protagonists lie, cheat, and steal from essentially everyone they meet.
* Used Cars to hawk their rival's cars (thus getting him into trouble). In another live commercial their model loses her dress. Later a legitimate (bad) commercial says that they have "styles" of cars but the audio is altered by people working for the rival to say "miles" instead; the lot is then sued for false advertising, since they don't have a mile of cars.
* Used Cars when Rudy bangs on a nearby car in frustration, making the rear license plate (which covers the fuel cap) to accidentally drop down and extend the bumper the necessary length.
* Used comedically in episode 3, when Misaki and Rikio come into Bar HOMRA fighting and crash

* Used correctly. When Schlock gets lost in space without a spacesuit (he doesn't need air), the footnote mentions that while he was in danger of freezing to death in the shadow of the planet, the much bigger danger was falling out of the shadow and burning to death in the direct light of the star.
* Used defensively in "The Parting of the Ways" against the Daleks, by teleporting them to an undisclosed location (likely back to their own ship) to slow down their invasion progress. It didn't help much.
* Used dramatically just before Freeza kicks the crap out of Nail, one of the few surviving Namekians:
* Used during an act break in "Separate Vocations" when Snake is about to run Bart over with his car. After the commercial break, the next segment is opened as "Act II: Death Drives a Stick," parodying the style of Quinn Martin series.
* Used during the anime adaption of the Impel Down arc. Bon Clay, disguised as Warden Magellan, goes into the control room for the Gates of Justice and orders them to be opened so Luffy can escape. Just then, the REAL Magellan shows up, wondering why the Gates are opening. Bon Clay shouts for a guard to push a button to close the Gates, which would allow Luffy to escape while leaving the warships trailing them trapped. The two Magellans then go back and forth, shouting 'Push the button!' and 'Don't push the button!', confusing the guard. Bon suddenly repeats both orders, tricking the real Magellan into ordering the Gates closed. Bon Clay then breaks the Gate controls so that they can't be re-opened.
* Used during the episode "Cartman Joins NAMBLA", in a Scooby-esque chase scene between a large group of young boys, a gang of naked paedophiles (the entire South Park NAMBLA chapter), the National Association of
* Used during the flashback showing Malik receiving his tattoos. (That sounds less dark than it should—said "tattoos" are actually scars carved in with a white-hot knife and he was
* Used during the infamous "goosh goosh" scene with Buppa and an unfortunate
* Used early on when the hospital staff recognizes the boys, and Malcolm notes they have a history there, leading to a cutaway of
* Used early, when Agatha cleans up a lab by stuffing a nearby closet with all the junk, and then the overlord's son Gilgamesh
* Used effectively in an article detailing the history of courtship in your grandparents' time (1890s), your parents' time (ca. 1940) and the present (1967). The earliest segment uses intricate hatching like a Charles Gibson drawing, the next one is still detailed but done in ink washes, and the last is a bit more pared down (sometimes no backgrounds). All of these are in artist George Woodbridge's typical realistic style — then it looks at computer dating in the future, and the characters are uncharacteristically big-headed and cartoony, in flattened-out surreal backgrounds.
* used entirely non-union amateur actors (and apparently cameramen, too, by the look of it).
* Used extensively in the old series. The characters regularly mention that they are the ones animating the show and several gags, such as the Baja Fresh gaining a drive through so they don’t have to be animated getting out of the car, or the Soda-Popper creating hotdogs because all Chris can draw are hotdogs and fire, reference this fact.
* Used for a brief sight-gag in the original short-film incarnation of
* Used for a gag where Mavis practices a speech in front of a mirror even though as a vampire she has no reflection.
* Used for an extended gag when Milo asks Audrey about the backstory of Gaetan 'Mole' Moliere, after having heard the backgrounds of the rest of the cast. She's just opened her mouth when Dr. Sweet delivers the page quote. Seeing as Moliere is a short, creepy French dude obsessed with soil and rock, who has an intense aversion to bathtime, he may be right.
* Used for a throwaway joke. One of Indy's female students has penned "LOVE YOU" on her eyelids so that they're visible when she oh-so-fetchingly bats her eyelashes at him. Indy loses his train of thought in mid-lecture and is visibly unsettled.
* Used for comedic effect, to make it obvious that the person cannot hear.

* Used for covert infiltration in "The Gathering" when a Minbari assassin uses a one-man breaching pod (he was originally going to use a changeling net to alter his appearance and just enter B5 normally, but had to change his plans).
* used for decades 13 years later. Headlines in the fake paper include: "Compromise Housing Bill Sent to President for OK", and "She's 3rd Brightest But Hard 'Gal' To See" (this one also includes the same stock photo).
* Used for drama in in "Crusaders Of The Lost Mark" with Diamond Tiara to show off her
* used for great fun. Albeit no limb was chopped, the intention was there.
* Used for heartwarming during the Post-Enies Lobby Party when she offers to take part in Luffy's "How much meat can you eat" contest, since it shows that
* Used for humour when teen Indy engages in a duel of languages with a girl he's met in England, loses and is asked: "You mean your name is Jones, yet you don't speak Welsh?'"
* Used for melee by the Cajun Cutthroat enemy and thrown by boss Lighting Rod in
* Used for mind games. Number 6 is made to believe he's been lobotomized in the episode "
* Used for one of the very few instances of (characteristically dark) comic relief in
* Used for parody effect in a late 2004 commercial for the "Geek Squad" computer tech support service.
* used fraudulently by 19th-century colonists in South-West Africa (modern Namibia) who purchased land up to a distance of so and so many miles inland from the coast from local tribes. What they did not mention in the negotiations, but wrote down in the contracts was that the distance specified was not in the British statute miles (1 mile = 1.6 km) familiar to the tribal leaders through contacts with e. g. South Africa, but used the less familiar geographical or German mile (ca. 7.5 km).
* Used frequently enough with Kureha that Cross compares her to the Grim Reaper no fewer than three times.
* Used frequently for the overmuscled villains during Mike Deodato's time as an artist on
* Used frequently in stand-up acts, particularly that of John Pinette, when talking about a Japanese family wanting to see
* Used frequently in Xena: Warrior Princess and Hercules: The Legendary Journeys when a person or object is falling, be it for comedic effect or during an intense action scene. Characters who have had the sound used on them include Xena (in The Rheingold), Gabrielle (in Callisto), Joxer (in several episodes), Callisto (in Callisto), Grinhilda (in The Rheingold), and Aphrodite (In The Pen is Mightier...).
* Used Future European-types. Leading to a gamer extension of the game's tagline. "In the grim darkness of the far future there is only war" ("And white people"). This could be partially justified by the large amount of hive worlds, where the population would receive little to no sunlight, and by humanity's incredibly strict "no mutations" policy. A few exceptions include:
* Used Future: Even future technology won't stay looking too clean and shiny after some wear and tear.
* Used Future, in contrast with the more lived-in looking Rebel ships.
* Used Future. Namely, sci-fi tech that looks dingy and used but works.
* Used Future prosthetic, but the Adeptus Mechanicus use the degree of prosthetic replacement as an indicator of rank, seeking to one day make themselves wholly mechanical.
* Used Future seems white, pristine and shiny (like a movie set), and the action scenes in the rest of the ship look as though they were filmed in a grungy, 50-year old bottling plant. (With brightly lit exterior windows to boot. Hmmmm...)
* Used Future ships like Princess Leia's corvette have polished interiors befitting the status of their owners.
* used Google Maps to very accurately replicate Edmonton they went further than just Google Maps: the episodes in question place heavy emphasis specifically on Jasper Avenue and also includes an uncannily accurate recreation of the Shaw Conference Centre interior, which cannot be obtained from Google Maps, so he

assumes that somebody involved with the show's production team must have personally attended a business meeting or conference in the SCC and then taken a walk down Jasper Ave., possibly location scouting.
* Used heroically after the First War for Armageddon, following which the Inquisition and the Grey Knights decided that surviving residents of the planet would be sterilized and worked to death in concentration camps. The Space Wolves leapt to the civilians' defense, making their objections to the intended genocide known rather violently and effectively (in numbers alone they outman any other Space Marine chapter, especially the Grey Knights, having never spun off successor chapters). There's still bad blood between the various organizations over the whole mess.
* Used hilariously as Tom both falls in love with Allison and teaches her how to kill vampires, all in the same montage, in
* Used hilariously for innocuous items that aren't really meant to be examined. Upon examining a pile of rocks:
* used his coat to help the English Queen cross a filthy pool. Yet it has been proven that it was completely made up. Still, the association endures.
* used his powers to make him believe that it really was an exit. Well, at least the glass isn't gonna be an issue for long...
* Used horrifically in an episode of season nine, when a bucket trap dumps holy oil on an angel, which the trap then follows up by
* Used humorously when Bart finds himself trapped in Knoxville, Tennessee with no money to fly home. He calls Lisa for help:
* Used in 1985, where a random bear in purple overalls walks into the screen.
* Used in a 60's story (and cover) when Bouncing Boy defeats the rest of the Legion with his super bouncing. For added humor value, note that the male Legionnaires
* Used in a commercial for Clorox Bleach, where a father is more interested in talking about a minivan with another dad
* Used in a commercial for Shout, in which an angry housewife somehow manages to pitch her washer and dryer out a second story window to the driveway below.
* Used in a commercial for State Farm insurance in regards to the Internet, with a woman who believes that everything she reads on the Internet is true. The commercial ends with her meeting her boyfriend, whom she met on the Internet, and whom she believes to be a French model. Cue some middle-aged guy with a goatee and glasses walking up to her and saying "Uh, bonjour?" in an American accent. And she still believes it.
* Used in a commercial for Toyota's "Now's The Time" sale. "Not now, sweetie, Mommy's talking."
* Used in a cruel manner in the Alabasta arc when Crocodile was confronted by Alabasta's elite soldiers, who had taken a lethal elixir to enhance their strength at the cost of dying in five minutes. Even though he could easily defeat them even with their power-up, Crocodile didn't see any need to since they would die in a few minutes, instead, refusing to fight them and denying them an honorable death at the same time.
* Used in a Finnish ad for the army, where paratroopers are making a training landing in a forest and
* Used in a game of "Dating Service Video". Greg Proops donned an astronaut's helmet and delivered the line "I want to explore Uranus."
* Used in a GEICO ad where Mike McGlone asks (rhetorically) if a retired drill sergeant would be a lousy therapist:
* Used in a Guinness beer commercial starring Rutger Hauer as Draught Guinness and Rutger Hauer as Canned Guinness.
* Used in a heartbreakingly sad way in the music video for "Whiskey Lullaby" by
* Used in a less comedic fashion with Jack Noir; if you can see his shadow, people are about to die.
* Used in a more conventional way for the episode "Stark Raving Dad", when Michael Jackson/Leon Kompowsky
* Used in a more meta- way later on. Even though all of the terrorists are

Americans, the Western Galactic Empire is afraid of accusations of discrimination, and its own (Western) people are accused of terrorism by government and media at least as often as the Americans are.
* Used in an ad for AT&T cell phones, as the hero runs through the kitchen in order to head them off at the pass (in this case, the back door of the restaurant/kitchen).
* Used in an advert for ITV Digital. Monkey tells Johny Vegas that he's 'the funniest person sitting in that chair'.
* Used in an article satirizing the Gulf of Mexico oil spill: A letter from BP keeps increasing the number of barrels of oil with every sentence.
* Used in an episode where the impersonator has been using the dead man's secret, unpublished memoir to convince the dead man's wife that he's the dead man's spirit in a new body. It backfires when the impersonator doesn't "remember" "his" affair with his sister-in-law, which he obviously couldn't put into writing. This might be a
* Used in an episode with the Sea Captain, where he was shown purchasing lots of pornography before a long voyage to keep himself and his men straight... for about five minutes.
* Used in an Italian advertisement about a snack of chocolate and puffled rice: the various puffled rice grains are attacked and "swallowed" by a
* Used in an old Italian story. Mickey Mouse wakes up and finds himself to be an old man, residing in a run-down version of his home. An elderly Goofy claims that Mickey is suffering from amnesia and has forgotten entire decades of his life. He offers information on what happened with Mickey's former fiancée Minnie and former friends. It all seems very convincing. During a conversation between the two old men, Mickey namedrops a number of characters and observes Goofy's reaction. He then unmasks "Goofy" as an impostor and reveals that the whole tale was an elaborate hoax. The impostor failed to notice that at least one of the people Mickey mentioned in their conversation never existed (it was a made-up name), and the impostor offered to contact her. The real Goofy would be at least surprised.
* Used in another episode featuring Flexo, in which Bender tries to impersonate him, going out of his way to "act" and "sound" like Flexo — the joke being that, different catchphrases aside, Flexo and Bender
* Used in another episode when an American agent (who's undercover as an senior enemy intelligence officer and under threat of being exposed) conspires with the IMF team to feed information to his assistant, who they know is spying on him for a rival.
* Used in another episode when Bloo gets punched in the face by a young girl for taking some toy glow-in-the-dark vampire teeth. The punch is shown from the POV of Bloo, and the girl's fist flies towards the camera before the split-second Hit Flash.
* Used in another episode where the killer turned out to be a guy who had turned up in exactly one scene beforehand. Namely, the apparent personal assistant to a near-senile political matriarch.
* Used in a Scion commercial, painting people in other cars as "Sheeple" and Scion owners as rebellious "Little Deviants" who feed on them. Yes, we're all going to blindly buy your car in order to reclaim our own free will.
* Used in a series of commercials for an auto parts store in the US. Ads so far have included employees changing a battery in a car while in freefall; and running through the savannah carrying a muffler, with raw meat tied to them and lions chasing them.
* Used in a short about the life of Maewynn Soccet, who would later become St. Patrick. The narrator is played by the bit-character Lutfi, "The Teensy weensy cucumber".
* Used in a short Chuck Billy story, as pictured above. It starts with Chuck failing to remember why he tied a string around his finger in the first place, spending the whole day asking people if they had anything to do with it. He finally remembers what he had to do during bedtime,
* Used in a sidebar advertisement for a "Free Online MMO Trading Card Game" called

* Used in a State Farm ad in which a helium truck is involved in an accident. Two grown men have fun saying "fender bender" in
* Used in a UK TV advert for Direct Line Insurance with Chris Addison playing an insurance salesman who inadvertently confuses a potential customer by saying his grandmother is "no longer with us". She's actually in Australia.
* Used in "Bee in the City", a Transformers convention script-reading starring the cast of
* Used in both arcs of the second season, too. Kaiji's initial plan is explained in great detail, but inevitably fails. Kaiji figures out the trick to winning, but we only see hints of what he's thinking and have to wait until the plan unfolds to learn about his successful plans. Especially satisfying against The Bog, where there are 3-4 steps to the plan that are revealed as each one comes into play.
* used in both hands if wielded properly. Two-handers are included in the iconic image of the Landsknechts (hired foot soldiers, often not of noble origin). Those who actually used two-handed swords were called "Doppelsöldner" (double mercenary) because they received double pay for their services.
* Used (in combination with a few other things that complicate it) in the classic
* Used in crime series in general. Did we randomly learn the victim's brother-in-law works at the airport? Is one suspect bragging about her success as a cosmetics salesperson? The crucial clue will rely on a location or product specific to that job. Do we actually see the person who found the body being interviewed by the police? They're the murderer. Did the camera happen to linger on a CD, or did a character mention the music that was playing at the scene? Listen for it later, it's a way to spot the killer (or a red herring, but either way, listen for it).
* Used in "Dream Goat!", when Timmy is sleep deprived and wishing for things.
* Used in fitting her sweet at first ,but in reality creepy as hell nature.
* Used in "Good Idea, Bad Idea" skit. Good idea: Playing the accordion at a polka festival. Bad idea: Playing the accordion
* Used in "Green Isn't Your Color", with magazines featuring Fluttershy's face demonstrating the runaway success of her modeling career.
* Used in Lupe Fiasco's song "The Cool". The titular character wakes up some six months after he was killed. The first verse details how he was killed, his burial and his subsequent awakening. The second verse tells how he digged his way out, using his chain and even his own teeth to reach the surface. The third and final verse ends with him being mugged with the same gun that killed him.
* Used in many horror movies, more prevalent in the B-movies of the genre. Happens at the start of
* Used in "Moustachesquatch" when the gang is chasing/being chased by the mustache monster, though they use caves rather than doors.
* used in numerous media in America at the time (while "Drop Dead Gorgeous" was not), further making it better known to the US. While "Ready to Go" has always been the only song by them most Americans can name, even in the UK it's become all they're remembered for.
* Used in one Appalachian folk tale. A grandmother sends her grandson to buy baking soda. The boy buys the baking soda, but on the way home, he has to cross a bridge
* Used in one battle. Takahata Takamichi explains that the weakness of the series' version of the
* Used in one Cthulhu mythos story, where Nyarlathotep takes the form of a colleague of the protagonist. The protagonist realises something is amiss when he finds his friend's clothes stewn around outside the house and footprints that gradually change from human prints to something left by an enormous creature clearly not from this world.
* Used in one episode, which has our Quinn mistaken for a clone of the world-of-the-week's Quinn - who needs new eyes after being blinded in an accident. The clones are fully alive and... it basically predicted
* Used in programming as one style for defining multi-word variables.
* Used in recent ads for UK breakfast cereal "Oats & More"; the slogan is "You won't like it", the idea being that people who taste it try to convince others not

to have any, so there's more for them.
* Used in some methods of taxidermy, assuming the mouth is being depicted as closed.
* Used in spirit if not in full fact in Thriller Brak arc, in which Robin takes advantage of the absolute obedience of Thriller Bark zombies by tricking Doktor Hogback to tell her to jump out of the building. Hogback, caught up in the moment per the trope, does just that and Robin moves so that the order is accidentally directed at the two zombies Hogback is controlling. They obediently leap out the high tower's window.
* Used intentionally by Mackenzie Calhoun in a novel using a portable transporter that can send anything a short distance away using voice commands. Mac needs to destroy a generator, but he is in the process of being pummelled by an enemy near the generator. He slips the transporter (which is the size of a coin) into the enemy's pocket and tells it to transport 5 meters to the right, which happens to be the generator. Unlike normal transporters, the portable version doesn't check first to make sure there's space available, resulting in the bad guy fusing with the generator, killing the former and destroying the latter.
* Used intentionally... spreading the word via very 2010s social media, giving an example of the 20-year rule of coolness.
* Used in the 7th movie for the clues leading to the end of a prophecy about finding a treasure.
* Used in the episode "Fall Weather Friends", where after continually trying to cheat one another out of first place in a race, Applejack and Rainbow Dash end up in Big Ball of Violence, which carries them across the finish line.
* Used in the episode "Hungry, Hungry Homer", where the Springfield Isotopes' owner removes the evidence from his office closet.
* Used in the episode "Lost Smurf" when Papa Smurf, Hefty, Brainy, Wild, and Sassette get chased through a series of doors in a long hallway inside Castle Captor.
* Used in the episode "Thor's Chariot." SG-1 has just been captured by Jaffa on an Asgard protected planet and are being escorted to certain doom when a perfectly clear day suddenly becomes dark and stormy and, as everyone watches in awe (and fear, in the case of the Jaffa), an Asgard mothership appears and begins scooping the Jaffa up in seconds. Thus Thor not only shows off his
* Used in the episode where Bart and Lisa find and play a tape labeled "Homer and Marge Get Dirty", which is eventually revealed to have the two of them carving pumpkins and getting covered in pumpkin pulp as a result.
* Used in the "Fear of Becoming a Vampire" episode whenever Figaro acts like a vampire.
* Used in the first quarter of the final battle against Dr Nefarious in
* Used in the introductory episode for red kryptonite when Clark uses his X-ray vision to check out Chloe's ass when her back is turned, something he's apparently too nice to do normally.
* Used in the Jeff Daniels film about hunting season in Michigan's Upper Peninsula,
* Used in the middle of the story and possibly subverted (as well as inverted) in
* Used in "The Painted Lady," though in this case Katara knew Sokka was joking, and was just making an excuse:
* Used in the pilot to show the close relationship between Oliver Queen and his kid sister Thea.
* Used in the second season finale, with the Queen of the Changelings, Chrysalis. The trope almost gets played literally:
* Used in the story "It's a Bird, It's a Plane... It's an Elephant?" on
* Used in the unfinished "Pretty In Pink/Crap Gets in Your Eyes" episode of
* Used in-universe in one episode (that was actually Eugene-focused) where the drama teacher, having been dumped by his girlfriend, changes the ending of the school musical so
* Used in-universe in the Seven Kingdoms with the Faith of the Seven, worshiped primarily in the south. There are seven gods, seven Kingsguards, seven hells, etc.

Perhaps by coincidence, the soundtrack to the second season trailer is "Seven Devils" by Florence and the Machine.
* Used in Yes Prime Minister when discussing how to deal with the leader of a local council.
* Used it a 1990s story where someone impersonates the Phantom Blot. While investigating this Blot's crimes, Mickey is puzzled why the Blot has reverted to using long-abandoned methods from the early days of his career. Following several clues that this Blot is an immature rookie, Mickey reveals his identity as that of a college student who had done extensive research on the real Blot for a criminology course. The impostor had decided to become a copycat super-villain, but was using outdated sources on the Blot's methods, and had no real experience in orchestating crimes.
* used it regarding a salty sore loser... - "-Galvão? -Say it, Tino. - He'll change.")
* used keyboards rather than direct interfacing was to avoid them catching a virus or getting hacked. The mechanically-enhanced fingers were just to enable cyborgs to type faster than humans.
* Used later in the series when Phoebe enters Central Perk asking Ross to zip up her dress ready for her date (though this was likely to have been used in an un-
* Used late where it's implied that the two main characters are getting it on, and it turns out that one is instructing the other in picking the lock on a deadbolt.
* Used mildly on Federation vessels. The doors are automated and come with a trademarked sound, but are otherwise normal (
* Used more casually in "Take Me Out to the Holosuite", where the command crew and friends get in a contest with an all-Vulcan crew. The game is baseball, which the Vulcans have been playing heavily but the main crew other than Sisko know nothing about. In the end they have a celebration for scoring a single point instead of suffering the complete curbstomp the racist Vulcan captain was hoping for.
* Used more frequently in a later chapter, about a role-playing session.
* Used more simply when it was discovered that there was a mole among one of Rogue Squadron's trading partners. Talon Karrde offered to let them execute her in whichever way they desired — he's got a really good reputation to uphold, after all, and having your trading partners sold out to the authorities is bad for business — but they opt to feed her a little information first, letting her find their base in order to draw out the enemy while making it
* Used more straight, the cow from that same episode can be briefly seen in the third episode of
* Used more than once too, as later in the series, Eric casually walks into the kitchen, where his parents are playing an "adult" version of Marco Polo (don't ask).
* Used nearly word-for-word in the episode "Webworld", wherein mad Decepticon leader Galvatron undergoes word association therapy (you know you're
* Used often in between the Doctor and Jack, although at the time neither were part of military organisations. (The Doctor is/was a UNIT employee but hates their constant saluting, and Jack has served in both World War 1 and 2.
* Used on a smaller scale (with, of course, the exceptions of the love interest and the plucky teenage girl) during the latter half of
* Used on a small scale towards the end of the Gallipoli campaign. The Commonwealth forces would go completely silent in their trenches, then mow down the Ottoman soliders when they came to investigate. This was done repeatedly, not to inflict casualties, but to make the Ottomans wary of approaching seemingly abandonned allied lines. Shortly thereafter, the allied soliders slipped out of their lines and evacuated by ship.
* Used once again and deconstructed in the sixth season finale. Queen Chrysalis returns and captures the entire mane cast, as well as the Princesses and the Royal family, it's up to Starlight Glimmer and her merry band of misfits to go the Changeling Kingdom and rescue them. Sounds relatively simple, but then it's expanded
* used once apiece, so players would have to repeatedly buy them to do so.

* Used on several of the earlier Sideshow Bob episodes, with "Big shoes to fill" and "Tonight on
* used on uninhabited planets that she didn't pick up on what she was actually doing.
* Used particularly awkwardly in an TV ad for Colonial Penn life insurance, with said camera crew approaching an elderly woman as she's exiting a car with her family. She talks to this random camera crew about how she wishes life worked like the parking meter she was feeding. "I could keep putting quarters in, and live forever", even as a child calls out "C'mon, grandma!" And this is all played completely straight.
* Used preemptively in an episode. Sam, in his cover as a crooked cop, pulls the bad guy of the week over, hops into his passenger seat, and snorts a pinch of white powder before introducing himself. One of the show's signature voice-overs informs the audience that snorting a crushed-up lactase tablet isn't comfortable, but goes a long way toward establishing criminal credibility.
* Used quite frequently in video games; the longer the series, the more likely you are to have cameos in later games from older characters. Mario, in particular, has had so many cameos (even in games that aren't made by Nintendo) that they outstrip his appearances in games where he's playable.
* Used quite frequently on everyone in the first series of the revival for no particular reason.
* Used quite seriously in one story in which Reggie tells everyone about a phone service that you can call to hear jokes (from what we're shown, they're quite funny). What he
* Used rather cruelly in the season finale. After Ned Stark is arrested attempting to overthrow King Joffrey, his daughter Sansa, Joffrey's fiancee, pleads with the king to spare his life. Joffrey agrees to
* Used rather tragically in the climax. Cheerful Idealist Ai Tanabe is trying to make it to shelter across the lunar desert while carrying an injured companion
* Used repeatedly in "The Siege", which sets up several plans then dashes our hopes just to drive home how unrelenting a threat the Wraith are. The Ancient defense satellite takes out one hive ship and burns out, the nuclear mines the SGC hoped to use to defend the planet are knocked out by
* used series, but Slagar the Cruel burns it once he's finished crossing. The heroes then cross the gorge with a makeshift zipline, and later in the series a gigantic tree trunk is used as the bridge.
* Used several other times, as well, such as when he makes a joke about the death of
* Used several times. Dave and his friends are repeatedly threatened by 2 thugs early on in the film. One black, one white. Later, Dave/Kick-Ass goes to confront a drug dealer who had been harassing Katie. The dealer is black and his buddies consist of 4 other black guys, 2 white guys, and a white prostitute.
* Used several times, understandably considering the main characters
* Used similarly with Pace's picante sauce, with cowboys being served salsa made in
* Used straight — and to hideously appropriate effect — in
* used stunt casting to deliberately underline as a love-interest in the same multi-episode story arc.
* used the bridge, as the connector was the only connection between the Milwaukee Line (as the newly-independent portion of the Northwest branch along Milwaukee Avenue became known) and the rest of the system and was used for nonrevenue equipment moves until 1964 when it was demolished. Only part of the Paulina Connector south of Lake Street remains in operation, used by the Pink Line.
* used the fact that the robbery occurred on a ferry as an excuse to charge Kerwin with piracy, which carried a minimum sentence of life in prison, rather than robbery.
* Used the haunted mansion variation with "Have Yourself a Merry Little Christmas" in "
* used their "family shield" in order "protect young shoppers", but eventually

reversed their decision when they received complaints.
* used their supernatural mojo to take control of the adult film industry.
* used their technology to steal all the children on the Enterprise, then tried to ease their consciences by offering "compensation" for taking them.
* used, the people eventually overthrew them, and the religion died out.
* used the Robert Louis Stevenson school building in East LA that was going to be demolished and was very similar in build to the OLA school.
* used the trope name regarding, as the mere concept of two beloved cinematic monsters fighting for the first time will draw in audiences regardless of the film's quality.
* used, the Watch is seen by a joke by most southern realms and has become underfunded, forcing it to incorporate this trope to help fill out its ranks.
* used this trope as a reason unpleasant and unimportant enough that nobody would really miss it.
* Used throughout the "Coulrophobia" episode, especially in scenes where the
* used to aid Gepetto just to leave them. He's still pretty meek, just don't get between him and his patients.
* used to alternate colors, or at least assign them semi-randomly. The Florida debacle in 2000 kept the maps around so long that it "locked in" the color scheme used in that election for all time in the minds of most American viewers, even though it makes no sense whatsoever to anyone from a country where actual Socialists (inevitably red) are a viable party.
* used to be a challenge, though it would get you a huge friends' list when you hit max level. Recent changes have made holy considerably more efficient for basic questing.
* Used to be a common practice in the mortuary trade to prevent cadavers' lips from shrinking or curling apart from one another as they dry out. (The music video for
* used to be a common way for celebrities to spoil the shots of bothersome paparazzi, as photos with obscene gestures weren't easily salable. Nowadays, the offending digit just gets photoshopped out. Or left in if the tabloid wants to make them look even worse.
* used to be a not-very-moral pirate, one can rather understand his reluctance.
* Used to Be a Sweet Child bad stuff happened. Opening up to his team and spending time with them helped him become less awkward as time passed.
* Used to Be a Sweet Kid: A bad person was nicer when they were younger.
* Used to Be a Sweet Kid, and fans of a leather pantsed character can end up clinging to a character's sweet kid phase (whether it's canon or merely something possible but at no point confirmed) because of the inherent tragedy of it all.
* Used to Be a Sweet Kid: A villain or jerk was a lot nicer when they were younger, but something happened that caused them to grow up to be the bad person they are today.
* Used to Be a Sweet Kid: It's sad that this villain or jerk was a lot nicer as a child.
* Used to Be a Sweet Kid school bully to a well-adjusted and successful pastry chef as an adult.
* Used to Be a Sweet Kid: The villain was much nicer when they were younger.
* Used to Be a Sweet Kid: They were a nice person in their childhood, but became corrupted with age.
* used to be a version of Finn from an offshoot timeline (and they even share all their memories from before their timelines diverged).
* used to be bigger than the UNC-Duke Rivalry, but as Duke has risen and NC State has fallen, it has faded in UNC's eyes. This just makes NC State fans madder.
* Used to Be More Social: A character used to be close with others, but is now withdrawn.
* Used to Be More Social: An asocial and solitary character used to be sociable and friendly.
* Used to Be More Social: The character was once a social butterfly, but is now less sociable.

* used to be Oobleck's team leader before Oobleck sacrificed them and thousands of others to seal the tunnel to Mountain Glenn. When Jaune sees a picture of Oobleck's old team, he notes the sheer joy and pride in his team on Roman's face and is awed by how much the two had changed in the last twenty-odd years.
* Used to be relatively uncommon, but far from unheard of in Israel. The local equivalent of a one cent coin has been phased out in 1991, followed by the 5 cent in 2007
* used to be romantically involved would be far more explicit about LGBT themes.
* used to be this trope. Nowadays he hates Peter because Peter is a fat, annoying slob.
* used to be Toa themselves. They've been there before, and they know what it's like.
* Used to build tension in the "bankruptcy" arc; most viewers, and in-universe Holo, see no reason why Holo tagging along when Lawrence goes to ask for loans to help with his debt is a problem. Lawrence's friends, however, make the assumption that Holo is some "arm-candy" that Lawrence went broke trying to impress and now he's still trying to keep her, hence the comment one finally makes that reveals to Holo she's the reason why they have all refused to help Lawrence.
* used to Cassandra Nova, sent an army of Sentinels to massacre 99.9% of the population, and it is currently an apocalyptic wasteland not really any good to anyone.
* used to challenge the next unbeaten prospect. The only way this gets prevented is if a fighter wins enough big fights before losing, hopefully securing a large enough following.
* Used to confuse people in the similar statement "no pun intended" (same indication, different meaning)
* Used to definitely break up Rachel's relationship at the end of the first season of
* Used to depict the spread of the Wifi virus infecting NYC bus hotspots on
* Used to drive the point home as to just how powerful the Yuuzhan Vong are — they take one of Coruscant's moons and shatter it, turning it into a planetary ring. This ring and another of the planet's moons were thrown out of orbit when the living (and hyperspace capable) planet Zonama Sekot entered the system in the last NJO book.
* Used to explain how Mike Scioscia can show up in the Moneyball parody despite getting radiation poisoning in the softball episode
* Used to fill in the details of what happens between the capture of the gang and Robert's trial in
* Used to great effect by the shadowrunners. The very basis of the setting's
* Used to great effect in the episode "Mr. Plow", when a vehicle is peering off the edge of a road, about to topple in sideways. The saving gesture? Turning the
* used to have before her coma can't be dissociative identity disorder, given its complexity.
* Used to highlight the similarities between Sylvia and Commander Peepers in "The Battle Royale" as they
* Used to hold injured or ill individuals until they could reach more advanced medical help.
* Used to introduce us to most of the titular dog's powers in the intro to Disney's
* "Used to it" is a bit of an understatement, even for Cain. As Amberley herself has witnessed and commented on, Cain is capable of performing headshots with that laspistol at ranges well outside what should otherwise be the weapon's optimal performance level. And much more, he's used it to make
* used to kill some monsters and slightly different animations for steel and silver swords.
* Used To Love Her is a fairly blatant and obvious example. Sure is fun to sing after a breakup, though.
* used to make regular sets featuring Shell (or Exxon in the United States, from the late 1970s to about 1985-86 when Shell sets became available stateside). Back

when they made HO-scaled vehicles, they included Shell and Esso branded vehicles.
* Used to no effect (unless you count it working on Natsu, Gray, and Erza) by Lucy in
* Used to positive and negative effect in the Marvel/Ultimate Marvel crossover
* Used to safely simulate monsters, enemy soldiers, weapons and other threats in
* used to save the crew when they decide to leave the galaxy ahead of schedule.
* Used to ship Harima and Eri. Harima offered to walk Eri home after her father left her in the rain.
* Used to show the passage of time and the progress of the manhunt for the bank robbers in
* Used to show the size of Conrad Stargard's army when they march out against the Mongol invasion. Conrad gives the order to advance to his three kolomels; it's then passed on to their eighteen barons, their hundred commanders, their six hundred captains, their 3,600 platoons, their 21,000 knights, and their 126,000 soldiers (who of course only say, "Yes sir!").
* Used to some extent, though Leon and Gray don't usually freeze people directly (opting to make ice weapons/containers instead).
* Used to surreal effect in "I Don't Like the Drugs (But the Drugs Like Me)" by
* Used to the point where it is considered an explicit sign of otherworldly skills or powers in the now-physically published
* Used to truly horrible effect in the Legends trilogy. Normally, the constellations in Krynn's sky are many, one for each god. When Caramon steps into the future, the sky is empty of stars, save only for a single constellation- an hourglass signifying Raistlin, his twin brother. Every other god had been slain.
* used to use this trope heavily, and was indeed a pivotal plot point in one storyline, but since March 2008 has been desperately been trying to put up a flimsy fourth wall.
* Used towards the end of Season 1 with the Founders Council and in particular with "Uncle John"'s arrival in town—mainly as he was such an unsympathetic jerkass. May be a
* used to wear a different video games related hat every page... until Adis ruined it...
* Used twice in "No Bones About It"; First, in order to get into the museum, Ruff poses as a Siberian Prairie Wolf statue so the museum's workers will bring him in. His cover is blown when Mrs. Tompkins, an elderly lady touches him, having mistaken him for a Norwegian Elk Hound. Later in the episode, Dennis and Joey pose as eskimos and Ruff poses as a sled dog to avoid being detected by the museum guards. Their cover is blown when a worker brings in a statue of a cat, which Ruff chases.
* Used utterly ridiculously in one story, where a character uses a crook as a shield against another, who appears to be shooting an assault rifle at him from point-blank range. What the hell
* Used very artfully to advance the series to the real-world present in "Bringing Up Baby", the fourth-season premiere of
* Used very deliberately with Tarquin. gave this version of events: in the final part of the arc his co-conspirators indicate that Tarquin has too high an opinion of himself.
* Used when Brittany climbs into bed with a drunken Billy. When he wakes up, he thinks that they had sex (they hadn't) and breaks up with his girlfriend Mac out of guilt. He later reconciles with Brittany and sleeps with her for real, still believing that they had already had sex.
* Used when Elaine Mallory blows up the entire front side of a hotel in vengeance against a
* Used when Eleya is inspecting the repairs made by her chief engineer to a hull breach.
* Used when Goku asks Old Kai how long Potara fusion lasts for, the latter says it's permanent.
* Used when Ichigo wants to transform into a Shinigami to go and save Rukia... before realizing he has no way to do so (Rukia has the transforming glove and the Soul Candy is inside Kon).

* Used when Jack told Liz she was getting a talk show based on her book:
* Used when Nutty imagines dating a gumball machine and does this when he is in movies with the said gumball machine.
* Used when Penny's dad came to visit. He hadn't met Leonard before but was apparently very approving of Penny dating someone with an advanced degree and a steady job (she's known for dating stupid delinquents) and was disappointed that they had broken up. To get him off her back she recruited Leonard to pose as though they got back together, which Leonard found to be hilarious (she was the one to break up the relationship) and took the opportunity to not only bond with her dad but also make out with her and generally do sugary couple-like things.
* Used with a twist regarding Stefan. He stalked Elena for a while after he
* used without even a single legally protected clothing optional beach. Every Nude Beach in the U.S. is instead politely ignored by the local authorities, and not actually legally protected.
* Used with programming-specific lyrics in bumpers for TLC's batch of Summer 2010 programming.
* Used with the castle's communications system rather than a cellphone in
* Used with the death of Frank's parents due to boredom. (That was never proved)!
* Used with the Ponyville school newspaper in "Ponyville Confidential".
* Used word for word in the strange leaflet if, while standing in front of the cave that contains the house and the grue egg, you try typing "Take cave".
* used wrong for the largest and single most influential city on the Disc.
* Use euphemisms, like "collateral damage" instead of "civilians killed erroneously".
* useful, as the "PC is naked" response usually supersedes any other response, including automatic "Goodbyes" which would normally leave you unable to converse with certain NPCs, making it impossible to raise their disposition or taunt them into attacking you.
* Useful Notes and more factual entries. Which is especially true for those concerning more contemporary events and trends, which tend to skewer towards negative biases.
* useful notes: Brazil page has a beautiful example of this with the beautiful word, "beautiful".
* Useful Notes topic with the intention of helping authors write about it accurately.
* Useful Notes Weimar Republic election campaigns were practically built on this trope — from long-nosed money-grubbing Jews to bloated and evil capitalists, everyone was doing it. In the case of anti-Nazi and anti-communist campaigns, it was even true. However, back in those days there were no TV ads, so it was all done in billboards or party-run newspapers
* Useful, though, in chemical heat packs. Just snap the enclosed metal disc inside out, the mechanical shock seeds crystallization, and the pack releases the stored heat of the solution.
* use gasoline to write flaming letters on the lawn so airplanes flying overhead can read it Calvin was going to write.
* use grape juice in their Communions so the congregants don't drink any "sinful" alcohol. Of course, if a big part of the ministry involves addiction counselling, and therefore many of the congregants are recovering alcoholics, serving them real wine is probably counter-productive. There's also the issue of giving alcohol to underage members of the congregation, which may or may not be exempted in a given area's law. Since wine *is* grape juice, it's seen as "close enough" and reasoned that the important part is the ritual, rather than its components (it's still a shock to find that a church you're visiting goes with the opposite of the one you were raised on).
* use his credit card, and has bought enough stuff to construct a "man cave" with it.
* use his life as a weapon, in order to compensate his lack of sheer power. It quickly becomes one of the strongest skills in the series.
* use his snot to iron laundry in order to gross out Rimmer. All that work just to

get a ten second rise out of someone. In fairness, they've been stuck on the ship long enough that there probably isn't a whole lot else to do by that point.
* use it to take out the entire opposing team. Apparently this is actually an accepted, if insane, Quidditch strategy, referred to as the 'Dangerous Dai Decoy'.
* useless cannonfodder, a siege tank that can tank as much damage as an assault mech while outrunning them.
* useless. Carson and Zalenka are even less action-oriented due to how rarely they leave Atlantis. (Though Carson's ATA gene allows him to cause quite a bit of damage with drones, he is very nervous at the idea of using them and has a VERY difficult time controlling them. It doesn't help that, as a doctor and a truly gentle man, he is about as much of a pacifist as he could be without packing his bags in protest.)
* Useless Item: This item could have a purpose... too bad the game designers failed to give it one.
* useless most of that book-learnin', college degrees, and gentlemanly chivalry actually are on the battlefield.
* uselessness, as it is one of only two Pokémon that can be caught with the Old Rod. The other is Magikarp.
* Useless Notes: These aren't the kind of notes to use when learning about the world around you.
* Useless Ponko, who's not much good at her supposed function, being a habitual bungler. Her current master's not fussed on that score, because he feels he doesn't need any housekeeping done; if he has to have a robot maid, he wants a useless one.
* Useless Protagonist: Despite being the hero of the plot, they can't do anything except sit back and let the supporting cast do all the heavylifting.
* Useless Protagonist either has no skill whatsoever or is completely inept at everything.
* Useless Security Camera: A security camera fails to be useful, which is bad news for you, the police.
* Useless Security Camera: The security camera doesn't catch the criminal in the act.
* Useless Spleen. It's not like that thing does anything useful anyway, right?
* Useless Superpowers: Superpowers aren't much help if they're limited in what they can do.
* Useless Useful Non-Combat Abilities: This skill is useful but it pales in comparison to more action based ones.
* Useless Useful Spells can wind up dying in just a few rounds. A cleric PC is particularly well-equipped, with Harm to kill tough enemies, Slay Living to kill strong-willed enemies, and Heal to kill undead. Pretty much the only threatening bosses for a cleric by the third act of the game are the dragons.
* Useless Useful Spells. Two Dominators or four Controllers can lock down almost anything in the game.
* Useless Useful Spell that value. Obviously, the final boss has the highest defense in the game, so.
* Useless Useful Spell: These magic abilities are never useful when they could be.
* Useless Useful Stealth: Getting around enemies with stealth is a pain rather than helpful.
* Useless Useful Stealth: When stealth becomes problematic to do for various reasons.
* Useless where the very last shot changes the whole perception of the song revealing that the vocalist was singing not into the camera but addressing a girl whose POV it assumed.
* Useless Without Cell Phones: A character who becomes dumb without their phone or computer.
* Useless Without Cell Phones: Lacking common sense when it's not related to using cell phones.
* Useless Without Powers: This person becomes a nobody after losing their powers.
* Useless Without Powers: This person can't do anything without their powers, sometimes including even mundane things.
* use manual labor to load the cannon shells. The Imperial Mars Class Battlecruiser

is a pretty good example, easily 10+ kilometers long.
* Use meaningless claims like "Boosts immunity." This phrase is utterly context-free and meaningless. No real medication uses it. An actual drug like filgrastim that supports the immune system tells you exactly what they are (granulocyte colony stimulating factor) and come with their adverse effects listed. "Boosts immunity" is a meaningless term that could in some way be said of a tall glass of water.
* "Use Me" is about a man in this sort of relationship, and how people keep trying to warn him about how he's being used, not realizing that he likes it.
* Usenet community, which divides players and games by their objectives:
* Usenet (for "predictable", naturally enough) denotes a response to a topic that is a) completely unoriginal and b) nonetheless required.
* Usenet were originally made available via FTP from cathouse.org. When the archives moved to a new domain on the web, the new site was referred to as TAFKAC (The Archives Formerly Known As Cathouse).
* use new weapons, but because he lacks the specialized bodies of the masters he took them from he tends to end up with similar, often limited versions of the weapons as he's limited to using only what he has to utilize it. While Top Man could spin and shoot all around the arena due to the wheels on his feet Mega Man can only spin in the air, yet for projectile-only weapons like Search Snake he gets a version identical to that of the robot master.
* Use of a Dagger of Venom (which injected poison) could cause alignment problems for Good aligned characters.
* Use of American English spelling conventions - in Britain - can be a
* use of deadly force authorize signs, armed private security guards, mysterious unidentified aircraft originating from that area, and blanket security cover for the whole operation.
* Use of defibrillators (those machines that deliver a short pulse of electric current via two paddles when someone has one of a number of heart condition emergencies) always causes the recipient to flex up from the bed, which never happens in real life.
* Use of hammers is handled realistically — packing a massive amount of damage, but
* Use of spaces in filenames remains awkward on command-line UNIX systems, keeping this problem around, though
* Use of the Indy Ploy is the totality of the Saotome School of Martial Art in
* Use of the present participle instead of the simple present tense (such as "I am wanting that" instead of "I want that").
* Use of the Scrap Musket can put him squarely into Vaporizer, particularly with the special attack unloading around half a dozen shots in rapid succession. From a single-shot, muzzle-loading, shot-firing
* Use of this in a video game for teammate revival is discussed in a
* Use of this trope in non-comedic way has confused many viewers to take the
* Use of this trope leads to a rather undignified death for Dracula's vampirized assistant Johnny in
* Use of Weapons at first, until the references to a white chair and "the Chairmaker" pile up more and more often. It isn't until the end of the book that you learn he has very good reasons for it.
* Use of Weapons. Cheradenine Zakalwe falls for a female poet for a brief time, and waxes lyrical on this trope.
* Use of Weapons Nobody sits on it though; it's too fragile to take someone's weight.
* Use of Weapons series of sci-fi novels, one of the many, many, many military conflicts the protagonist took part in was an unending and brutal war on an ice planet. Ostensibly, the war was for control of the constantly shifting iceberg masses that made up the only land surface on the planet. But since these icebergs are inevitably destroyed/melt as they move towards the equator, no victory ever means anything for more than a few months, but the war continues on and on, as both sides had grown to hate each other too much to admit the whole thing is pointless...

* Use of Weapons). That being said, the one person she won't sleep with is the novel's other protagonist, the sociopathic badass Zakalawe. It's hard to tell if this is because she wants to keep the relationship professional or is somewhat turned off by him. But it's not for lack of trying on his part.
* Use of Weapons the protagonist also wears powered armour/spacesuit at one stage, which he requisitioned from the Culture (though he very pointedly does not want a sentient suit). At one point he turns up his suit's strength in order to lift a large stone object but has to be very careful that he's in the correct stable and braced position.
* Use of Weapons to make himself young. There's a mention that his current heart once belonged to a young female anarchist, implying that dissidents executed by the state are being harvested.
* Use Pudge's hook from the jungle at a top-lane carry using his ult for an epic gank).
* User 927, mla citations, human mold, Japanese child slave molestation and rape, and low carb calorie foods. Someone even made a play out of it.
* User Friendly has Dust Puppy, an innocent, adorable ball of fluff with feet and big eyes.
* User Friendly has published daily since 1997, with only short hiatus periods lately due to serious losses in the author's family.
* User Friendly has strips about Cthulhu being scared/bothered/worried/amazed about mundane things such as the RIAA's tactics, finance and accounting, etc.
* User Friendly he is cause for the characters to worry. It takes two strips to turn him into a joke.
* User Friendly, including the next strip, and then continuing after a different story arc.
* User Friendly, installing Windows NT on Erwin causes him to become possessed by the spirit of Bill Gates.
* User Friendly is also fond of this trope, in the form of "Crowbar Satellites", which... well, drop crowbars from orbit. When the User Friendly crew were visiting Antarctica, one of the techs living there used a satellite to drop a crowbar on the unfortunate Predator wandering around outside with a soldering iron stuck in his eye (it's a long story), exploding him quite satisfactorily. Pitr (resident evil-genius wannabe) eventually got his own Crowbar Satellite... at least until one of the other techs found the remote and mistook it for a handheld game, wasting all the ammo.
* User Friendly is examined, installing NT turns out to have been the greatest sin on the list, ranking above nearly starting a border war in Africa.
* User Friendly mascot character Dust Puppy was born from a Linux server with less-than-adequate cleaning. His evil counterpart Crud Puppy was born from congealed coffee in a keyboard.
* User Friendly now includes a relatively simple, geek-themed crossword every Sunday.
* User Friendly. Piotr suggested putting an Elder Sign Seal on it and leaving it alone.
* User Friendly temporarily moved to an abandoned missile silo at one point. Hilarity ensued.
* User Friendly. This is an unusual example because Vigor is just a download and does not create a revenue stream (because no one would want to buy Vigor).
* User Friendly Though many of the strips in the past year or more have been repeats.
* User Friendly version of an Estonian co-worker, the author thought it would be funnier to give him a "blatantly fake Slavic accent." (Estonians, for the record, aren't Slavic, though he didn't actually say they were.)
* User Friendly, who did not seem to understand the importance of his creation.
* Users of the Guts or Quick Feet Abilities can boost their Attack or Speed, respectively, when they are affected by
* Users of the Sclash Driver steadily turn into berserkers themselves, thanks to the Driver exposing them to potent doses of

* Users of the streaming service Stirr can except to see an ad for 2019 Ashley HomeStore Black Friday sales every commercial break on each channel. Similar to Reese's ad above, the ad is then played again.
* users. (One wonders if those are paid by Google or just want a job there)
* Users on the internet, due to the ease of anonymity. Just because someone has a male or female-sounding name or even refers to themselves as gender specific pronouns means absolutely nothing. This is what started the meme
* User-submitted art websites will inevitably collect art tutorials, which will inevitably invite parody tutorials that take this form.
* Users who took part in GOG surveys and system tests on two occasions in 2012 could obtain the entire
* User Unfriendly, Nocona, who was previously bitten by a werewolf, swings his knife at Thea. This causes Arvin to think that Nocona has succumbed to lycanthropy and turned evil. However, it turns out Nocona was actually stabbing at a goblin behind Thea.
* User Unfriendly, one of the enemies the heroes face is a giant rat skeleton.
* User Unfriendly, Shelton, who plays the wizard Cornelius in a VR game, has cerebral palsy and is confined to a wheelchair in the real world.
* User Unfriendly, the villain uses magic to trap victims inside of portraits and drain their life force.
* uses a bat, he sees himself as a swordsman fighting knights and later a dragon.
* uses a Duel Monsters deck constructed entirely out of ghost rare cards despite them having literally no benefit over their more common variations.
* uses all of that extra strength is likely to suffer tendon and muscle tears, or even broken bones.
* uses an aryballos and stirgil (which involves oiling your body then using a dull knife to scrape it off) to get clean.
* uses another for that (e.g. ‘What do you use to eat? Your mouth? We use our chest’). Finally, the prankster asks what they use to have sex, and says they use their hand.
* uses a stiletto to kill Nabot in similar fashion. He dies because Nabot has poisoned his wine
* uses a variety of minifig toys (notably Mini-Mates and PALz) in an office comedy.
* uses her heat vision to burn "I torture children for fun" onto Umbridge's forehead.
* uses him as masturbation fodder — incredible amounts of cocaine.
* uses his friend Bato's relationship as an example of why relationships between Fire Nation and Water Tribe people won't workout- it's clear that he's implicitly suggesting that Zuko break up with Katara.
* uses his newfound time and space travel powers to make a number of changes to the timeline, following instructions given by Terezi.
* uses his son as a weapon to get back at the government. In real life, Frank did what he did because he was good at it, and it was preferable to a real job or going to jail.
* uses it to his advantage by stripping down to his boxers, knowing she'd be too horny to resist him. It works. Athena removes the harness in order to have sex with him and is released from Blowjob's control.
* Uses literal military rankings. Interestingly, Sgt. Major Kururu (a
* uses photos for all of its pages. However, these pictures are done as if frames in an action movie.
* uses photos of action figures, as well as drawn artwork. It has a lot of robots, but it isn't very blurry.
* Use spurious authorities. One brand of cold and cough remedy advertises it was "Developed by a school teacher." Whether or not the remedy works is one question. Why on earth a school teacher is qualified to create a health care product and sell it is a better one.
* uses the Commedia dell'Arte characters and plot as a vehicle, except in the skewed sci-fi/video-game setting of the Twenty-Xth Century; Dottore is a deranged

cyberneticist who loses his funding for crimes against nature and arranges for his daughter Isa to marry billionaire Mr. Pants in exchange for a massive dowry, despite the fact that Isa is in love with Mr. Pants' son Flave. Dottore's project is the creation of Super Fighting Cyborgs. So far the only one we've seen is Arlecchino, who in a shout-out to Mega Man, "having a strong sense of loyalty, volunteered to be converted to a Super Fighting Cyborg."
* uses the door to enter the Tendō house, she flattens Akane behind it.
* , uses the fact that GrojBand needs a new bassist as a way to hook Corey, the Prince, up with Laney with everything come to a head at (fittingly enough) a fairy tale themed dance.
* uses this frequently, to the point where even the characters expect this.
* uses this to his advantage in one episode, where he tries repeatedly to jump into the eShip's filing service to fish out something lost inside it. After trying to see if his corpses break his fall, he gives up, and uses the duplicate money in the duplicated wallets of his corpses to buy a replacement.
* uses to make waffles without plugging in a waffle iron. The Carnival also employs the Bowmans, a family of three people (father, mother, and daughter) that can all breathe fire.
* Use Sword on Monster. (Deliberate on her part, because the binding means she and Humphrey now share each others' pain... and she's expecting the DHSS to try torturing information out of her.)
* Use Sword on Monster). For the rest of the story the two are dependent on each other for survival.
* Use Sword on Monster in a fortunately off-panel hack-n-slash of a trollkir.
* Use Sword on Monster nanites called thaumites. In the arc they're introduced they've been hijacked by the Pax Ferus group to run wild.
* Use Sword on Monster recently, following some revisions to reality, introduced a "mage" who casts spells through a tablet app, which can also identify and counter or copy enemy spells.
* Use Sword on Monster resented that, to the point of offering to re-bond with a mage from the military police hunting his master.
* use that are the real ditz because they can only say "Fun!" and forget the names of her friends.
* use that drag to your advantage when it comes time to slow down at the end of your journey. And if you don't have to carry along fuel for decelerating, you can make your space ship much, much smaller and lighter, even if your fuel supply still limits your maximum coasting speed.
* use that is found and emit it evenly, the spheres are used, at least by the wealthy, as lightbulbs.
* Use the children to crawl into small places you couldn't normally reach!".
* use the Force to augment his senses pushes his piloting ability far beyond what his purely mundane skills would allow. Even before receiving Jedi training, however, he was a highly-skilled bush pilot.
* use the gifts to help free Homer from captivity: Bart's knife helps cut Homer free from ropes, while Marge sets the purse on fire to get a group of guards stoned. It's revealed that Lisa started the fire by using a pair of Mona's diamond earrings, which she stole in protest of her original inheritance.
* use their powers to blot out the sun, and the regular Judges are brainwashed to assist their new masters in exterminating the whole population. Before Judge Dredd and his allies manage to take back the city, 60 million people have died.
* Use the power you gain from the contract to change the entire system.
* use the stone. In other interpretations, it's the process of creating the stone that grants immortality rather than the stone itself.
* use the tape to impregnate ovulating women to create a clone army of herself that eventually takes over the world. From then on, she's able to use her hermaphroditism to reproduce asexually and make the entire human race into duplicates of her.
* Use the upper-right flipper to shoot the mini-loop and then the left ramp yields the Super Secret Skill Shot.

* Use the word "atlas" and people will think you are talking about a geography book with maps, rather than the Greek half-god who carried the sky — and various works of art have many mistakenly believing that Atlas carried the world (which is, granted, easier to portray in a statue).
* use wildfire at the Battle of Blackwater to his meeting with Pyromancer Hallyne.
* Us features some creepy rabbit imagery, which you later find out the reason for.
* U.S. Federal Sentencing Guidelines calculator, as a guide to help people calculate probable sentences based on the Federal Guidelines.
* US fitness center chain Planet Fitness censors out the sound of those who drop weights or grunt while lifting weights with a "lunk alarm", a rotating blue light with an air raid siren.
* US government buildings usually have Lockdown procedures as well, in case of workplace violence or terrorism.
* Us has the protagonist couple, Adelaide and Gave, and their frenemies' "bickering couple" (who might actually hate each other), Josh and Kitty.
* US helicopter gunships since the early 1980s have used the IHADSS system,, but also aim an autocannon in the powered turret under the helicopter's "chin".
* Usher (best known as a musician, but also a minority owner of the NBA's Cleveland Cavaliers)
* Usher to Put Shirt Back On". These days he's tended to stop the constantly topless look.
* Usher), "U Don't Have to Call" (#3), "Caught Up" (#8), "DJ Got Us Fallin' in Love" (#4), "More" (#15) and "Scream" (#9).
* Ushio and Tora can survive being bisected or mutilated and put himself back together, though usually with some help. The only drawback is that he cannot focus his powers on being invisible to normals while he's regenerating.
* Ushio and Tora causes his minions to delete all trace of Ushio from everyone's memories, including those he sees everyday or whose life he saved. Fortunately, Tora can still see him even when the other youkai can't.
* Ushio and Tora compresses the entire story in 39 episodes removing the unnecessary elements in agreement with the author, Kazuhiro Fujita.
* Ushio and Tora. He was impaled to one spot for five hundred years, so when Ushio accidentally releases him, he's unfamiliar with modern day Japan. In one instance, he ends up getting hit by a truck because he's never seen vehicles.
* Ushio and Tora. However, the demon needs so little persuasion to help the boy fight various supernatural threats to humanity, you'd almost think Tora secretly enjoys being a defender of the innocent.
* Ushio and Tora in his dungeon, was starved from the ordeal, but not fatally so, being more than capable of fighting off well-fed, modern Youkai with ease, and despite his boasts about devouring humans for lunch, he ultimately settles for Hamburgers.
* Ushio and Tora: Kirio Inasa believes having the Elzaar Scythe and Kuin make him better than Ushio and he's confident that he can beat Hakumen no Mono on his own.
* Ushio and Tora Later, the Youkai Shumuna is made of corrosive fog and thus cannot be harmed by physical means, only kept at bay with fire.
* Ushio and Tora — Tora uses his body to protect a household spirit from backlash from a powerful seal being broken.
* Ushio and Tora: the aptly-named Stone Eater is a giant two-headed centipede demon hidden in a living stone armor. His hunting method consist in turning the people inside his kekkai to stone, then devour them at his leisure. Luckily, Ushio manages to break the stone casing in time after dealing with the Yokai.
* Ushio and Tora: Ushio never lets go of the Beast Spear not even when bathing, to Tora's dismay.
* Ushio and Tora. Ushio's the kid who keeps the demon Tora at heel with a magic spear, as the two begrudgingly cooperate in fighting demons.
* Ushio is startled by her realization she has feelings for Sumika as well.
* Ushio was so upset about the first two times he lost to Yusei, that the third time they dueled when it became obvious he was about to lose again, he resorted to the most obvious of cheating methods to take his opponent out - ramming him with

his D-Wheel. Fortunately, this time Yusei had Saiga to help him, and he was able to finish him off again. (Ushio still wouldn't accept defeat, and tried to challenge him a fourth time later, only to be stopped by a direct order from
* Ushpizin, when Moshe runs after his wife, begging her not to leave him.
* Using $100 bills in a love potion (as a substitute for powdered diamonds). Notably, this works, but makes the love potion "sleazy" (as in, the target acts more like a porn star than a lovestruck damsel).
* Using 1 foot to hit 2 simultaneous arrows (jumps), often reserved for adjacent arrows. For DDR, it is a challenge, though not so much with the other games due to certain songs having a 3+ at once.
* Using #2 or #3 to justify deleting an example invokes the very same negative stereotypes mentioned above.
* Using a Bakugan: While throwing their Bakugan onto the field, players would always yell, "Bakugan Brawl! [Name of Bakugan] Stand!".
* Using a battle axe on Rock Solid makes him say, "OUCH! Don't cut me down to size!" while he makes a surprised face.
* Using a carrot to approximate the width of his true love's finger, he slipped onto it a 14-karat gold ring bearing a 2-carat diamond. Too small. He scribbled a caret onto the order form and wrote above it "add 1/2 ring size".
* using a desk lamp to kill the swim team bullies, he just pissed in their pool.
* using a laser to make Google Assistant think you just told it to open the front door.
* using a mathematical sequence to communicate beamed into space by SETI is in binary.
* Using a missile warhead as a stand-still bomb: Since the Cuban Missile Crisis, virtually all nuclear warheads are designed so that they will only go off after being exposed to certain environmental conditions- as in the large numbers of Gs associated with a missile launch.
* Using an enderpearl to teleport may cause you to become stuck inside a block and possibly suffocate and die.
* Using another train to slow down the train, or to put someone on it who may be able to slow it down
* Using any weapon without training can turn into this. Some weapons, such as flails, are known to be notoriously dangerous to their wielders even with training.
* Using a pile of staircases to complete the 100-level quest in Skull Cavern gets you a reprimand that you were supposed to do it the hard way... but you still get the reward,
* Using a Pretender imitating Euphemia to trigger the SAZ Massacre cements this status. Megatron also becomes a very personal enemy of Lelouch's when he uses Marianne's own corpse to power a Knightmare called the Dark Queen.
* Using a soft launch, send the ball to the upper-right flipper and then shoot the upper-left ramp for the Secret Skill Shot.
* using a Soviet missile from the early 1960s. The F-117 had come in on the exact same trajectory several times in a row, and the Serbs had set up a specialized type of radar pointed straight down its flight path, so the use of early 1960s SAMs isn't now standard doctrine for opposing F-117s — but it did work.
* using a taser on him soon after waking up from him chloroforming her. While he's driving.
* Using Auto-Tune for a robotic effect didn't become prominent until the arrival of
* using a vocal synthesizer to say "Penny!" when he has a sore throat;
* Using blood magic, especially in the (aptly named) cut scenes, is similar. Blood mages typically begin a blood-spell with a knife drawn across the palm, which one would expect to result in a trickle of blood. Instead, gore erupts as if the mage had stuck his/her arm into a Cuisinart up to the elbow.
* using brothers as weapons is completely legal in Rhythmic Gymnastics martial arts.
* Using caloric energy gained by eating food to cast magical spells is
* Using captured enemy aircraft operationally could be a two-edged sword due to

* Using cheats early in the game allows you to use powers that you're not supposed to have yet on characters that
* Using cleaning fluid, a telescope, moth balls, rope, some handle bars and a pulley that all happen to be lying around the attic, Mac creates a spear gun that fires a rope to a tree outside. Then he and his sidekick zipline over vicious dogs and a tall fence to safety.
* Using crystals (which may or may not be of the "ball" archetype) to communicate like telephones.
* Using duct tape or plastic bags to temporarily seal a sucking chest wound is actually a fairly standard Macguyvering technique for administering first-aid to a sucking chest wound in the absence of proper materials. Likewise, using the outer casing of a pen as tubing for an improvised tracheotomy.
* using every ounce of his potential growth in nen all at once to demolish Neferpitou, resulting in turning the tables of the Curb-Stomp Battle
* using her dog as food, Cindy will chase him off the screen. When she returns, she's holding his decapitated head.
* using her powers to help the townspeople, which she gladly does. However, as time goes, people begin to take advantage of her kindness, which coupled with the fact that everyone lacks motivation to try and achieve greatness ends up disgusting her, ultimately driving her to make them change through fear.
* Using her syringe-arm and medical expertise of various diseases in battle, Beatrix from
* Using his advanced technology and superpowers, he able to track criminals in all sorts of ways, from the pedophiles and mobsters on the internet to using his super hearing to stop shootings. It gets to the point where the smarter criminals have to start adapting their methods to a world with Superman.
* Using incorrect weapons or incorrect models. Very common in media as it's cheaper and easier to use
* using it fraudulently, especially as Al was signing the receipts in Buck's name.
* . Using it, obviously results in a bad ending where the heroine becomes the new Big Bad. Choosing to destroy it, however, frees the heroine's friend from its effects. Just as they take each other's hands, however, a bomb goes off that destroys the golf course the game takes place on, killing 20,000 people...but hey, at least the bad guy was defeated, right?
* Using jargon from a work that makes it impossible for anyone to understand the example if they're not already familiar with the work. Don't assume that, for example, "
* Using katakana in places where hiragana or kanji is normally used is something of an equivalent of Xtreme Kool Letterz. For example, オ早ウゴザイマス is considered more Xtreme than お早うございます. This is
* Using knowledge of the rules or playbooks that are outside of the character's experience. For example, a novice adventurer immediately using fire during his first troll attack because the player has read the Monster Manual, not because the character knows their weaknesses. Properly, the player must make some sort of knowledge-based role for information that he hasn't experienced and isn't common knowledge.
* using lasers at both the launch point and destination to speed up and slow down respectively would use plasma beams instead of lasers.
* Using live action footage for fighting also ratcheted up its gruesomeness level. Prior to
* Using low flying airplanes to cut telephone or telegraph wires was fairly common during
* Using magic physically tires out the spellcaster. Throwing around magic wears one out like doing any other act of physical exertion. Dropping lots of energy can make one black out if used too quickly or too hard. And just like doing a lot of physical activity builds up muscle, casting a lot of spells builds up your ability to cast them — Harry has gotten a larger and larger "reservoir" to draw from

as the series has gone on, while he was pretty much out of juice after only one or two big spells in the first few books.
* Using modifiers that challenge the player's readability. For example, placing the arrows/panels to be of same color while reading only half of the notes below. A more extreme example would be to have a mdoe that shows no panels on the screen at all, forcing memorization. For any of the games that have mods in some of the nonstop courses or mission, mods are often implemented by default.
* using murderous criminals from Alliance prisons as soldiers, attacking only when all military personnel had left (meaning civilians were the only people left in the camp) and having the camp firebombed by dwarven mercenaries. And whilst Hawthorne did leave an opening for Taurajo's civilians to run to, it led directly into a camp of murderous Quilboar. Not surprisingly Hawthorne's incompetence led to a lot of civilian deaths and heated up the Alliance/Horde war, leading to Hawthorne himself being assassinated.
* Using negative energy effects on Nale is just plain stupid; making out with his girlfriend involves a close encounter with a level drain attack, meaning that he buys Potions of Negative Energy Protection in bulk.
* using nightcrawlers would've cost him five times as much per pound compared to beef.
* Using other definitions of "bar" as a punchline, such transitioning into an
* Using personal expertise or knowledge of the real world that your character would have no way to know, such as a chemist deciding that his dim-witted barbarian is going to suddenly invent gunpowder.
* Using Pickpocket to slip a grenade into someone's pants, then watch them
* using power beyond what his body can handle. Midoriya hopes to get around this by developing less taxing ways of fighting with his powers while his body slowly grows more durable.
* using/sabotaging the genophage cure, whether the Quarians or Geth (or both) were saved, and the fate of the Rachni have no narrative consequence outside of War Assets, and the fate of your squadmates is left completely unknown.
* Using seduction to divide the heroes is also the M.O. of some of XANA's specters, notably the fake Yumi in "Image Problem" and the Polymorphic Clone in "XANA's Kiss".
* Using Sigma carries a gauge with it, which depletes as you probe their mind more and more. If it falls to zero,
* Using Silly String to check doors for tripwires. As the article mentions, this kind of improvisational thinking is taught and encouraged in the US Army.
* using social media or keeping blogs, even outside of school hours and on their home computers. The legality of such rules has been disputed.
* Using some sort of airborne vehicles to drop units is a staple of both TBS and RTS genres. This can be done both for actual ground conquest and for suicide missions.
* Using special relativity and the last comment, it's easy to make this situation happen in real life, and show that it's not a problem. By moving one particle faster, it can be made to pass through time at a different rate. Since both are the same particle, but more time passed for one, then one of them is a future version of the same particle. They interact as normal, showing that they are, in fact, the same particle, and being
* using that science for basic transportation to the position of blindly poking a cosmic bear with a stick with no warning or ability to take precautions.
* using the "BANG!" Flag Gun to kill a henchman. First the flag pops out, causing the henchman to think the Joker is playing a prank on him. Then the flag gets fired like a speargun, killing the henchman.
* using the Death Star to kill him. All of their infighting and mistrust backfires for the Imperials, as they couldn't set aside their rivalries long enough to stop the Rebels from stealing the Death Star plans and ultimately destroying the Empire's ultimate weapon.
* Using the first level of the Improvised Weapon Fighting Style in odd places can lead to some of this.

* Using the flamethrower on the alien will at first cause it retreat to the nearest air vent when set on fire. If you happen to be between it and the nearest vent when you lit it aflame, you might just get run over by it in the process. On higher difficulties, using the flamethrower too much will cause it to run straight at you and ignore the fire entirely.
* using their powers to seduce others Lampshaded by Popclaw, who notes that many people have a "Supe Fetish."
* using their vision's weaknesses against them that Predators tend to receive, it rarely feels as arbitrary as it sounds.
* Using the Magma Staff to clear the path to Diggery Pokery. You level a small mountain with it, but it does piddling damage in combat, since spells cast for free from items do half damage.
* Using the mind-wiping spell “obliviate” as a verb was really common in fanworks. In
* Using the N-word, especially if the characters saying it are white, and regardless of context, however even in productions involving black characters, use of the word for comedic reasons is dicey depending on the venue.
* Using the official chainsaw mutator and going melee-only against the lowest-difficulty bots to 100 kills
* Using the power of an Infinity Stone will tend to vaporise your target instantly e.g
* Using the previous spelling or pronunciation of a name when the spelling or pronunciation was officially changed.
* Using the previous stanzas of the poem about the mounting piles of garbage filling the house as context, she was probably smothered, suffocated, or buried alive.
* Using the Professor's What-If Machine, Bender sees what would happen if he were turned into a human. Long story short, Bender ends up overindulging in eating, drinking and partying so much, he becomes a huge blob of a man and then dies due to heart and liver failure.
* Using the same glitch in another location lets you access the other Djinni in Mercury Lighthouse, so
* Using the "Shrink Ray" on summonable terrain features like the "Hole" creates gaps that it's possible to escape the stage through.
* Using the the Gold/Miracle Badge to freeze time, unloading all hell on the enemies and watching the effects when time starts again. It's very satisfying to watch a monster get hit by every attack at once for something like 99,999 damage.
* Using the "Touch" icon everywhere will, in the final case, sometimes bring up a message chastising you for acting like Hercrabbiness. Hercrabbiness is a YouTuber who in her Let's Play of the series enjoyed using it on everything and everyone she could try.
* using the toy maker dangerous things. Gargants, in particular, are unique hand-crafted monsters that tend to kill hundreds of people if left unchecked. Derek is one of the best slayers in the city, and he trains Adam by taking him on some of the hunts.
* Using the Web's anonymity to pretend to be someone from the opposite side of a debate and post something
* Using this technology, it's also possible to swap minds between bodies. Rimmer uses it to take Lister's body so he can eat food again.
* Using this trope for educational purposes is essentially the premise of
* using those cannons. They can also build golems to help build and repair allied structures.
* Using two beams due to interference led to the creation of a second Will Riker, completely by accident. Both were physically identical and had the same memories up until that point. Not only is it capable of cloning a person despite there being no additional mass, but there's the question of who is actually materialized, the original person or a copy?
* using weighing 95 short tons, with 12 inch frontal armor and a high velocity 105 mm gun; it was supposed to help smash through the Siegfried Line, but this

fortification had already been breached by the time it would have been available, so it was never shipped overseas.
* Using You All Along: The hero finds out that their ally was really the villain manipulating them.
* Using Your Values to Raise Your Child to be an Adult You Admire books) in a chapter regarding basic needs and how they affect learning. It's explained that parents have many choices in using needs to encourage their children to grow and change and that they can choose which they will use and how they will satisfy them. Three cases are then presented - that the parent may choose to not satisfy a need by saying "You're late. No supper for you." They might choose to postpone satisfaction until their child behaves as expected, i.e. "If you don't clean up your room, you can't have Mattie over to play." In the third scenario, it's explained that the parent could choose to satisfy their child's needs, thus freeing them to move on with the tasks of learning and growing. In this case, a toddler who spills milk is told by their father: "When we spill milk, we need to clean it up," who then hands his toddler a sponge and takes one himself. By doing so, he thus satisfies both his child's curiosity about how to accomplish clean-up and the child's need to feel competent.
* US is basically a co-founder of the sport, as the first, oldest and most famous league — the NHL — actually spans both US and Canada.
* Us. It's also revealed that large parts of the U.S population, if not ALL of them, have Tethered doppelgängers, who are breaking free and killing and replacing their counterparts.
* US Kindergartens now teaching nursery rhymes to prep kids for school shooters. An example, sung to the tune of Twinkle Twinkle Little Star:
* U.S. law enforcement began the switch after some highly publicized deaths of officers killed while they were reloading. One of these was the infamous
* U.S.L.E.S. also seems to like this trope, as he handcuffs Belle to his kitchen sink. Naturally, these villains are proved wrong.
* U.S.L.E.S. the inevitable mess with lines like, "Better put down this handy tarpaulin just to be on the safe side!"
* US Marines in the Pacific would use words with lots of Ls as their perimeter passwords. On Guadalcanal, for example, if a Marine heard somebody move in the dense jungle, he gave the challenge "Lollypop." Anybody who didn't want a faceful of .30-06, .30 Carbine, .45 ACP or buckshot had damn well better be able to pronounce the password, "Lillypad."
* U.S Marines, more powerful than the Bradley's 25mm gun, and has a whopping 2700 hp engine and amphibious capability, making it one of the most mobile armored fighting vehicles around. Compare this kind of power to most tanks, which have ~1500 hp, and other APCs, which have 1000 hp or less. Of course, it only uses its full power when traveling on water, and uses only 850 hp on land. It also essentially transforms into a boat mode, sealing up various panels and extending the front into a prow. Unfortunately, the program has since been cancelled due to the budget costing a projected 15 billion American dollars.
* U.S. Marine. The novels and movies tell slightly different stories on how his career ended, but agree that his career ended right at the start when he survived a helicopter crash that left him partially disabled.
* U.S. Marshal Edward Mars (killed in his third episode, appeared in six more after that).
* U.S. Marshal series of westerns, and seen on the cover of every book in the series.
* U.S. Marshals is partly set in Chicago, and features a few local reporters in the opening scenes.
* U.S. Marshals possibly the only person in film history capable of looking badass in a chicken suit. Ironically, originally the scene was supposed to have Gerard disguised as a priest.
* U.S. Marshals. Said team has a collective moment of appreciation before they start teasing him about it.
* U.S. Marshals. They're forced to deport him back to China, though it's implied

that the US State Department is pissed, at least.
* U.S. Marshals, Wesley Snipes escapes from Tommy Lee Jones using this. He reaches the roof of a train station just as the train is pulling out, runs to match speed with it and jumps onto the top of the train.
* U.S. Marshals when a fellow prisoner tries to kill the soon-to-be fugitive aboard a Marshals transport plane. His shot goes through one of the airplane windows, resulting in a rapidly widening hole in the fuselage through which several people on board are sucked out, and ultimately causing the plane to crash.
* USMC when compared to the more durable spear point profile. Because of the shortcomings in its design, the Ka-Bar knife was issued to the Marine Corps in 1942, as it was simply more versatile.
* USMC, who not only still use bayonets, but still insist on using a larger and more durable bayonet than the M9 issued to the Army.
* US Military among the senior most officer ranks, which can adversely affect joint operations.
* US Military, consists of a personal weapon (usually a rifle with the bayonet fixed, but not always) stuck muzzle-down into the ground, with the fallen serviceman's boots placed on either side for support, his helmet hung over the butt, and one of his dog tags looped through the trigger guard or otherwise secured to the weapon (the other tag is taken for records and next-of-kin notification). The weapon will generally have the bolt or some other critical component removed to render it inoperable to an enemy who might steal it. Since the wars the US has fought since 1973 have been either very short or low-intensity, most bodies have been removed from the field and sent home for burial, so Field Crosses are usually symbolically erected at funeral services and memorials.
* US military forces have demonstrated new "less lethal" weapons that use sound.
* US Military rations are called MREs (Meals Ready to Eat, often joked to be "three lies for the price of one" — they're not meals, they're not ready, and you definitely can't eat them). According to some, the letters stand for
* US Naval Space Command, later Naval Network and Space Operations Command.
* US Navy and Coast Guard ships periodically undergo a 2-week long evaluation period where the crew completes various drills to simulate a whole range of routine and emergency scenarios. The "final exam" drill is designed to be impossible to pass. No matter how well the crew performs, the situation just keeps getting worse and worse until an abandon ship order has to be given. The idea is to see how long the crew can hold out in a worst-case scenario where there's no possible way to save the ship. Unlike many other examples of this trope, it serves a purpose beyond "see how they handle failure": keeping a dying ship afloat as long as possible gives the crew the best possible chance for a timely rescue and (hopefully) minimizes the loss of life.
* US Navy, and the rank doesn't grant it's holder authority over anyone besides sometimes other midshipmen. As with the Royal Navy, you won't see preteen midshipmen running around in modern times as you can't join either program until the age of 18 (or 17 with parental permission). And they spend at most two months of the year at sea, with the rest attending to their studies or on leave.
* U.S. Navy Construction Battalions (Seabees) during WWII earned 33 Silver Stars and 5 Navy Crosses for heroism in the Pacific Theater, and were active throughout the globe. The phrase most associated with them, and now seen on their memorial, was "The difficult we do at once, the impossible takes a bit longer." Their main motto is "Constriumus, Batuimus" (Latin for "We Build, We Fight").
* US Navy flight-deck crews work in an environment which is loud, dangerous, often poorly lit, and very busy. Since being spotted by the enemy is not an issue, the various work groups wear
* U.S. Navy SEALs called the Atlesian Naval Commandos. They even have the same "slow is smooth and smooth is fast" saying that the real-life SEALs use.
* US Navy torpedo squadrons at the Battle of Midway were equipped with obsolete TBD torpedo bombers, which were very easy prey for the A6M "Zero" fighters that protected the Japanese fleet. The torpedo planes pressed home their attack anyway, and were mostly wiped out, with Torpedo Eight from the USS

* Uso Ewin who essentially tells him that he can't avoid killing people in a war, he starts gradually losing his qualms about killing enemies.
* U.S. Open/U.S. Women's Open – Both are operated by the United States Golf Association, the governing body for golf in the U.S.
* Usopp adopts a secret identity of Sogeking. Except for Luffy and Chopper,
* Usopp: at first he lied to cheer up his dying mother, then he lied to cheer up his sick girlfriend, and since then he's mainly lied out of habit.
* Usopp becomes very excited when he trades rubber bands for a huge bag of assorted dials, and uses them to upgrade the half-lame Clima Tact he made for Nami into the Perfect Clima Tact, and his own slingshot into the Kabuto.
* Usopp, being the big liar he is, likes to call the Attack Pattern Alpha
* Usopp bet Sanji at one point that Cross was actively trying to get himself killed. In Chapter 24, Sanji pays up.
* Usopp does this multiple times after meeting the Barbar sand pirates during the Alabasta arc in a filler episode.
* Usopp does this occasionally, in his first arc he gets shot in the arm and just keeps running, in a later arc he gets skull smashed by a
* Usopp due to the latter accidentally unraveling all of Doflamingo's plans for the past decade
* Usopp has a variation of this in Water 7 as he refuses to let go the Going Merry, a ship given to him by his sudo-
* Usopp is no slouch, either; he's nowhere near Franky's level, but he has that original flavor; before the
* Usopp shows that he's almost as good as Luffy at this. The Enies Lobby and Dressrosa arcs are the standout examples.
* Usopp's name is very often misspelled Ussop among the fandom. It's not entirely clear why - it could be that fans remember that his name contains double consonants, but fail to remember
* Usopp somehow manages to be a Trick Shot without ever actually using a firearm (at least not one using traditional chemical propulsion). Apparently, he inherits it from his father, who, while we never see being engaged in any particularly amazing examples, brags about being a Trick Shot all of the time.
* Usopp to Yasopp — he looks identical to his father with exception of his nose and hair, Yasopp hasn't been given enough screen time to say anything for personality. Yasopp has the same role in Shanks' crew as Usopp has in Luffy's.
* Usopp, when he wants to. He tricked his enemy into thinking he was wielding a five-ton hammer by knocking another enemy out with it when really it was just the weight of your everyday frying pan and the person he knocked out was horribly stupid. He later pulls the same trick successfully using a "ten-ton" hammer. Combined with sudden bursts of strength and sneakiness beforehand, Usopp succeeds in scaring his opponent unconscious.
* Usopp will either be matched against someone weak enough to barely lose to him (Arlong Arc, Alabasta Arc), or against an opponent with a fighting style specific enough so that Usopp has the best match-up against them (Little Garden Arc, Thriller Bark Arc, Fishman Island Arc), or won't get to fight at all but will meet at least one situation where his
* Usopp will often come down with some kind of extremely specific disease that prevents him from going to islands he thinks are scary.
* Usopp, with some fans finding it quite odd that he harbors no resentment towards
* Usotsuki Lily as the series is about he and his new girlfriend trying to work around the issues this causes.
* Usotsuki Lily he's male until his uniform blouse gets wet and transparent. However, this doesn't completely remove the problem, as at least one guy afterward is quoted as saying "Even those he's a guy, cute things are cute! (His transparent shirt was erotic!)"
* Usotsuki Lily, the mangaka's comments give all sorts of reasons as to why the main characters aren't in any school club (job, dates, kendo practice, prefer reading, "sweating is tiresome"...)
* U.S. pairs figure skaters Marissa Castelli (5'0") and Simon Shnapir (6'4"), who

won bronze medals in team skating at the 2014 Winter Olympics in Sochi, Russia.
* US Patent #1 by Cheapass Games, each player has invented a time machine and hopes to profit from it, but the only one who will be able to profit is the one who holds a patent. Given that patents can be invalidated by proof of earlier work, the only patent that matters for a time machine is the chronologically first one. So the entire game consists of a race through time to be the first in line on the first day the Patent Office opens.
* US police departments encourage this way of thinking. Lethal force is always the absolute last resort and after having to use it most officers are taken off active duty for a period of time and receive counselling.
* U.S. politics, where the primary system requires candidates to win the approval of their party's rank-and-file before formulating a broader appeal in the general election. Essentially, if a candidate wants to be elected, they have to persuade the party faithful to vote for them before targeting the wider majority. Of course, this can and has meant that the party may nominate someone who speaks to their specific views but lacks mainstream electability. Another feature of how Congressional districts are distributed is that by this point almost every district in the country is safe for either a Republican or Democrat candidate. Combined with the primary system, this means that it is quite common for the district to elect a candidate who not only is extreme by national standards but can be an extremist even by the standards of the state. What often happens in Presidential elections, especially for the party currently out of government, is that the chosen candidate must pander to the far wing of the party during the primaries, but then move back to a more middle of the road position for the actual Presidential race.
* U.S. presidents have been known to affect demand for things they like, but John F. Kennedy was one of the biggest. When word circulated that he could read 1600 words per minute, attendance in speed-reading courses went up. He also listed
* U.S. Representative Lt. Dan Crenshaw (R-TX) wears an eyepatch (and, in conjunction with his beard,
* U.S. Robotics, a company that manufactures dialup modems, took its name from the fictional U.S. Robots and Mechanical Men corporation featured in
* U.S.S.A. A military coup overthrows the U.S. government. The country's name is changed to the "United Secure States of America".
* U.S.S. Arizona, though the sailors have even less time to react before the detonator triggers and breaks the battleship in half.
* "USS Callister" has the villain doing something similar, creating scans of employees and then dropping them into his own personal demo version of the game that his studio is working on, where he tortures them for perceived slights committed by their real-world counterparts.
* US's Civil War, while agriculture in the North was mainly foodstuffs like wheat and corn.
* USS Constellation) was recommissioned for use in an administrative role after being reserved for museum duty. HMS Victory was also used for such a purpose in the war, though she technically had been filling such a role since long before the war broke out.
* USS Crazy Horse, she has a voice interface, but unlike them, she is also a woman, either in her organic simulacrum, or by projecting a hologram of herself.
* USS Dallas, because of his nerdy looks and knowledge, gets enough action on the beach to "wear down a squad of marines".
* USS Defiant's CO. As much as it grated for him to see his baby in someone else's hands, Sisko would later hatch a plan to retake Deep Space Nine and get his command back.
* U.S.S. Discovery cites a regulation that allows a Starfleet captain to conscript anyone, even a convicted mutineer like Burnham, as an able crewman during a time of war.
* U.S.S. Discovery for their actions during the Federation-Klingon War.
* U.S. Secretary of State William Seward thought that a Genghis Gambit against France, which had just established a puppet dictatorship in Mexico, would unite the Union and Confederacy and avoid the Civil War. No one else bought the idea.

* USS Enterprise (CVN-65) and her 8-reactor layout resulted in the Navy shelving the nuclear carrier concept, with other carriers then under construction being re-ordered or converted to conventionally-powered vessels. The US Navy would not commission another nuclear carrier until 13 years later in 1975.
* USS Enterprise was taken to the Q Continuum itself, the appearance of this place was a version of this trope because the true nature of the Continuum is beyond the safe limits of mortal comprehension. Q joked in one appearance that he should have chosen a female body to deal with Picard after seeing how easily his current love interest manipulated him.
* USS Enterprise were sunk at Midway and Guadalcanal, respectively, which meant that she would bear the brunt of the Imperial Japanese Navy. She and her crew held on.
* USS Excelsior. We don't see very much of him in the movie, but the characterization is plausible from what we do see.
* USS Excelsior, were replaced with less minimalistic bridge sets later on.
* USS Exit Strategy, but it's converted from The Nostalgia Critic's house. Indeed, General Zodd was so impressed, he ordered Turrell to convert their ship into a house.
* US ships equipped with Aegis, an automated missile defense system, need one to oversee all the underlying systems that contribute to it so that if something breaks down the problem can be pinpointed fast.
* USS hit a mine and sank, but all 2,689 people aboard were able to escape; it is the largest number of people rescued from a shipwreck without a single fatality.
* USS Indianapolis: Men of Courage. The first is just after suffering a bomb hit from a kamikaze in the Opening scene. The second happens just after the ship herself is torpedoed by a Japanese submarine.
* USS Iowa has the nickname "the Big Stick" after Teddy Roosevelt's "speak softly and carry a big stick" quote. fittingly the Iowa class were the last battleships used to be used as a tacit threat in a similar idea to this trope.
* USS ''Lexington'' (the short-range lasers have a very low accuracy). It can launch nukes at the enemy, but a single drone tasked with protecting its mothership can easily intercept them before they hit. Other ships of different configurations are shown during battle simulations, but they're all wireframe models, so it's difficult to tell if their designs fit this trope.
* USS Liberty issued a valid nuclear release code to some of its ships as part of a readiness exercise. This was not an order for a strike, it simply gave authority to use nuclear weapons to the ship captains. Because it was a scheduled exercise and the message format indicated it was an exercise message, all of the captains or ships involved elected to ignore the validity of the code itself.
* USS Marlowe and fights to the colony, following a distress signal triggered by the Xenomorph character's escape. The stories diverge until the Marine character kills the Xenomorph Matriarch, upon when the Xenomorph character develops into another Matriarch. The Marine then fights Karl Bishop Weyland, while the Predator kills a Predalien and rigs the temple to self-destruct.
* USS Monitor were seen as negligible), but it was clear from that moment on: Wooden Warships were a thing of the past.
* USS Nimitz's officers. It's noted that frocking confers all the responsibilities of the rank, with none of the pay.
* Usso making a point to not destroy suits via a hit to the reactor. This is for two reasons, the first is that by this point the earth is so war-ravaged that everyone doesn't know how many more blasts it will take before become something of a dust ball. And the second is as much as the suits are smaller now, they are still VERY much nuclear... and a hit to the reactor will bring one to critical mass quickly.
* US-Soviet nuclear arms race- "Those last few days at Jonestown ain't got nothing on this ."
* US-Soviet race to the Moon) was notorious for telling a subordinate they would be fired and then asking where they were the next day. Eventually, the engineers got used to this and just continued to show up for work.

* USSR planned the change of the courses of the Russia's large rivers (Ob, Yenisei, Lena) which flow to the Arctic to flow to the Southern Russia. This would have caused an eco-catastrophe.
* USSR's Great Purges are perhaps the most infamous Real Life example.
* USSR were a combination of both of the above. Most people lived in state-owned apartments, and the only way to move to a different neighborhood was to swap apartments with someone else. Of course, this gave rise to situations where someone wants to move from neighborhood A to neighborhood B, and at neighborhood B there is an apartment available for swap but its current tenant wants to move to neighborhood C. To deal with such situations, there arose agencies that built long chains of swaps.
* USSR which is why the Warrior mindset survived right to the Nazi attack, which was one of the reasons for the initial defeats. Only then it was definitely shown to be the less efficient approach, and the Soviet Military swung very heavily to the soldier side, fighting to live against an enemy that would enslave or kill them all if triumphed.
* U.S.S. Stingray is an ailing, diesel-powered rust bucket of a submarine. It's assigned to LCDR Dodge for the wargames because they're supposed to be simulating a terrorist group, and it's the exactly the kind of crappy, obsolete sub a terrorist group would get its hands on.
* USS Texas earned the nickname "The Old Statesman" (think about it) after being used (along with several other ships) to exert diplomatic pressure on the Mexican government during whats now called the "Tampico Incident." She was actually one of the last ships literally referred to as a gunboat during her career to be used in this capacity.
* US support for the Kurdish YPJ in northern Syria was entirely based on their effectiveness at opposing ISIS, as the PKK's (the Kurdish Worker's Party, of which the YPJ is the paramilitary wing) goal of creating a libertarian socialist society is obviously not in line with interests of the US.
* U.S. Supreme Court Justice Clarence Thomas is famous in American legal circles for hardly ever speaking, let alone asking questions, during oral argument. Part of this is his approach to his job; he doesn't think oral argument is necessary at the appellate level, preferring to focus on the written advocacy. Thus when he does speak, it's usually to make a joke rather than actually ask a question. However, it appears that he really is kind of a taciturn guy generally.
* Ustad Bijon Chowdhury, while playing the Tabla (a percussion instrument used in classical music in the Indian subcontinent) during a live concert died in the middle of a performance with his hands still on his instrument.
* UST and more Sheldon finally getting over himself and recognizing that he and Amy are a couple.
* US tape-music act The Broken Penis Orchestra have a song titled "I'm So Happy I Could Put A Shotgun In My Mouth and Pull the Trigger."
* U.S. tax laws are such that if you're an immortal 'inheriting' your own assets, the basis for those assets, which is used in calculating capital gains tax, is 'stepped up' to the value on your 'death'. (Example: You buy a stock at $1, fake your death when it's at $31, 'inherit' it and sell at $32, and pay tax on your $1 capital gain instead of on $31.)
* UST, but they aren't above playfully making fun of each other over which one's the worse kisser when recounting the story for others.
* UST cranks up in Season 6, Buffy keeps mistaking innocuous comments by Spike for sexual invitations. Though knowing Spike, it would be just like him to make such comments so he can enjoy Buffy's flustered reaction.
* UST Doctor and Sarah had a conversation implying their friendship to have been romantic.
* UST) does the exact same thing, causing Michael to give a truly freaked out look right at the audience, silently asking "Did you just see this shit?".
* UST-ee, and probably thought he could screw with her in some way by not mentioning it. Made better by the fact that when she gets called away to a crime scene, she just sticks her regular leather jacket over the top and looks eccentric

and beautiful.
* U.S. territories such as Puerto Rico are legally entitled to apply for statehood if their citizens should vote to do. As yet, the advantages of territorial status have outweighed those of statehood for most voters; the only place where it might realistically happen is Puerto Rico — during the November 2012 voting, 54% of the population voted for statehood
* Us Tethered shares a mental link with their aboveground counterparts, and are forced to spend their lives mindlessly acting out a shadow pantomime of whatever their originals are doing. It's never explain how this works, but Red believes that the Tethered somehow lack the "soul" the originals have, and are thus the ones trapped by the bond.
* UST-filled, Robin and Starfire fall down into a cave where Robin lands on top. We don't get to see their reactions since there's an immediate scene change.
* UST, he reportedly was adamant that his relationship with the companion Clara had no sexual tension or flirting at all, requesting "no Papa-Nicole moments".
* Us. The scripture Jeremiah 11:11 appears on a cardboard sign seen twice, as well as on a alarm clock, on a baseball scoreboard, and the rabbit cages are in rows of 11.
* US. They can expect a fairly swift verbal smackdown from the judge if so.
* Ustio is a country who broke away from Belka, like some did with Germany and the Austro-Hungarian empire at the end of WW1, making them a kit bashed version of Poland with a mountainous flavor. Their flag also evokes the Czech Republic.
* Ust'Natha quests where you have to pretend to be Drow. Though, it is possible to cheat in the one quest where you actually have to kill some innocent people.
* us to worship them sure did a bad job of it, seeing as how people argue over this in the first place.
* US trucking companies that have policies against their truckers letting anyone into their cabs (especially prostitutes) have been known to hire undercover "lot lizards". These girls will target truckers from the company that hires them, and ask if they want a "bedtime story". If the trucker lets them into the cab, they get fired.
* UST, Scarlett and Ashley hug each other, only for Ashley's sister to walk in at that exact moment and get the wrong idea. The one person who believes in Scarlett's innocence is, ironically, Melanie.
* UST share a single bed in an episode where she crashes at his house, but nothing ends up happening between them.
* UST spend the movie hanging a blanket (dubbed the Wall of Jericho) between the beds in their hotel/motel rooms for privacy.
* UST, the Doctor's particularly distraught about jettisoning Romana's bedroom — a site of happy memories?
* UST, the Potentials ask if they're supposed to be making out with the vampires they fight.
* UST. Took them a while, but even without the spell, they still got together after all.
* usual assortment of devils, vampires, and zombies who's taken a liking to humanity. He's also prophesied to destroy the world himself, and to lead the armies of Hell in war against Heaven.
* Usually a characters' skills and elemental powers will conform to their personality and goals. Hard rocker Xinyan is all about big critical hits and crowd control, battle maid Noelle is noted to take on all tasks on herself and can tank, deal damage and heal but isn't a full fledged knight so she requires a lot of work put into her.
* usually a non-lethal way of taking it out of the fight since the actual cockpit (with a few exceptions) is almost always in the abdomen. As noted with Amuro and the RX-78-2 above, some models have backup cameras and sensors, and can continue fighting even without a head.
* Usually a person is only allowed to purchase 1 aThan resurrection at a time. Why? Because the Psilons who sold humans the technology fear immortality and insisted, as part of the agreement, that each person would only get 1 second

chance. After the agreement, humans used
* Usually as a result of the cat getting his head or torso caught in something and waiting
* Usually at the Hall Of Fame ceremony, most wrestlers will be dressed up in formal wear which is a startling change for some when we're used to seeing them in ring gear.
* Usually averted by way of careful wording in the Italian puzzle magazine
* Usually averted - Cyborg is arguably the most lively, spontaneous and "teenage" member of the team, but it does arise in one of his
* Usually averted in “The Baseball Game,” but played straight when honorary
* Usually averted Phase seems to be in dire need of her roommate's healing salves on a regular basis.
* Usually averted with modern monitoring systems, which often use alternate alarm sounds to avoid scaring patients and their families, precisely
* Usually averted with slave owners, as if they did not feed their slaves the slaves
* Usually avoided in pro wrestling, since most wrestlers and such (at least if they fall between the two extremes of "irrelevant" and "universally popular") will switch from
* Usually but the problem is that the robots are often more dim than pre-War robots and the laser pistols and rifles they are given are actually bigger and fire weaker shots than pre-War laser weapons, like those used by the Brotherhood of Steel.
* Usually, characters in similar games will instantly fall off their bike and fail the level as soon as their head or body touches any scenery. Happy Wheels allows characters to bump into the walls as long as it isn't hard enough to do actual damage. The only way to fail a level is to be bloodily torn apart.
* Usually characters use Yuya's catchphrase, "The Fun is just getting started" to show that they respect him in
* Usually, Data and Geordi did technical exposition, Worf what another ship is about to do/is doing/did, and Troi the emotional state or motives of whatever grouchy alien they ran into that week. In
* Usually debunked in the form of predation. Or sometimes the cattle were stolen, or just escaped. It must be embarrassing when someone claims that alien stole some of their cattle, and a few hours later, a neighbor calls them and tells them the cattle are grazing on said neighbor's crops, down the road.
* Usually denied, not that that stops Grif from following through anyway.
* Usually does no damage to inanimate objects, but if plot-convenient may shatter crystal or damage delicate electronics.
* , usually done by the human character, with Pinkie Pie, Rainbow Dash, Moonlight, one or more of the Cutie Mark Crusaders. Once, this ended up with him being tickled by the CMCs in return. He has also considered doing so to Trixie but decided against it on the grounds that it might not be appreciated as much.
* Usually done so potential threats to the VIP are distracted by the larger intimidating male bodyguards, who often is the partner of the female bodyguard in question. To quote one male member of a Bodyguard duo like this: "I can toss two or three guys around, easy, but her? She could disassemble people before they even knew what was happening."
* Usually everything is filmed on a higher budget, with better production values and more care and attention to the story.
* Usually Graham will say calmly, "Who votes that we should panic now?" followed by everyone putting up their hands, then Bill and Graham start running about shouting hysterically while Tim decides he's a teapot.
* usually. Granted, this probably counts as an abuse of his human rights because it keeps him from interacting with sane people, but he hates everyone anyway, so he won't complain.
* Usually happens to someone from the Winchesters' past - Pastor Jim, Caleb. Missouri Moseley was for a long time the only one that was still alive until getting

* usually have the advantage of terrain, as well. For the Redwall sieges, anyway.
* Usually, however, Garibaldi (and those reporting to him) avert the trope, particularly when Sheridan has Morden detained indefinitely on unspecified charges:
* Usually, if comedies win any major awards, it's for a supporting performance. Examples include
* Usually in any dungeon crawl situation, there are caves that have bioluminescent moss or lichen growing on the walls/floors.
* Usually, in real life, as the evidence mounts, the general view will
* Usually it's just for humor, especially when a character curses or just disses Batman.
* Usually, it's not a good idea to eat something from the wild if you're not a professional at identifying edible food in the wild. Often, you're warned not to eat any berries or mushrooms you come across (especially since it's easy to confuse edible mushrooms with similar-looking ones that are toxic). Better to refrain than try it and learn when it's too late. As the old saying puts it: "All fungi are edible, but some fungi are only edible once."
* Usually, it's Peg and/or Cat who sing the "Problem Solved" song, but in "I Do What I Can: the Musical", it's the singers who sing it.
* Usually it's Ponder who has to simplify things so that the older wizards will understand them. An example from
* usually; just ask HMAS Sydney), they're much cheaper and are just as capable of threatening unarmed merchant ships.
* Usually justified in that the TARDIS is sentient and almost certainly doing this on purpose. This is made explicit in
* Usually, Kim: perfectly willing and able to knock down men twice her size. Even discussed when she and Shego faced two huge wrestlers while
* Usually, Mazinkaiser and Shin Getter are the strongest things you'll get, and you don't have to do anything for them. (Except in
* usually) means well, he tends to cause just as much destruction and mayhem as Master Shake, and isn't all that useful even when he's able to recognize what the right thing is.
* Usually, mechanics that prove too annoying or too complex to explain or track are simply not reprinted or printed on new cards, removing them from most formats.
* Usually members of the main cast are killed at the end of an episode, to make their deaths all the more surprising or shocking. Bill Buchanan dies close to
* usually mentioned. He can't be plucky if there is nothing to be plucky about.)
* usually more random and thus harder to predict. Depending on the game, this can be something of a problem for more experienced gamers.
* usually: Noob Saibot, Classic Sub-Zero, Human Smoke, Ermac, and Mileena.
* usually, not always) attack if provoked, smelled blood, or in a case of mistaken identity. They also need much of their energy to maintain their body temperature. Being opportunists, they will eat most things they can catch, but they don't specifically target people. Also, according to scientists in the 2000s, another reason sharks don't attack people is sharks apparently don't like the taste of human meat. After all, humans don't live in the ocean.
* usually not terribly bright — some intelligence is still lost, so a human of average intelligence becomes a zombie lord with below-human-average intelligence. Someone at the peak of human intelligence who becomes one, though, will still be able to outwit most humans even after the loss of intelligence.
* usually of gunpowder on her ex-boyfriend's hands (and he'd been tested far too soon to wash or otherwise destroy the evidence) led to the verdict of suicide, not murder. (Yes, it was a revenge plot.)
* usually once received the following letter (paraphrased from memory):
* Usually only one attempt to correct it is necessary or in fact possible.
* Usually, pirates didn't do that - they usually just marooned them, instead.
* usually platform rather than the business machine they positioned it as.
* Usually played straight, but sometimes averted. For example, the Twi'leks are from Ryloth,
* Usually played straight in the later years, as the officers would not allow the

soldiers to fraternize with the enemy. Especially on the Italian front, where
* Usually played straight with Faith, and easily explained by the enhanced resilience enjoyed by all Slayers. Even after extended battles with Buffy, who hit harder than most vampires, Faith always looked fine, without even a smudge on her makeup.
* usually prickly Mikage shows her caring side, at which point Mikage turns back goes back to her usual mode.
* Usually, real black markets are not nearly as dark or as fantastic as fiction makes it out, and involve non-exotic goods that are not legally available being sold in small, privately owned shops. While they are technically illegal, the local law enforcement rarely, if ever, prosecutes the merchants involved. Therefore, a fan-convention which sells (at a high markup) locally-unavailable anime products smuggled in by travelers from the products' home country - or a vendor at a flea market selling military/police surplus not technically permitted to own by the public and illegal/unregulated knives (examples of which include police batons and switchblades, respectively) as curios.
* usually sound when the bow is drawn back. Seems to make sense on the face of it. A bow is a piece of wood and that's what wood sounds like when it bends, right? Well...no. In real life, bows should never creak. If a bow does creak, that's a bad sign. It may mean the bow is developing a crack, or the wood and/or the string has become brittle and is likely to snap. And considering the tension held in that bow, especially at a full draw, if it did snap it would likely cause a pretty bad injury to the man holding it.
* Usually subverted with Mr Burns' terrifying hounds, though the episode "Dog of Death" shows
* Usually the climax of flume rides and shoot the chute rides, Dudley Do-Right's Ripsaw Falls from
* Usually the judge rules in the guy's favor, but in some versions the insurance company has him arrested for arson.
* Usually, the main promotional artwork piece for each entry (the ones that show all the game's major recurring characters) will usually have the game's main prosecutor in this role. The
* Usually, the nemesis icon comes from the hero: the various Baron Blades, for example, have Legacy's lantern symbol, while Deadline has the Naturalist's star iconography. The one exception is OblivAeon; as the
* usually. There's also the possibility of flowers being given to symbolize a breakup;
* Usually the resetting is limited to the boys not getting caught, but "She's the Mayor" went WAY farther. After becoming mayor of Danville for a day, Candace uses her position to reveal her brothers' newly built classic frontier village (complete with gold-loving old coot). Just as Linda calls the boys out to punish them, Doofenshmirtz activates his Accelerate-inator (which he invented
* Usually there's only a few at a time in many places, but there's a road near the Theodore Roosevelt academy that has dozens of them lined up. If you're traveling on it, one should be careful because Super Mutants and Raiders like to hang around it. Misfire and at the very least, your computer will lag like crazy.
* Usually there's the occasional roaster who spends more time ripping into themselves than the person they're supposed to be roasting. Carrie Fisher and Ellen Barkin at the Roseanne roast spent more time talking about their past drug problems and tendency to date younger men, respectively, than they did roasting Roseanne.
* Usually they keep it strictly voluntary. In the sense that they will not stop sending people to bother a new mutant until he or she agrees to join out of reason, desperation, fear, or sheer annoyance. (For one issue.)
* Usually this is after a bad pun it took a whole Sunday strip to set up. One had Rat not liking a poster of Mia Hamm or a two-tone green Texas A&M flag. Why? "Because I Do Not Like Green Aggs and Hamm!" he screams in exasperation.
* Usually, this trope is averted, with UNIT actually being capable of battling most aliens, often even without the Doctor's help.
* Usually, to affect something is to cause an effect in it; the verb "to affect"

can also mean to assume a mannerism (as in "to affect an accent").
* usually treated as no more inherently evil than any other weapon, evil characters tend to have more options when it comes to specialising in it.
* Usually true in large cities, to the point where some stations specifically try to
* usually) understood as corrupted elves, are hinted in a few places to be similarly ageless, but this is not explicitly stated.
* usually up to no good (as opposed to the always evil Oscorp) it's Roxxon Energy Corporation, formerly Roxxon Oil, or its subsidiary the Brand Corporation. Heck, Roxxon has actually managed to gain its own sovereign state.
* usually very calm her newly adopted room mate Kotaro. Also, his petrification power is virtually impossible to heal, so she saved Kotaro's life.
* Usually, when a wrestler changes their theme song, the new one quickly becomes more iconic than the previous ones. One notable exception is
* Usually whenever Goku is out of commission, Gohan or some of the other character will take the spotlight instead, most frequently during the Saiyan/Frieza arc.
* Usually, whenever the opening or ending theme of an anime has a moment where the singer sings English, you'll tend to find an example of this, due to the abundance of common English words with either "R" or "L".
* Usually, when Matt Murdock has to lie to cover up an injury that he sustained as Daredevil, he'll typically lie by omission. For instance, in the third episode of season 1, he shows up at the office sporting a visible bruise over his right eye from his fight with the Russians the night before, prompting obvious remarks of concern from Foggy and Karen, but he brushes off the injury saying "
* Usually when memories of his abusive past in which his family has been killed, his house burnt down, him being captured, sold off as a slave, branded with a hot iron, tortured, raped and then waited for his turn to be sacrificed as he watched other children being stabbed to death by a cult trying to summon a demon trope because he is known to be stunningly beautiful when he smiles.
* Usually, when the Basque separatist group ETA assassinated someone, be it by shooting or car bombing, the pro-ETA political party Batasuna would make some statement saying that they "lamented" the "event", but did not condemn it. This was not the case when a non-targeted
* Usually whichever band is the oldest mocks whoever is newest, never mind that they all are more or less emulating The Birthday Party and
* Usually with Tales Of games, the canon pairing is right there as the lead male and female.
* usual personality after embarrassing him in a talent show audition. Hugh becomes cool and no longer embarrassing, but stops caring about Jimmy. This makes Jimmy realize he was better off with a father devoted to his role, even if he was a dork.
* usual tactics to hook up with him, but gets rebuffed every time. Eventually, they find him during a meeting with some other people, the name of which throws all of his previous actions into a new light:
* usual target films opening the rebranding. Finally, Disney Channel and Disney Junior closed down on Foxtel on March 1, 2020, and entirely on April 30, 2020.
* usual way, if Garrus and Shepard are together and, together, liberate Grissom Academy. It should be noted that Shepard cannot protest the following assessment:
* US-UK, depending on which country you watch it in) is a Fake Nationality fiesta - set on a joint American-Russian lunar colony, the cast has Danish Brigitte Nielsen as an American investigator with other Americans played by Brits (and some actual Americans, like Gerald McRaney), and British Julian Sands as a Russian investigator with other Russians played by Brits, Poles and even the odd American.
* US universities (and many high schools as well) will have a set of grades beyond the usual A, B, C, D, and F:
* Usury, aka taking loans. The lender and borrower will pledge into well, a Loan Contract. The lender will lend his money at first so you can immediately use it, but some time in the future force the borrower to pay back more. Interest is where the debt multiplies over time. If the borrowers can no longer pay back the interest, then bad things (bankruptcy, seizing your bankrupt assets as collateral,

or even debt slavery) happen. For a more profound example, taking a desperate loan out from the mafia, a
* Usutu has the same power as Isaac, although he has learned to avoid using drugs. In fact, Hiro keeps calling him "Mr. African Isaac".
* US version at the first episode of season 4 (though you can already tell that's where they're headed at the end of season 3).
* U.S. version went through three different pilots before finally being picked up. It lasted 6 seasons.
* Us "vision quest" theme, while in the scenes set in the present day, it's been retooled for a more generic Merlin theme - a little more culturally sensitive, but just as sinister behind its facade.
* US War Machine. It's especially jarring considering how raw and sketchy the rest of the art looks.
* Us was written while Gabriel was divorcing his first wife Jill, going through a breakup with actress girlfriend Rosanna Arquette, and estranged from his daughter Anna. The resulting album lyrically deals with dysfunction and miscommunication in relationships.
* Utada Hikaru has a music video for the song Hikari (simply 光 in Kanji) that features her doing lip-sync to the song while washing dishes. Note that this is the entirety of the video.
* Utada Hikaru, Japanese-American singer-songwriter, came out as nonbinary in 2021.
* Utai Shinomiya, also known as Ardor Maiden, is unable to speak in real life without using her Neurolinker to type messages (she can say the "Burst Link" command, but it takes a great deal of effort), but can speak in Brain Burst.
* utaite collaboration. It helps that nqrse adds a completely original rap number after the second chorus, increasing the song's intensity tenfold.
* utaite fans enjoy shipping Pokota & Hanatan due to the beautiful love duets they often sing together, even though Hanatan is married to someone else in real life.
* Uta Karuta — Used for matching games, has 48 syllables in hiragana used to complete 48 proverbs.
* Uta Kata gets glowing eyes when she gets afflicted by her powers, leading one very spooky scene when she approaches Manatsu while she sleeps.
* Utakata, host of the Six-Tailed Slug does this to his student Hotaru in the
* Utakata is based on a Fawlty Towers Plot. However, instead of going for comedy, the life of lies that the main character is forced to lead causes her to hate herself more and more as the series goes on.
* Utakata, the container of the Six-Tailed Slug (believe it or not he's a
* Uta No Prince Sama, both Otoya and Tokiya try to confess to Haruka, but lose their nerve (as well as the whole "Love is Forbidden" thing) and instead...
* Uta No Prince Sama game where the main character is a girl in a school for idols, training to be a songwriter. She befriends the male unit Starish and their senpai unit Quartet Night, and begins to write songs for them - while romancing whichever the player chooses. The franchise has been holding stadium concerts for years, and its singles top the charts.
* Uta no Prince-sama in Japanese media, and especially the setup of putting them all in a music school to hone their skills.
* UTAU: Kasane Teto's curl-twin-tails are sometimes played on and drawn as drills.
* UTAUloid Pumpking the Testloid is a 13 year old boy with a wind-up Jack O'lantern for a head.
* Utauloid said voicebanks on the net to the general public without the permission of whoever owns said character / music can get you in serious hot water with the show creator / game creator / musician, the creator of the Utauloid program, and quite possibly a good portion of the Utauloid fandom as well.
* Utauloids can go even farther with this, not just with design and personality, but with voice quality, since the Utau program uses recorded-voice wav files. And thanks to VCV
* UTAU: Namine Ritsu, one of the better known voicebanks, is male... not that you could tell from most of his songs, fan art, or MMD models, where he makes quite the

cute girl.
* UTAU, Sukone Tei, is a yandere in her profile and is always shown to be going after the Vocaloid, Len, whether he wants it or not.
* Utawarerumono also wants to invade the other countries as Hien does, but only so he could kill people.
* Utawarerumono and its sequels, bipedal lizards called woptars are the ubiquitous beast of burden, and are used for everything a horse would be used for. In the sequels, Rulutieh rides a giant flightless bird named Cocopo, who also occasionally gets used to pull carts, though it's indicated that Cocopo is much, much larger than normal members of its species.
* Utawarerumono are a race of angel-winged humanoids, who all have white wings except for the cutesy-ditsy princess Kamyu, who has black wings.
* Utawarerumono: A recurring problem for those who try to use divine powers if they have access to them:
* Utawarerumono, but in the oblivious sense, not the nonsexual sense, obviously. He has a vague idea that his relationships with other girls might make Eruru jealous - but doesn't really think about why she would be - at one or two points.
* Utawarerumono chaste, sleeping with six different women throughout the storyline, Hakuoro somehow fails to realize they all love him until the very end. Oh, and the bunny princess also has a thing for him. It's most obvious with Karura, Yuzuha, and Eruruw. And Urtoriy. Doriy and Guraa also express some interest, but they're more into Oboro. Seriously, that's at least nine and he only expresses vague awareness of two or three tops before the story ends.
* Utawarerumono, Hakuoro had Karula destroy a bridge suspended atop a high cliff with Touka standing in the middle of it. Everyone believed she died as the bridge collapsed, but in the next episode, she survived unscratched. It's different in the game. It's Touka who destroys the bridge (by accident) falls down the cliff, but manages to climb back... to the Wrong Side, and gets captured by Hakuoro's soldiers. Characters are understandably embarrassed by her silliness.
* Utawarerumono. He even uses 'aniki' which gives Hakuoro pause for a moment.
* Utawarerumono, incidentally. It really is the exact same mask writ animated, complete with the quirky little mark at the top of it.
* Utawarerumono, Inkara, is fat, hedonistic and ultimately incompetent.
* Utawarerumono is a sadistic maniac who wants to kill any chance he can.
* Utawarerumono: Itsuwari no Kamen: As soon as Munechika catches Anju at the inn, she immediately starts spanking the latter as punishment for running away and causing a ruckus. Not helped by Anju's defiant attitude, which earns her even more spanks, much Haku and company's confusion and maybe even pity.
* Utawarerumono. Just prior, a couple of brats ran by and took a swipe at her tail, which she reacted to as if having her skirt flipped up.
* Utawarerumono: Mask of Deception, and the "bodyguard" is the head of the Imperial Guard... Nosuri freaks out and flees since a threat to the Imperial Princess carries an automatic sentence of death. Afterward, Anju is distressed to find that, while Oshtor and the others involved know that the "kidnapping" was fake, the Courts will still declare Anju's kidnappers guilty of treason and execute them, because a crime against the Princess is far too severe to ever ignore.
* Utawarerumono: Mask of Truth: Most military generals and emperors in the series will command from the front lines, and even fight at the head of their formations. Pillar General Raikou of Yamato is one of the few exceptions. It's noted that he has almost no combat ability himself, but he's a genius tactician whose strategies have lead Yamato's armies to victory time and time again, so he doesn't get too much grief for this.
* Utawarerumono: Mask of Truth, Nosuri complains of being bored out in the country where there isn't much of a gambling scene. Haku makes a set of hanafuda cards and teaches her how to play koi-koi... but Nosuri is terrible at the game, swiftly loses all her money, and starts betting her clothes too, to Haku's exasperation (he tries to subtly let her win at this point, but she's so terrible she keeps losing anyway). She only gives up once she's completely naked and has literally nothing left to bet.

* Utawarerumono: Mask of Truth. That said, they do seem to have an "Emergency Mode" that causes them to attack anything around them, which exasperates Haku (who knows the truth about them), saying "Why in the hell do you have so many 'Emergency Defense Protocols'? You're a glorified hazmat suit!"
* Utawarerumono: Mask of Truth. Though he tries to end the game or at least lose on purpose, he still keeps winning until she's stark naked. He just wants her to put her clothes back on and leave but just she can't accept that she can't win and refuses to be pitied.
* Utawarerumono: Non-shipping example in episode 8, with Aruruu, Yuzuha, and Kamyu sleeping on top of Mukkuru.
* Utawarerumono: Oboro accepts a hangover cure from village medic Eruruu. There isn't any buildup or indication of a gag, but the poor man's expression after throwing it back, along with the fact that it gives him convulsions and nearly kills him makes it fall squarely under this trope. He even forces her to add something to make it taste sweeter.
* Utawarerumono races actually descend from a vast series of genetic experimentation projects that was undertaken in a hidden underground lab, apparently as part of a project to reclaim the (for some reason) uninhabitable Earth above. Their ancestors were all grown in the titular jars by the human scientists.
* Utawarerumono scream during battle, after realizing how ridiculous and inefficient it is.
* Utawarerumono than to waste his life here, even if it means living in dishonor.
* Utawarerumono The rest of the world might be different, but we never see it.
* Utawarerumono (the visual novel), Hakuoro studies a strand of Mutikapa's fur in frustration, unable to explain why the creature fled the previous night when it had him and Eruruw in its grasp. Unable, that is, until Eruruw drenches him and the fur in tea and this trope ensues.
* Utawarerumono thing that lives with Aruru gets near and does a poor job disguising it.
* Utawarerumono, though this is only revealed in the game. Even then it is still confusing, as they are the ONLY males shown in the whole series to have tails. At the very least they seem to like men...
* utawarerumono When you get to play as him? He's among the weakest characters you can use because his skill sets haven't been trained, so Hakuoro/Karura/Touka etc are hitting quite a bit harder on their first blows than he lands on his entire attack.
* UTC is used for various purposes where worldwide uniformity is more important than matching the local time zone. It is essentially a more precisely defined substitute for Greenwich Mean Time, which was previously used for such purposes (and is still referenced in less formal usage as more or less equivalent to UTC).
* Utena also met Touga and Saionji when they found her hiding in a coffin after her parents' deaths (inspiring the latter to start seeking out something 'eternal'), but neither she or the boys ever realize this.
* Utena/Anthy also shows up given Anthy's true nature and the amount of
* Utena aspires to be this, though she combines it part-and-parcel with
* Utena herself tries to become one of these in episode 12 to cope with losing a duel to Touga and losing Anthy. Fortunately, Wakaba snaps her out of it.
* Utena pulls Anthy back up to the tower successfully, holding Anthy's wrist, but the time at the end when she fails, they were only holding fingers.
* Utena Tenjou is introduced as this, being a very athletic girl who happily helps up sports teams and has a horde of fangirls. Of course, the story will soon turn into something totally different for her...
* Utena turns this into a fun tradition, having several sequences with reused animation and getting new ones by story arc, giving each episode a rhythmic pattern of recurring scenes. It helps that there tends to be new versions of the scene before the actual part that's being reused.
* Uterine Replicator: Babies are made in a machine instead of a woman's womb.
* Uter, the stereotypical fat, jolly German kid who walks around in lederhosen.

* Ute til lunsj particular song was called "A song that can be played in NRK'', containing this amusing line:
* U.T.F.O. and Roxanne Shanté later went on tour together, rap battling each other based on these songs.
* Uthenium (1970s) episode "Doomsday is Tomorrow". A scientist creates a Doomsday Device in the hope of scaring the population into peace. He never intended to use it, even if his plan failed, but his supercomputer, whom he programmed to "win", attempts to destroy the world when the original plan fails.
* Uther 2.0. As it is, he gradually overcomes his pride and resembles his father less and less.
* Uther is blaming Morgana for her betrayal against the kingdom for trying to help the young druid Mordred escape. Morgana, who does not wish for Mordred to be executed, says that she will never forgive him if Mordred dies. Uther, on the other hand, states that he wasn't asking for forgiveness.
* Uther Pendragon tries to ban magic. At the time it's set, he has largely succeeded in destroying a culture (through unknown methods, as his elite knights have proven inept at defeating even a lone sorcerer, except by dumb luck - though given that many of the casualties were implied to be civilians, the sorcerers that did survive Uther's wrath could just have been the toughest and smartest). Most of the conflict in the story comes from people hating him for the various repressions and executions involved in this, usually with Arthur stuck squarely in the crossfire, and from Merlin trying to do his thing without getting outed and killed as a traitorous sorcerer.
* Uther's body is dressed in formal royal robes and laid out on a stone next to the tomb of his queen. Arthur holds vigil by his father's body overnight.
* Uther's death him before being foiled by a magical pendant that reversed the healing magic and magnified the damage tenfold.
* Utilised by multiple fraternity boys (admittedly, most likely drunk and stoned at the time) during a musical number in
* "utility fog" would be pretty much this: a swarm of machines the size of dust grains, with the ability to assemble into any structure we might need.
* Utility in Utilitarianism, which is subtly different from economics. For example, it can be aggregated between people. It's measured in
* Utility Party MemberThe character you keep in your party for their non-combat skills.
* Utility PodUsed for building and maintenance. Often spherical, barely fitting one or two people, with very thin walls, manipulator arms, some thrusters, and little else. It may not even have a built-in life support system, nor can it operate in an atmosphere or heavy gravity. They can be used to build space stations and ships, are almost always found at construction yards, and one or two could be attached to a ship for extravehicular transport / minor repair work.
* Utility Weapon: When the Improbable Weapon is a video-game tool that can be used outside of combat.
* Utilized primarily by the Venusian forces. Not particularly durable, but they tend to be very fast and always in numbers.
* utilize nuclear as ammunition. There are several proposed variants of the concept:
* Utonagans are specifically bred to look like wolves but are some of nicest, friendliest dogs one could ever hope to meet. Utonagans were specifically bred from three breeds (Huskies, Malamutes, and German Shepherds) in order to create something that had a wolf's lean and threatening appearance but in all that Badassness something broke and they came out friendly. They are great family dogs but quite possibly the worst guard dogs in the world, because rather than chase burglars they're more likely to roll over and ask for a belly rub.
* Utopia (1516), one of the characters critiques the idea of the death sentence for theft over the same possible result.
* Utopia (2014): Every single entrant in 'NBA's Got Talent' in "Blue Sky Thinking". Highlights include a dance act whose smoke machine sets of the fire alarm, a white accountant attempting to do gangsta rap, and Ash's truly inept magic act, where he

fails to guess Tony's card multiple times.
* Utopia (2014): In "Mission Creeps", Scott announces that the pilot for the NBA's new podcast had debuted at no. 4. In the public infrastructure category.
* Utopia (2014): In "Pipe Dreams", Rhonda and Nat get into an argument about whether what Rhonda is proposing is a mature debate, which quickly degenerates into "Yes, it is" "No, it isn't". It ends with Rhonda yelling "Yes, it is and I just won!".
* Utopia (2014): In "The Ghost of Christmas Future", the Minister is rehearsing a speech and talks about the new plan for busting traffic congestion and what it will mean for "insert city name here".
* Utopia (2014): Tony does this in "Smart Cities"; pretending to take an important call in order to ditch Brian the security guard who is insisting on reading him a lot of unhelpful Tweets.
* Utopia 58 ends with Kay failing to flee the White Army and getting subsequently captured and later executed.
* Utopia 58 has EQL61, the White General within the White Army. He doesn't show up very often in the book, but he's controlling the battalion hunting down Kay and his allies.
* Utopia 58 themself, and reveals she used Kay to snuff out the rebels threatening her empire. She explains that she “loved” him but in a shallow way.
* Utopia. An assassin is sent to kill a man called Warne, but due to a pass card mix-up, he closes in on the wrong man. The victim protests that his name is "Pepper, Norman Pepper", and the assassin is almost ready to realize his mistake. However he then notices the soft drinks can that Norman was drinking from, and with a smile steps forward saying the words "Of course you are...".
* "Utopia": At the end of the universe, everything is rough and worn-down. The computers need near-constant rebooting, among other issues.
* Utopia, Biological Ascension allows you to add and remove genetic traits from different populations within your empire, allowing you to optimize their traits based on their environment and what you want their role to be and giving great flexibility when it comes to expansion and production. For instance, you could make your primary species more intelligent or allow a species that evolved on a desert world to colonize a predominantly tropical world. More sinister uses include making dissident or enslaved pops more efficient at gathering certain resources or even removing their ability to feel emotion, boosting their productivity and ensuring that they'll never rebel.
* Utopia by Lincoln Child is set in a futuristic theme park which becomes deadly when a group of terrorists take control of its technology.
* Utopia": Chantho, the last of the Malmooths. She looks like a blue humanoid bug.
* Utopia. Deliberately dropping cometary fragments small enough to burn up in the atmosphere onto the poorly terraformed world of Inferno was used to add water to the ecosystem. Then a researcher gets the idea of dropping a whole comet onto the planet in such a way that the fragments gouge out a channel across an entire continent, making it possible for a polar sea to form as a way of stabilizing the climate.
* Utopia describing one of his visits to the Netherlands, and then recounting a description of the Utopian society — a description he says he got from a sailor named Raphael.
* Utopia detailing a clandestine plot to sterilise 90% of the UK and, eventually, the world in order to avert societal breakdown, war, famine and genocide.
* Utopia DLC. All enslaved pops now receive a 10-20% happiness penalty regardless of their ethos, and are far more likely to cause unrest that needs to be suppressed.
* Utopia DLC, any empires running with the Fanatical Purifiers (Fanatic Xenophobe and Militarist) civic will gain access to Armageddon type bombardment, which is the highest level of orbital destruction unique to them.
* Utopia. For example, Michael Stearns. They initially intercept his request for samples of blood from children supposedly infected with the flu, so that he'll see that it's apparently the same he discovered and greenlight an immediate emergency

use authorization for his vaccine/cure. When this doesn't work, they concoct a plan involving twins to make him think that he cured one. This works and he pushes for the vaccine to be released, but then he starts getting suspicious. So they launch "Operation Fun," which involves activating his wife Colleen in her sleeper agent role and threaten to frame him for having complied snuff porn on his laptop if he doesn't tow the line. This works too, at least until Jessica Hyde and the others come busting into the house and blow the whole thing wide open.
* Utopia, Grant discovers an old Ameritech telephone directory book and, most likely having looked up phone numbers entirely using the Internet, mutters to himself asking what it is.
* "Utopia" has the Doctor travel to near the end of the universe, finding desperate humans trying to flee from the vampire-like Futurekind.
* Utopia in "Smart Cities" involves the conference organizers getting Tony's name wrong and referring to him as 'Tony Woodley' rather than 'Tony Woodford'. The final scene has him being announced as 'Tony Woodley' as he takes the stage to give the keynote address.
* Utopia. It allows them to distort the truth in whatever capacity they see fit. The definition of "witness" can (and usually does) extend to members of their own organization.
* "Utopia", Jack glomps the TARDIS, but that's because he's desperately trying to hitch a lift.
* Utopia Justifies the Means because they genuinely believe they can create a better society.
* Utopia Justifies the Means: Characters, usually bad guys, who wish to create a better world but will go to extreme lengths to achieve it.
* Utopia Justifies the Means institutes a rigorous discipline on its citizens that seems rather harsh to modern readers and would have even seemed so to most Greeks (although perhaps not the Spartans). Additionally, when queried as to how this ideal state might be established in reality, Plato's Socrates replies that the only way to do it would be to find an existing city and exile everyone over the age of ten. (Some scholars think that Plato was using this as an indication that the ideal state was impossible, but others aren't so sure.)
* Utopia Justifies the Means is the creation of a better world for everyone as a whole, no matter what the cost.
* Utopia Justifies the Means-type behaviour. Unlike the Chaos Marines, however, he didn't fight their rule, believing that the alternative (a return to the pointless and destructive civil war among his people that had ended with the Ethereal's arrival long ago) was worse, and chose self-imposed exile instead.
* Utopia Justifies the Means: What makes a better world? Making people suffer for their own good.
* Utopia) lets them produce more minerals and food (and greatly reduces their ability to produce any other resource) and makes sure they're never unhappy, only because the trait removes their ability to feel any emotions whatsoever. The above mentioned happiness penalties would no longer apply.
* Utopia, Limited but do all their plotting by whisper, concluding, "At last a capital plan we've got/ We won't say how and we won't say what:/ It's safe in my noddle —/ Now off we will toddle,/ And slyly develop this capital plot!"
* Utopia Limited: Nearly anything that the Flowers of Progress, and to a lesser degree Lady Sophy, say about England.
* Utopia, Ltd. educated in England as an excuse for introducing English characters into the fictional South Sea island.
* "Utopian" goal of destroying everything not Dalek or Cyber, the Sontarans are imperialists who have used technology to overcome their biological limitations and the Time Lords are corrupt politicians who put so much faith in history's inevitable development that they never help anyone or change.
* Utopian Massacres is idealistic, from inexperience. He gets upset when the way of the world across the river is described to him.
* Utopia Now, libertarian Silicon Valley start-up geniuses out to fight demonically-influenced corporations through a combination of exorcism and hostile

buyouts, so that they can build their own Operation Atlantis.
* "Utopia" of beginning all her sentences with "Chan" and ending them with "Tho". According to her, not doing so is the equivalent of swearing to her species. –Tho
* Utopia. One of these points out the various flaws of having all crimes punished by death.
* Utopia points out the bad logic of assigning "value" to things just because they're pretty and rare. In Utopia, they have the stuff and use it to trade to the outside world, but within Utopia, it's communally owned and growing attached to it is discouraged. Gold is used for the shackles of slaves and for things like chamber pots, so that it's associated with the shameful and dirty. Precious stones are given to small children to wear and play with, with the understanding that any self-respecting Utopian will quickly grow out of this infantile attachment to the shiny if they want to be taken seriously — so if any foreigners ever arrive all pimped out in their most ostentatious jewelry in an attempt to impress the locals, they'll look like overgrown babies. In one case a foreign king visting Utopia is mistaken for a slave due to having a gold necklace around his neck. A group of watching Utopians comment on the scene with one saying "that chain hardly looks big enough to prevent that slave from escaping." Since he's also wearing many jewels, which their society veiws as absurd and childish for an adult, they concluded he's some kind of clown. One of the king's servants, who is dressed in normal clothes, is mistaken for the foreign king because he's the only one not wearing gold or jewels, and therefore the only one respectable enough to even be considered the ruler of such a powerful nation.
* "Utopia", Professor Yana comes upon the trio (the Doctor, Martha and Jack). He knows the Doctor is male, but that's it, so for a brief moment, he stands between Jack and the Doctor, trying to decide which one is the Doctor until he gives up and simply asks Jack. The Doctor immediately corrects him, prompting an overexcited Yana to grab him and drag him away, much to the Doctor's amusement.
* Utopia, sadist Arby is constantly putting raisins in his mouth while talking with associates and interrogating torture victims.
* Utopia setting where it's implied that there's no longer the resources or population to keep high technology working.
* Utopia" shows him screaming throughout the whole process. Extra creepy when his face morphs and the scream pitches up.
* "Utopia" stay behind to activate it, that person being Professor Yana, who designed the rocket. His assistant Chantho is perfectly fine with staying with Yana, even though he's tried to persuade her to go.
* Utopiates: In the near future... ...science is able to distill human personalities into a drug-form. Called utopiates -a merging of the words utopia and opiate- these drugs allow users to swap personalities with the "mental imprints" of other people. Every user has their own reasons for seeking chemical escape, but all soon learn the cost of soul swapping is extremely high.
* "Utopia": The Doctor pleads for the Master to stop and think instead of stealing the TARDIS and escaping, but it doesn't work.
* "Utopia", the Doctor visits a human refugee base in the year 100,000,000,000,000 AD, a time in which the Universe was ending and most races had gone extinct, and states his wonderment at how the human race is one of the few races to survive to the very end of existence.
* "Utopia": The kindly Professor Yana managed to build a complex computer system out of, as the Doctor puts it, "food and string and staples". And in some cases, not even that (gluten is mentioned as being a key part of the mechanisms).
* Utopia). The next day, Jim brings the cardboard back to Tony for him to check. He starts reading "I am down on my luck and homeless..." before realising and turning the cardboard over.
* "Utopia": The TARDIS travels 100 trillion years into the future, when all the stars have long ago died of old age and a few planets are maintained in habitable condition by artificial "atmosphere shells".
* "Utopia".) This also means that she says her name as "Chan-Chantho-Tho".

* Utopia: This varies between deconstruction or reconstruction depending on the attitudes of the day. Occasionally played straight when discussing idealized worlds.
* Utopia, Thomas Christie compares the phrase "Where is Jessica Hyde?" to this, saying that it's like a "turdy little pop song" that won't get out of his head.
* Utopia Unmade: Cure Marine has mild control over water, being able to sense it underground. She's also able to directly control it and drown people in it, as Kumojacky found out the hard way.
* Utopia Unmade has the Bad End War that took place in the past, where Pierrot took control of Märchenland, renamed it the Bad End Kingdom, and attacked Majorland. The Precure Kingdom aided Majorland and eventually exterminated all the residents of the Bad End Kingdom. This was when Love realized the Precure Kingdom was heading towards something bad.
* "Utopia", when they've survived all the way to the end of the Universe.
* Utopia with a note made from the newspaper headlines calling for him to step down. It does not fool them for a second.
* Utøya: July 22 by Erik Poppe is a depiction of what happened on the island Utøya on 22. July [2011], namely a mass-murder.
* Utøya: July 22) from the perspective of the victims. Said victims, being unarmed and mentally unprepared for a terrorist assault, can't do anything against the terrorist who can rapidly hit them at large distances (> 20 meters), and is protected by a helmet and a bulletproof vest, making stones useless. This is exacerbated by the fact that people attending the Utøya camp were mostly nonaggressive. They can only run.
* Utøya: July 22) from the perspective of the victims. Shot dead in the last two minutes of the attack, while searching for her little sister, mere moments before they could be reunited.
* Utøya: July 22), Kaja, the main heroine, survives the terrorist's attack while hiding in the rocks, despite her exposed position. The terrorist then leaves, and Kaja moves to the Eastern part of the beach with Magnus.[[note]](which at this point would already be safe in Real Life, as Breivik never returned there after the rock shooting). While they argue about what to do next, a single shot is heard - and then Kaja collapses on the ground.
* Utøya: July 22 massacre committed by Norwegian spree killer Anders Breivik.
* Utøya: July 22 - understandable, since the dead couldn't tell their stories otherwise.
* Utrom Shredder, Mirage Leonardo says, "The Shredder... Has been shredded."
* Utrom Shredder wasn't so into the destruction of reality at first. He just realized that the Ninja Turtles would persist in every reality so winning in one really meant nothing in the grand scheme of things. What he wanted to do was eliminate the TMNTs from existence, by destroying them on Turtle Prime (the original Mirage comic). Reality was shattering but only after he had left the 2003 dimension (which he didn't know was happening). Once he saw that the destruction of the 1984 Turtles would in fact break reality fully,
* Utsuge of the event the death of Naomi is dramatically awesome. How often do videogame characters die of cancer?
* Utsuho consists almost entirely of gimmick patterns. Except for Utsuho. Her patterns are quite straightforward, making up for that by way of having the largest bullets in the series, and spamming them. Furthermore, while most stage 6 bosses are all about variety, Utsuho sticks with what she does best, not even changing up her nonspells.
* Utsuho Reiuji, when playing as Reimu and Suika. Utsuho finds Reimu rather tasty-looking, and expresses her desire to eat Reimu right then and there.
* Uttered by Phyllis Diller after going down a trap door chute in a haunted castle in her episode "Wasn't that F-U-U-N,
* Uttered (in almost exactly the same words, no less) by one of the heroes of Polish cult sci-fi film
* utter linearity's Episodes begin with Gordon not at full health, due to him being

injured from a scene in the previous game.
* Utterly averted. The Arabs, despite having a language with an astronomical number of nouns, apparently have a small pool of personal names even before the advent of
* Utterly averted with CO Humpphrey, whose corpse is tossed in a closet and ignored. Leanne outright denies his humanity when she finds him (and then gets high in the same closet).
* Utterly averted with Missandei. Missandei is one of the only speaking characters in the TV series that is actually from the
* Utterly Consumed: If there are seven or more shards on the four Stage cards, the Witness is consumed by the horrors that haunt them; it might involve
* utterly curbstomped left the writing on the wall: Sega would unceremoniously step down from hardware manufacturing in 2001, becoming a software-only third party developer for their former rivals, destroying any last shred of prestige they had in the industry.
* utterly curbstomping them a robot god. It should come as no surprise that Hope's Eidolon is this game's incarnation of Alexander — one that can transform into a huge fortress armed with divine lasers.
* utterly despised by the fans) that ends particularly well for her, and by the sixth season, Trixie had gone from one-off "antagonist" to a regularly appearing supporting character who has eased back on her narcissism.
* utterly despised) family. After some internal debating, he has the exact same outbursts as above trying to explain what he'll do with this new power.
* utterly devastating example all movie. (It should be noted that Aaron had no idea the new Spider-Man was his beloved nephew, and is horrified when he finds out.) The look on Miles' face when he realizes is a mixture of heartbreak and pure terror.
* utterly freaking ripped) have very open shirts, and the latter takes his off completely when fighting.
* utterly illogical results. It also has an annoying habit of just outright killing entire units, whereas a player might take some hits but won't lose any units entirely.
* utterly obsessed with Vectron, their apparent deity/founder. Eventually, one person asks where all this Vectron stuff came from, because no one had ever mentioned him until about three weeks ago when he came back from a day off sick and found him being invoked with every sentence. After a hesitant reference to ancient scrolls they can't actually remember ever having seen, someone offers another possibility.
* utterly ravaged and depopulated made things even worse. The Byzantines found out Italy costed too much to keep, and when the Lombards marched into Italy to conquer it ten years after the war was won, they barely met resistance.
* Utterly subverted by Yael Arad, who won the silver at women's judo in the 1992 Barcelona Olympics. She was hailed as a national hero in Israel for the simple fact that she was the first Israeli athlete to ever win
* utterly worthless, only good for trading for a small amount of meat.
* utter sociopath who treats reality (especially the Winchesters' suffering) as his entertainment. When they realize this and refuse to keep following his script, he turns on them.
* utter stupidity one to get out of his missions alive.) His dossier in the Shadow Broker's ship also shows that he's really unconcerned about survival at this point. One of the retirement plans he considered was buying a ship, packing it with explosives, and ramming the loaded ship at Omega (with him at the helm, of course.) Not that he's anything close to suicidal; one just can't go and settle down someplace quietly after a lifetime of kicking ass.
* utter, systemic failure because some of the police fit that description.
* Utter the line "Right here, right now", and nearly anyone with associate it with Fat Boy Slim's song of that name, not the movie (
* Utu (1983), the British Colonel (Tim Elliot) caused the Maori rebellion by massacring allied tribes. He takes the credit for the successful defence of the stockade and personally leads a squad in pursuit of Anzac Wallace's character. His

way of identifying an enemy sympathiser was to kill the suspect and count the number of flies that landed on the corpse.
* Utu Maori rebel Te Wheke clubs his little sister Kura to death for loving a white man. In turn, he is captured by the British army and executed by his big brother Wiremu.
* U Turn: A drifter breaks down in Superior, Arizona and finds himself trapped in a plot to kill a rich man in town and escape with his wife. Too bad all the bizarre characters in Superior intend to keep him there.
* U Turn punches the main character Bobby after catching him with his wife, then offers him money to kill her.
* Utu to kill. Although historically the British army wore red coats as full dress, in this film they wear the blue overseas campaign uniform.
* Über actually create illusions in their observers' minds that cause them to be seen as a different person - they can be detected by photography, which can't be fooled.
* Über and was instrumental in beating them back. Since then, one of the most important players in the war, since she is the only Uber in existence capable of replicating the rare substance that creates more of their kind, but her alliance with the Soviet Union is shaky and uneasy at best, since nobody is capable to control her and she does whatever the hell she wants.
* Über are manufactured and deployed as heavy weapons; they're even classed as "tanks" or "battleships" according to their power level.
* Über die Stufen von Marmor. In Venice, a young German sculptor and a sixteen-year-old tourist, both male, discover that they are in love and, during a one-hour interlude with the stage curtain drawn, have sex.
* Über gaining the ability to make superhuman 'tank' soldiers. They possess super-human strength, speed, are damn near invulnerable and have the power to distort reality using energy halos. The only thing that can possibly kill a Uber is another one.
* Über gives badass Soviet Maria 'Katyusha' an equally badass longcoat.
* Über, meanwhile, are totally immune to tank fire and can fling tanks around like beach balls.
* Übermensch due to their advanced biology. They thought that the Ancient Greeks, Romans, and Modern Germans were the descendants of Atlantis. However, the Jews used Christianity to suppress the descendants of Atlantis in a Dark Age of ignorance, and therefore they need to be eliminated. Much of the rituals of the SS revolved around these ideas of the ancient Aryans, Nordicism, and blood. Hitler agreed with the Occultists on Nordic superiority, but that was about it. Any other Occult symbolism used by Hitler (such as the infamous Swastika) was purely for imagery and propaganda.
* Übermensch's transhuman nature. The canonical Superman follows a conventional good/evil morality, he does not transcend societal norms to create his own.
* Übermensch than anything else. Cell genuinely believes that he is perfect upon absorbing 17 and 18 and holds a tournament to trumpet how he is the greatest being in the universe via Bio-engineering and then destroy everyone on Earth after his assumed victory in his Cell Games. However, Gohan taps into his emotions, brought about by Cell's destruction of 16, to achieve a new form, Super Saiyan 2, in order to defeat and ultimately kill Cell.
* Übermensch that is better than normal people and free from moral constraints. Just to hammer this point home, in series three he is seen reading Nietzsche shortly before telling his son Peter that he is "Better." Ironically subtler villains Linderman and Adam Monroe did a better job of representing this trope than Arthur ever did.
* Über nature of the story, no character whom the audience may feel like is the protagonist seems safe.
* Über once the titular superhumans are introduced, however...they bloodily rip ordinary humans apart like ragdolls made of wet tissue paper.
* Über opens with the Battle of Berlin in World War II underway and doesn't

shy away from depicting Allies committing brutalities like some Soviet soldiers raping German civilians.
* Über powerful enough to demolish towns and sink warships at ten-kilometer ranges, but their bodies are as fragile as a normal human's, allowing the stronger "panzermensch" to rip them apart at close range.
* Über, the mysterious "Wotan's Blood" kills and/or horribly mutates most people but can transform others into the superhuman "Ubers". Depending on the potential of the candidates and the follow-up activation procedures, the results can be radically different. The rarest and strongest Ubers are the "Battleships" who can wipe out dozens of lesser Ubers with ease.
* Über. The super-soldiers are ranked by classes named after ship classes—cruiser, destroyer, battleship, etc.—and each one is given a name and rank. For example, the British soldiers are HMH (His Majesty's Human), followed by their chosen name. Major characters include HMH Churchill and HMH Dunkirk.
* Über tries to exterminate the residents of Bletchley Park while stark naked. Justified since Stephanie realized that he was a Geltmensch just after she'd finished having sex with him.
* Überwald: A location in Eastern Europe full of supernatural goings-on.
* Überwald. His willingness to assert that immunity in the face of people with sharp weapons is used by a local power to test his resolve. (It doesn't prevent him from being arrested when he later breaks a law that may be silly from our point of view but is very important in Dwarf culture.)
* Überwald in the Odenwald region in Germany. Nearby is one of several German castles called Frankenstein, which popular culture connects to the eponymous novel. Mary Shelley demonstrably came within ten miles on September 2nd 1814. However, the connection wasn’t made until 1950, and to this day no other substantial evidence has come to light. Also, unlike the film adaptations, there is no castle in the novel.
* Überwald is possibly the oldest example of this trope. When the innkeeper crosses himself and begs you not to go near ze castle, you should probably listen.
* Ünderland). The dictator of the nation, Dr. Venture's "official" arch-nemesis, hauls off the rest of the Ventures but falls instantly for Dean.
* Uuno Turhapuro In The Army. What really gets her, though, is that no-one noticed a thing...not even while they were bathing.
* Uuno Turhapuro with an enlightened face: "I see. This must be a Finnish movie. There is no other explanation for the presence of so many drunk people in one scene."
* UU's real name is Calliope. She will fall asleep and her brother will wake up if she hears her brother's name, and vice-versa. She is a Cherub, a species of sociopathic loners by nature, to the point that UU pretends to be a Troll because she finds them preferable to her own species in every way possible. And finally, her face is shown. She looks like a young female version of Lord English.
* Uvanov and Zilda have a complicated antagonistic relationship because of their social classes. Zilda is higher class than Uvanov, due to being from one of the "First Families", and the less privileged Uvanov resents her for it. But Uvanov is financially better off than Zilda, and Zilda is just a trainee navigator while Uvanov is Commander, meaning he's in charge of her by all practical standards. He's also
* UVB-76, or just "The Buzzer" is that it's related to Perimetr in some way: If it suddenly ceases to transmit, and no coded voice message is heard within a certain period confirming that it was a false alarm, the Russian military will go to the local equivalent of DEFCON 2 or higher.
* Uvo and his Uranians despise women and have conscripted all of theirs and any they capture in their never-ending war to a life of slavery. He then uses many of those slaves by placing them in his several city-block models of earth cities and then dropping atomic weapons on them to observe the effectiveness of his planned attacks.
* Uvogin can kill another (superpowered) human being with his roar alone.
* Uvogin demonstrates how tough he is by casually catching a bullet fired at him

at point-blank range with his
* Uvuvwevwevwe Onyetenyevwe Ugwemubwem Osas is, supposedly, the man with the "hardest name in Africa". He's actually a character played by Nigerian comedian David Igwe.
* Uwe Boll. Duke Fallow is a subversion, as he'd much rather enjoy all the perks of being royalty without any responsibility. That said, he's pretty handy with a sword.
* Uwe Boll DVD release was promoted boldly as a sequel to the "Best-selling Live-action DVD of 2006!" A claim footnoted with "for films that made less than $5 million at the box office."
* Uwe Boll, for the actors involved. He might not be much of a creative talent, but he reportedly pays well:
* Uwe Boll had a scene like this. The Protagonists plot to steal Krotchy dolls using a makeshift map of the Little Germany compound, and using random action figures to represent themselves and anyone else in the compound. Apparently they couldn't find any figures on the same scale.
* Uwe Boll has this, though watching the movie it can be hard to tell exactly what it is. The movie talks about a dark world that mirrors our light world, but at other times, it suggests that the Abcane tribe that discovered it ARE the evil in the can.
* Uwe Boll, only two soldiers survive the Viet Cong massacre of their camp... only to be killed when the Air Force levels the place. A third soldier that had nearly escaped the VC's labyrinth of tunnels was buried alive and slowly suffocated.
* Uwe Boll's commentary on any of his movies is a truly fascinating experience, it gives you an inside look as to how utterly ridiculous he truly is. Some highlights:
* Uwe Boll. Some people claim it's because he's actually a decent director and just loves pissing off video game fans. The man himself says as much.
* Uwe Boll. The first in a long line of painfully shallow video game adaptations for Boll.
* Uwe Boll used footage from the first, second and third games as wipes.
* Uwe Boll, who exploited a (now thankfully closed) German tax loophole nicknamed "stupid German money" that made people rich off of money-losing movies.
* UWF already established), that these valets who have been nothing but distractions till now are willing to bleed(WWC having to build from the ground up after Tigresa's heyday), leading to early days-months being repetitive, contrived or awkward as audiences don't know what to make of it(each of these things wound up being successful in the long run).
* Uxbridge was then taken to his headquarters away from the battle and had the remaining stump of the leg amputated with no painkillers of any sort, as anything other than a leather strap to bite had not yet been invented. What's more, according to his aide, Col. Thomas Wildman, he remained composed enough to smile through the operation.
* Uzaki-chan Wants to Hang Out! (admittedly, they're hardly ever seen in class)
* Uzaki-chan Wants to Hang Out! does convince him she's an adult, though.
* Uzaki-chan Wants to Hang Out! for her own antics, given her penchant for making fun of Shinichi.
* Uzaki-chan Wants to Hang Out! has one 12-episode season so far, with a second season announced for 2022.
* Uzaki-chan Wants to Hang Out! into his wife (in fact, it was his idea to send his son to live away when he went to college, so as to have his wife all for himself at home).
* Uzaki-chan Wants to Hang Out! occurs when she, being a short woman with huge boobs, gets a crack on her lower back, forcing her to lie down until the pain is gone.
* Uzaki-chan Wants to Hang Out!. Shinichi for his part seems to enjoy seeing Hana getting punished.
* Uzaki-chan Wants to Hang Out!: Shinichi Sakurai is a 3rd-year university student who just wants to spend his free time alone. Unfortunately for him, the short, energetic, and very buxom 2nd-year student Hana Uzaki has taken notice of this and

decided to remedy that by pestering and teasing him until he is forced to hang out with her.
* Uzaki-chan Wants to Hang Out! to the forefront of the wider anime fandom, it nonetheless dominates discussion of both the series and the summer 2020 anime block as a whole.
* Uzaki-chan Wants to Hang Out! was immediately met with outcry online over the titular lead's character design, with her combination of a rounded, doll-like face and gigantic boobs being met with accusations of sexism and female objectification, among others. However, this same outcry gave the series a gigantic boost in popularity from more hardcore anime fans, leading it to become one of the most prominent and popular anime of summer 2020, heights that most analysts (including those who supported the show) pointed out would never have been achieved otherwise.
* Uzaki-chan Wants to Hang Out! will begrudgingly admit that Hana is his friend but he will absolutely deny that they're dating or that he's even attracted to her to the point where he will immediately look away when he finds himself gawking at her.
* Uzaki-chan Wants to Hang Out! with the words "Sugoi Dekai" as if emphasizing this). Another character once calls her breasts "weapons".
* UzaMaid: Our Maid Is Way Too Annoying!... before her loosened top falls and exposes her breasts, leading to her arrest.
* UzaMaid: Our Maid Is Way Too Annoying! concerns an ex-JSDF veteran named Tsubame Kamoi who becomes the maid of a half-Russian girl named Misha Takanashi. Given how Kamoi has a hard Lolita complex, she tries to become Misha's pal despite Misha's refusal.
* Uzbekistan basically has nothing to export except cotton, oil and gas, all of which all but require the death of Aral — cotton requires water for irrigation (thus ensuring no inflow to the sea), and the former seabed just happen to contain some lucrative fuel deposits.
* "Uzi el Oso" (Uzi the Bear: Under this adorable guise you'll find a destructive arsenal never found in a stuffed toy! Just twist it an arm and you'll discover why its creators were locked in an insane asylum!).
* Uzu and Muzu from Kakaruzu. The titular Uzu and Muzu are brothers who share an extremely strong bond well through adulthood, until they have a petty fight over the correct way to cross one's leg. After the fight escalates to violence, the brothers build a huge wall in the middle of their house and never speak to each other again. The wall remains in place for generations, to the point where the original connection between the families on either side of the wall is completely forgotten, not to mention the reason for the fight.
* Uzuki offers Neku a way out of the game if he kills his partner Shiki. However, before Neku can deliver the killing blow, he's stopped by Mr. H, who says that since his life is tied to his partner's, he'll die too...
* Uzuki to Yuki. As he himself tells Yuki in episode 2 "You're a nuisance. I hate your goody-two-shoes, know-it-all act. I'm not your friend. I felt bad for you, so I thought I'd try being nice, but you misunderstood.
* Uzumaki almost entirely takes place during the day. There are only a very few scenes that take place at night. Daylight doesn't help the protagonists anyway, since there are no ways out of the valley.
* Uzumaki for days, they finally arrive back at the village. However, when they return, all of the houses have been rebuilt so that they face the pond (in a spiral, no less), and Mr. Tanazaki is now much older. They finally realize just how long they've been gone when Tanazaki says, "How many years has it been? You haven't changed at all."
* Uzumaki for the protagonist is likened to one because he keeps jumping out at her. He is later taunted by a sinister hallucination of his jack-in-the-box and attempts to prove his love by trying to stop a car with his body. When they check his grave his corpse comes to life and jumps after before its rotted legs break off and he starts bouncing with a suspension spring that had wedged into his midsection.
* Uzumaki had a scene where a protagonist's mother used scissors to cut her fingerprints off due to her not-so-irrational fear of spirals.

* Uzumaki has a room filled with spiral-related items: mosquito coils, numerous shells, spiral-patterned clothes, etc. When these are thrown out in an effort to stop his psychosis, he is... less then pleased.
* Uzumaki into a spiral, which he does by forcing himself into a circular basin and contorting himself into an anatomically impossible spiral shape. It's probably fair to say at this point that Junji Ito loves this trope.
* Uzumaki into a tight spiral that's stuffed inside a wooden tub. Shuichi and his mother discover the corpse when they investigate the strange tub left in their study.
* Uzumaki is not spectacular at all, including how a spiral-shaped scar spins into a black hole.
* Uzumaki, most of the spiral transformations more or less come from out of nowhere and only hit a selected few individuals. However, the snail transformations seem contagious in their own way. The ones that start transforming into snails in the first place are always people who are physically slow, and then the ones who in any way hurt the snail people and/or their eggs will also be turned into snails.
* Uzumaki Naruko: To the Victor, the Spoils V2 has something of a throwaway line near the Chunin Exams arc, near the first third of Episode 21 of the anime, that implies ninja are considered adults from the time they receive their forehead protectors. This fic treats this line with the seriousness it comes with, with many of the rookie genin actually having to do adult duties such as paying taxes while also learning about adult pleasures such as drinking and having sex despite being 12-13 years old. As the meme goes "Old enough to kill; old enough to x."
* Uzumaki. One notable example is when a chapter near the middle of the manga introduces Kirie's pregnant cousin, Keiko. Even though Kirie's clearly close with Keiko, this is the first time we ever hear of her.
* Uzumaki, protagonist Kirie suffers burns that are serious enough to put her in hospital for some time, yet manage to mostly miss her face. Once she leaves the hospital, the ones on her legs are also fully healed without a trace of scarring.
* Uzumaki, providing many of the answers that would have been difficult to provide otherwise.
* Uzumaki. The center of the structure is completely frozen in one everlasting moment.
* Uzumaki. The effects of this sort of "infection" can be fatal, and Kirie is lucky to survive.
* Uzumaki the rules change over time, with zero announcement. The only method of discerning them is trial-and-error, but any error means you’re dead.
* Uzumaki. The text on the map can't be read, but it appears to depict the final stages of the curse.
* Uzumaki, who develop a spiral pattern on their backs, then start developing other, more horrific traits over the course of several days.
* v1.13 mod, continually updated to this day, which completely revamps the game and even adds an online multiplayer mode! Some of the gameplay changes such as the New Inventory system (revising characters' gear so that they would have to wear Load-Bearing Equipment "containers" such as vests, backpacks, and rucksacks), the revised equipment system and the 100-point Action Point system were great. To get an idea at how huge this mod is, it adds in around 725 new firearms into a game that originally had around 20.
* V (1983) after his plane was shot down during the Vietnam War. Martin ends up shoving Donovan down the escape chute first just to make sure he jumps.
* V (1983) as even during the final battle when the aliens are clearly attempting to murder the humans their weapons are still useless. It is not an exaggeration to suggest that the bows used by Alexander the Great three thousand years ago had more stopping power, had more range judging by the firing distances employed, and fired projectiles that were significantly faster as the laser bolts are laughably slow compared to arrows or bullets.
* V (1983), as they're in need of unpolluted water. Despite having the technology to travel interstellar distances and steal an entire planet's worth of water, they somehow don't have the technology to avoid polluting water or to purify it.

* V (1983) being loosely based on the rise of fascism in pre-WWII Germany, this incident was inspired by the Reichstag fire of 1933, supposedly set by Nazi operatives posing as Communists. They also claim a conspiracy by Earth scientists is the reason they must take control, to keep order.
* V (1983) catches him breaking into her house to steal a security pass. He pretends he was there to steal a photo of his son, which fortunately he'd seen and pocketed on a whim.
* V (1983), Diana, halfway through the first episode. Other resistance members from the miniseries (including Robin Maxwell's father and Elias) are anticlimactically killed off within the first few episodes of the series.
* V (1983): Donovan didn't like Tyler, and Tyler didn't like Donovan. Things eventually come to a head in the last episode of the series where the two of them finally get into a fistfight. They manage to beat the snot out of each other with the result that both wind up lying on the ground next to one another. Somehow this generates respect for each other in the process.
* V (1983) episode "Trial By Combat", Diana and Lydia fight one to decide whether Lydia is guilty of killing Charles.
* V (1983) featured assorted newscasters as themselves. Howard K. Smith for instance was a well known news reporter from World War II to the 1970s and appeared as himself covering the Visitors' arrival.
* V (1983), Ham Tyler is brainwashed to kill resistance leader Michael Donovan.
* V (1983) has Kristine Walsh, who lost her objectivity so completely that she pretty much became the Minister of Propaganda for the Visitors. She changed her tune, however, about five seconds before she was fatally shot. In the A. C. Crispin novelization, she had a reputation for sensationalism and many people said, "(Paraphrasing)<Walter Cronkite?> wants the story and Kristine Walsh wants the GLORY."
* V (1983) in the first place to appear friendly to humans, it is reasonable for them to not be wearing camo or body armor as that would've rather spoiled that image.
* V (1983): In the mini-series, the human resistance develop the Red Dust that only kills the aliens, driving them off the planet. When the aliens return for the later TV series, the Dust can't be used again because long term studies have shown that any greater concentration in the atmosphere would damage the ecosystem.
* V (1983). In the original miniseries, Donovan takes the uniform of a much smaller, female Visitor, who explains that it will stretch to fit him. Apparently they're one-size-fits-all. They also have to avoid speaking due to the fact that the Visitors' voices have a flanging effect to them, though the rebels later invent a device that mimics this.
* V (1983) is infiltrating a press conference using a forged security pass. Even though the pass has just been checked electronically, one of the Visitors insists on looking at it closely for no apparent reason.
* V (1983), it is "explained" that all the world's broadcasting networks have been handed over to the alien Visitors. In the sequel miniseries, it is shown that a single (albeit large) microchip aboard the alien spaceship controls all TV signals.
* V (1983). Jane Badler reprises her role as Diana, who is now the V's deposed queen, although whether or not there are any ties to the original is unclear. Marc Singer, who played the main character of the mini-series, returns in the season 2 finale as Lars Tremont, a member of a secret organization established to fight V's.
* V (1983) mammals as well (see: the famous sequence where one swallows a guinea pig whole).
* V (1983) miniseries was suddenly found to be ineffective in warmer climates. Also, re-application of the red dust wasn't an option since it was found that repeated exposures to the virus could be deadly to Earth lifeforms too over time (as opposed to instant death for the Visitors).
* V (1983) miniseries, when one of the human-disguised Visitors opens her mouth wide enough to swallow a live guinea pig.
* V (1983) miniseries, Willie recognizes Robin is pregnant because she's developing a ring of discoloration around her neck, which suggests that such rings are normal

for Visitor mothers-to-be. His comments imply the ring becomes more complete as the pregnancy progresses.
* V (1983). Never mind the fact that magical or psychic powers have never even been mentioned on the entire show before, and that the heroes already had a perfectly good plan to save the world. Fandom wtfed.
* V (1983) now parked over Earth's major cities as just a small expeditionary fleet. Several human characters express shock that this is what they consider a "small" fleet.
* V (1983) reboot continues this trend and heavily featured them in the show's advertising.
* V (1983), the creation of fake 'incidents' to justify Visitor policies, the Great Leader (Fuhrer) and Diana's Mengele-like experiments.
* V (1983): The original mini-series and subsequent series had reptilian aliens disguised as human-like beings bringing peace and love, only to secretly harvest the human race as a) cannon-fodder foot-troops for their wars and b) food.
* V (1983), the Visitors lost the reverb effect added to their voices in both mini-series.
* V (1983) This was the explanation of why the Visitors didn't use their conversion process on all of humanity to make them compliant. According to Diana, humans are unusually strong-willed compared to other species, which makes mass conversion impractical — at least for the time being.
* V (1983), thus facilitating their real plan to enslave and devour mankind.
* V (1983) to ward off small-calibre weapons fire. However, the Resistance eventually gets better ammo that can punch through while Donovan has a stolen energy pistol that is effective as well.
* V (1983) TV series opened with a faux newscast on resistance activities.
* V (1983) used latex masks to disguise themselves as human despite having noticeably larger heads (thereby causing some problems for the makers of the action figures).
* V (1983) Visitors, with almost all their uniforms and even their flag featuring some combination of the two.
* V (1983): Wherein all the aliens look human but are really reptiles.
* V (1983) where Robin Maxwell loved Kyle Bates, but he ended up with her rapidly grown child Elizabeth instead (although there was never a triangle in the first generation).
* V1983 with himself in charge, by revealing that his death will trigger the release of storage tanks of the Red Dust toxin that his company manufactures. He's bluffing as the toxin is fatal to humans (in the long term) as well as aliens.
* V (2009) and the little girl strangles and kills her father when he tries to save her and declares her loyalty to Anna.
* V (2009). Doesn't really help when the aliens provide "Universal Healthcare", and call it spreading hope... The writers have denied this, and claimed that the show is more about post-9/11 America than the current President.
* V (2009), gaining support for her people by making them look like the victims.
* V (2009) heroes shooting down a V transport that was carrying humans, then flashes back to "14 hours before" and the events that led to that tragedy.
* V (2009). However, the final episode shows a queen V mating with a human and taking a bite out of him, implying she has been impregnated.
* V (2009), it would seem that the heroine's son who's unknowingly dating Cthulhu's daughter seems to think that he's just in some cross-cultural successful love story.
* V (2009) of the Vs, his friends, or himself when she could barely intervene...
* V (2009), Ryan's daughter is aged up from a baby to a 7-year-old because she is used to test the rapid aging treatment that is used for Lisa's replacement.
* V (2009) takes place in New York City. Even though alien ships have supposedly landed in major cities all over the world, they're only ever seen in the periphery flashes as the main characters all have their dealings in (or above) New York.
* V (2009), the Visitors' catchphrase is "We are of peace, always." Guess what? They aren't.

* V (2009) use interfaces that can be made to appear and disappear with a wave of a hand.
* V20 doesn't render you immune to eye contact — it just makes it much easier to avoid it.
* V-22 Osprey set was an interesting case. Although in real life the V-22 is strictly a military vehicle, the LEGO version is depicted in civilian markings and makes no mention of its use as a vehicle of war. However, a German protest group pointed out that, as a licensed model, it would still be providing money to weapons manufacturers regardless, and LEGO withdrew the set in response.
* V2, while it never carried a manned payload or any means to perform a soft landing, likely served as the inspiration for the general aesthetics of Retro Rockets.
* V3, is a decent example of this, as his every attempt to score kills fell horribly flat.
* V3's Rick Holeman also took an absurd amount of injuries before dying. These included getting shot in the chest while still being able to run right over to his attacker, knock her over and starting to beat her down. All the while being stabbed with a knife — then he survived long enough to deliver some last words before finally kicking the bucket.
* V6's Junko Kurosawa is described as someone who was an adrenaline junkie prior to the game. It's implied on a few occasions (and
* V80.62XA: Occupant of animal-drawn vehicle injured in collision with railway train or railway vehicle, initial encounter
* V8-centered religion. They spray their faces with silver paint before committing particularly "brave" actions. Even Immortan Joe uses the terms when describing how the War Boys will enter Valhalla if they die honorably.
* V8 Engine Noises when a car is driven at or slightly beyond the very limits of the tires' performance, but only on hard surfaces that provide enough friction, such as paved roads. On loose surfaces like gravel, grass/soil, sand, snow, and so on, tires simply cannot squeal.
* V-8 vegetable juice used a campaign for quite a while that involved people dealing themselves the forehead slap version when they realized "Duh, I could have had a V-8!" The campaign was later revived with other people delivering a forehead variant of the
* V95.42XA: Forced landing of spacecraft injuring occupant, initial encounter
* VA-11 HALL-A by Adriana Figueroa and Carlos Eiene plays this straight with it's lyrics though.
* VA 11 Hall A has a sexuality-inverted variant, where the gay Mario asks if Jill is dating the other bartender, Gil, then immediately comments that there's nothing wrong with her being into guys.
* VA-11 HALL-A has Dorothy, an gynoid with the body of a prepubescent girl but is mentally an adult who works as a prostitute.
* VA-11 HALL-A is a "cat boomer," meaning she was diagnosed with nanomachine rejection and had to undergo a genetic modification to survive, which results in a pair of feline ears as a side-effect. She expresses disapproval towards parents who choose to give their children the treatment just for the "trendy" ears and not for any actual health reasons.
* VA 11 Hall A is set in a cyberpunk world, and the protagonist definitely goes through an arc, but the majority of the game is about her serving customers and having casual conversation with them and her coworkers.
* Va 11 Hall A lets you carry over your cash and purchased items you obtained in your previous playthrough, meaning you don't have to worry about earning money for rent or getting items that keep Jill from getting distracted.
* VA-11 HALL-A story about a bartender just trying to make her way through life and the colorful characters who find their way into her dingy establishment from day to day.
* Va 11 Hall A: This is part of Alma's backstory. She had a boyfriend named Robert with whom she was with for 4 years, but Robert was not a family person: not only did he not want kids, but he also was distant from his own family and din't like

Alma's family either. Alma, being a very family-oriented person, couldn't fix that divide and the two eventually broke up.
* VA 11 Hall A version, which came out long, long after the PC release did. Even weirder, the development team for the port brought up giving review codes to journalists multiple times on their Twitter account, there wasn't any additional content, the only changes were to make things more comfortable with the handheld's control scheme (such as the cursor snapping directly to the next interactable thing, or being able to use the touch screen when it'd make sense), and there wasn't even anything wrong with it.
* Vápnthjófr saga carries an entire arsenal of weapons on her back.
* Vápnthjófr saga Hillevi is a blacksmith and (retired) warrior, her wife Nanna is a priestess of Freya.
* Vápnthjófr saga looking like a fifteen-foot-tall white aurochs (undomesticated cow).
* Vápnthjófr saga takes place in the Swedish province Jämtland, which also is where its author grew up.
* Vaarsuvius also gets some quality time with this trope in the arc with the vengeful black dragon and goes straight to the
* Vaarsuvius also tends to write "Explosive Runes" somewhere on everything they cast the spell on. Usually
* Vaarsuvius, although a protagonist, ends up being the Hero(ine?) of Another Story while stuck on the Semi-Elemental Plane of Ranch Dressing. V won't speak of it to anyone, though, and the readers only see the aftermath.
* Vaarsuvius and Zz'dtri go at it again in the Empire of Blood arc, but this time V gets the upper hand by
* Vaarsuvius blames him/herself for not having enough magical power to change the outcome of the Azure City battle and, since then, for failing to locate a missing friend who got separated during the battle. V's self-blame is anything but objective, since his/her friend is blocked from scrying by an abjuration that can only be broken with Epic-level magic, and V's contributions during the battle far outweighed his eventual limitations, but intellectually acknowledging this does little to stop the anguish.
* Vaarsuvius complains, when fighting an enemy who seems to be randomly resistant to magic. "It's almost as if the universe is trying to force some form of
* Vaarsuvius has a variant philosophy: "Close enough is good enough."
* Vaarsuvius has one when complaining about how incredibly difficult they're finding it to defeat Zzd'tri.
* Vaarsuvius has the fatal flaw of Pride in their magic power and intellect, which both leaves them wide open for the trauma factor of being completely powerless to stop horrible things from happening to their friends and loved ones and drives them to accept a
* Vaarsuvius: I may be in error, but I believe the appropriate proclamation is, "Sneak Attack, bitch."
* Vaarsuvius is a brilliant spellcaster who has spent decades studying the craft and saved the team's bacon several times, and will never let them forget it. Although this eventually gets taken to the point of
* Vaarsuvius is a highly intelligent elven wizard with a large ego. This sets them up for a fall on two occasions:
* Vaarsuvius' killing of Kubota based on the correct assumption that he's evil is portrayed as a major
* Vaarsuvius' pride and inability to admit mistakes or rely on others is what ultimately causes them to
* Vaarsuvius rants about the use of this trope to populate the Underdark in
* Vaarsuvius runs out of spells during the battle for Azure City, and instead of fighting, opts to turn invisible and retreat to the ship. Though it was the only practical option for a
* Vaarsuvius's gender is left ambiguous, and multiple attempts by other characters to discern their gender end in Unreveals. For instance, when they're
* Vaarsuvius single-handedly rescued a damsel from a dragon while trapped in the

Semi-Elemental Plane of Ranch Dressing. V won't speak of the adventure, which means we never get to see the action.
* Vaarsuvius The above-described Scry and Die tactic is explicitly mentioned.
* Vaarsuvius, the devils in question state that there might some alignment-related feedback (in other words, making the character more evil than otherwise would be normal). It turns out that the fiends lied, that the effects of soul-splice on the characters alignment are little more than cheerleaders in terms of alignment-change, and that all of the actions taken were all naturally thought of and committed by the character. They aptly describe it as giving someone a drink and telling them it's alcoholic when it really isn't, and the person behaves drunk because they think it's alcoholic, but they weren't drunk at all in the first place.
* Vaarsuvius the wizard has their raven Blackwing. In early strips, he is a nameless class feature who only appears when the
* Vaarsuvius unleashes a spell called Familicide that wipes out an enormous number of black dragons and their descendants. Turns out the Draketooth clan that guards one of the gates is descended from a black dragon, wiping out the clan and leaving the gate unguarded.
* Vaarsuvius use some virgin's blood as a spell component, which is rejected for three reasons:
* Vaarsuvius uses the spell "Bugsby's Expressive Single Digit" to flip off Qarr off-panel.
* Vaarsuvius was implied to be genderqueer within Book 5's author commentary, but then it was solidly confirmed during Rich Burlew's first Patreon Q&A.
* Vaarsuvius' (with a strong emphasis on "evil") necromancer, apparently never even considered that people other than relatives might seek revenge.
* Vaas Montenegro, and while not precisely canon, he prepares a dinner with first-class presentation for his captives in the live-action promotional videos, and briefly philosophizes on whether all men are brothers.
* Vaatu, the spirit of darkness and chaos, claimed to have lived 10,000 lifetimes before humans appeared. Since each Harmonic Convergence counts as a lifetime and each one is 10,000 years apart, he was at least 100,000,000 years old when humans first showed up.
* Vabank 2, impressing everyone present but Kramer, who calls the time one of the lousiests in Kwinto's career.
* Vacancy has owners who use the hotel to make films of their grisly murders.
* Vacant Sky are a form of this trope. Of course, they take this to a new level, incorporating piracy, pillaging, and necromancy.
* Vacant Sky presumably because she'd rather tear people to shreds close up, and will kill anyone who annoys her (which is most people).
* Vacant Sky. Though she shows remorse afterward, the subsequent journal entry combined with the fact that the event song is called "A Farewell to Innocence" implies that it only goes downhill from here.
* Vacant Throne: A woman challenges destiny and kills burglars in her home, rather than being murdered herself. Angel consequently transfers her off to an alternate world filled with magic and monster.
* Vacation America limits its destination to the continental United States, but otherwise plays this trope straight. There's even a map on the backbox where cities light up as they're visited.
* Vacation America panics when a grizzly bear approaches them in the middle of taking a picture.
* Vacation America show one of the kids hanging onto a rope as the family wagon drives off.
* Vacation America shows the family wagon flying offroad and crashing through a "Road Closed" barricade.
* vacation but any actual work and all the blame got passed onto Marla. Fittingly enough, he was eventually promoted to district manager.
* Vacation Crossover: A crossover wherein characters meet because one or both parties are on vacation, since they normally live in different places.

* Vacation, Dear Boy: A work is produced in an exotic location simply as an excuse for the actor/producer/director to spend a holiday at said exotic location.
* Vacation Episode, the Bundy family visits the "Horrors" section of Madame Tussaud's wax museum. Kelly thinks the statue of Jack The Ripper is moving (he's a disguised assassin trying to kill them), but Al proves otherwise with a move that "would have broken his neck. No man could take that without screaming." Of course, as soon as they walk away, the man collapses in agony.
* Vacation from Marriage) are just together because they’re used to each other; sadly, there's no passionate love between them.
* Vacation from Marriage, no less, so her transformation isn't so shocking.
* Vacation From The Norm, and Bonnie hooks up with Senor Senor Jr. as per canon, several other unusual pairs emerge including; Joss Possible and Felix Renton, Vivian Porter and Drakken, Yori and Motor Ed and (in volume 2) Betty Director and Will Du.
* Vacation From The Norm features several cases of this trope, most notably Drew Lipsky/Vivian Porter.
* Vacation From The Norm finale, prior to the beginning of the fic, but they both felt awkward, with Shego finally realizing that Drakken was more like an uncle to her than a paramour. They moved on to being friends and the awkwardness disappeared.
* Vacation has the next-generation Griswolds rent a Tartan Prancer, a minivan made in Albania. It's another rare case of a then-new (if fictitious) alleged vehicle.
* Vacation Jackpot and the machine goes dead for a moment, then sounds sirens, displays split-second frames and soundbites from other animations in the game, then awards you the points.
* Vacation Playhouse was "Cap'n Ahab," about a sea traveler who leaves his estate to his parrot. Likewise, the seafarer's kin can't process this.
* Vacation: Rusty and Debbie escape from being arrested for trying to have sex at Four Corners because the park rangers are too busy arguing among themselves over which one has the authority to arrest them.
* Vacation Story, as soon as they end up in the ocean, the players must deal with a shark following them to the island.
* Vacation Story has a bit of a delayed example. Apples found on the island later prove to be rotten. Anyone who ate them will collapse dead on the spot.
* Vacation Story: Not only does the flight staff not do their job, but the plane loses power, hits a thunderstorm, and crashes in the ocean.
* vârcolaci for doing his best to keep the Turks out of the country.
* V actually wears tights and is one of the completely justified male examples of such hero. His persona is a XVII-century soldier and so his costume is a recreation of the historical garb that included tight-fitting breeches, doublet and a cape. Without the mask, he could quite well fit the crowd on the London street in an Elizabethan era.
* Vacuity" involves a man on a damaged space station who's forced to choose between saving himself by ejecting the escape pod he's in (its airlock will open in a few minutes and due to the damage suffered, ejecting is the only way to abort the opening) or sacrificing himself so that the rest of the station's crew can cut their way into the escape pod and use it. Complicating matters is the fact that he can't contact the rest of the station, so he has no idea if the rest of the crew is even still alive. Ultimately, he decides to let himself die after he manages to hear the other crewmembers trying to get in to help him, feeling that he can't be as selfish as to let others die so he can live.
* Vacuous Grimoire: Anyone who reads this book can lose one point of Intelligence and 2 points of Wisdom.
* Vacuum commercials and demonstrations work on this principle. Yes, the suction in a Dyson or an Oreck is strong enough to suspend a bowling ball, but what does that mean for your home? Not much, it turns out: without a decent beater bar to dislodge the dirt from carpeting and high-quality, thick brushes to sweep the dirt off hard floors, a vacuum with strong suction is little better than a vacuum with no suction at all (and even worse in some instances - strong suction can actually

damage some surfaces). Not only that, but the pressure produced when the nozzle is completely blocked by a bowling ball does not necessarily have anything to do with the air flow rate when the nozzle is against a surface being vacuumed (which is what actually matters for cleaning).
* vacuum device to attack and fly. His flight capabilities are limited and indicated by a gauge based upon how much compressed air he has in his tanks. If you deplete some of it, and activate the secondary attack (which sucks enemies towards you), he refills it.
* Vacuum packs kind of sort of do this with your clothes and other cloths since a good chunk of their volume is air.
* Vada and Thomas J follow Vada's Father and Shelley on the Bingo date in
* Vada is shown to be absolutely awful at playing the violin in the episode "Cultural Programme", to the point that it causes car crashes. The townsfolk of Chatpata Nagar, ironically enough, like his playing better than the legitimately good violin music Dhokla "plays" as part of an effort to prevent Vada from playing his horrible music at the Cultural Programme.
* "Vader Abraham in Smurfenland" even recieved it's first English dub for British audiences in 1979. Unlike the United States, British and Australian audiences are more savy on the original comics but not to the extent as Western Europe (especially Belgium, The Netherlands, and Germany).
* Vader admits that having to explain to everyone in the early years of the Empire that his name is not, in fact, "Darth," was one of the few times that he actually felt awkward after his transformation.
* Vader and more or less an extension of the actual Emperor. His lieutenants can't complain (literally). Then again, he and not the Emperor held the rank of Supreme Commander of the Imperial Forces...
* Vader and Son" line while asserting his authority to get Luke to pick up his toys.)
* Vader attacks Jabba's palace and leaves evidence behind implicating the Trade Federation, cementing the illusion by stealing all of Jabba's money and leaving a digital trail leading to the Federation via the Banking Clan. This leads to the Hutts declaring a war of vengeance on the Federation, severely damaging the Separatists' war effort.
* Vader boards the Rebel capital ship and slaughters any rebel troopers in his way while trying to recover the stolen Death Star plans.
* Vader Breath that lies down in the Money Pit transformed Voldo in the years he spent down there.
* Vader does this to Krennic the way that only Vader can, by Force Choking him when he won't stop snivviling about matters that Vader has no say in. You even hear his voice distort for a moment before he realizes just what is happening to him, and he drops to his knees....
* Vader Down, Vader ends his duel with the cyborg Commander Karbin by having his ally Doctor Aphra ram her ship into the natural stone bridge that Karbin's standing on, collapsing it. This traps Karbin in the rubble, and gives Vader the chance to finish him off.
* Vader is definitely a maverick within the Empire's military (proper court-martial? what's that?), but he's
* Vader's Little Princess himself, having a tea party with little tiny Leia.
* Vader's personal TIE Advanced x1. It manages to take a TIE Fighter, essentially the
* Vader to a bloody pulp. He's widely considered the best monster heel in all of professional wrestling.
* Vader took more after his father, it's unsurprising his birth had to be induced early for safety reasons (he was 11 pounds and 23 inches at birth).
* Vader, which was packaged with the bonus materials alongside the official soundtrack.
* Vader would tour as a "heel for hire" for a few months mostly in the States, then very regularly in Japan, Germany and even Mexico.
* Vadim also qualifies seeing as he is one of the most aggressive terrorists and

gives Cale one of the hardest fights in the film.
* Vados is one to Whis, though this is one at least justified by her being Whis's sister.
* Vae victis of the legions that had repeatedly attacked his people, it makes for a powerful story.
* vag○○○! to "jam it in" to the Internet's collective consciousness.
* Vagabond (1985) takes the voice-only role of the police investigator.
* Vagabond (1985) uses a police investigation into Mona's death to actually take a journey with her through the last few years of her life.
* Vagabond, as a manga based on the lives and deeds of historical Japanese martial artists, is bound to have war arcs.
* Vagabond he is growing into, who is haunted by the blood he has spilled and the recognition that everyone he has killed had a family and loved ones.
* Vagabond in a last-ditch effort. When that fails and he realizes that Inshun is about to kill him, he flees in terror before passing out from his wounds.
* Vagabond, itself one of the greatest epics in the history of Japanese literature.
* Vagabond's left hand, and knock back opponents with one-handed strokes.
* Vagabond, with two exceptions where it was acknowledged: Musashi used it as a reaction to being outnumbered by four senior disciples of the Yagyuu, and then he uses it to surprise the chain and sickle wielder Shishido Baiken (Tsujikaze Kouhei, who'd killed the original Baiken) and defeat him. Apparently, Musashi is the only character to dual-wield in the manga because he's so strong that dividing his strength between the two swords isn't a problem, as he proves when he uses a one-handed sword to break a katana held in both hands.
* Vaggie is first seen desperately trying to convince her girlfriend Charlie to not sing during the interview, then
* Vaggie's character (who is of Salvadoran descent) has been accused of being a racist stereotype of “angry latina,” however she is very popular among Latinos, and there are Salvadoran people
* Vagina Dentata, where the protagonist, Max, gets a vagina-like slit in his abdomen, which occasionally swallows things whole.
* Vagrancy laws are written to invoke this trope. Many cities keep a law stating that you must have a photo ID and $10 cash on hand while in public. If you can't produce these items, it's vagrancy. Cops use this to pull someone off the street that they
* Vagrant Holiday is an acerbic, potty-mouthed world traveller with extensive knowledge of world history and a knack for photography. He also purposely travels like a hobo.
* Vagrant Queen: A couple of them appear in "Sunshine Express Yourself", hunting a scientist who has knowledge Lazaro wants, tangling with Isaac, Amae and Elida over this.
* Vagrant Queen: All of the sapients living in the other galaxy share the same body plan as humans, and most don't look that much different from us.
* Vagrant Queen: Amae gives Elida many significant looks, comments and gestures which shows that she's attracted to her before consciously realizing it or ever acting on her feelings.
* Vagrant Queen: Amae is introduced right after having casual sex with a woman in her shop, and seems to have lovers all over the place. She's also later shown casually picking up another woman after the briefest conversation.
* Vagrant Queen hates being called by her birth name, because she really hates being reminded that she used to be royalty.
* Vagrant Queen. It's implied after this they may get into a relationship.
* Vagrant Queen (lesbian main character, lesbian or bi main character, queer female romance)
* Vagrant Queen: Nim tries to do this against the Republic soldiers, setting the grenade off that he's carrying. However, he survives it to be captured.
* Vagrant Queen, one of Elida's would-be followers whacks her in the back of the head in order to stop her from launching a rescue mission for a bartender who's

being held hostage by Republic troops.
* Vagrant Queen the same type of corrupt government they overthrew and made nothing better. Of course, the point is undermined as Lazaro then makes himself a far worse dictator.
* Vagrant Soldier Ares has a map of the Kingdom of Chronos and its neighboring kingdoms.
* Vagrant Story. After centuries of this supernatural influence, the city itself acquired a will of its own, and any soul tainted by the Dark is doomed to wander its catacombs forever.
* Vagrant Story allows the player to restart after beating the game; Ashley will have the same stats, weapons and armor he had at the end of the last playthrough, and is also given the ability to unseal the 'rood inverse' doors that were locked during the first run, allowing access to various bonus dungeons.
* Vagrant Story. All to the point where you don't know who might have the right idea up. Until the end, where it becomes a case of who's the last man standing.
* Vagrant Story are knife-wielding string marionettes possessed by the souls of children that died to wars or diseases.
* Vagrant Story, Ashley can learn special weapons-specific, and usually rather powerful or otherwise damn good, attacks called Break Arts. Using Break Arts doesn't cost MP, and doesn't increase Ashley's RISK. It does, however, take off a bit of HP. How much HP is taken varies based on the "strength" of the Break Art.
* Vagrant Story, Ashley Riot can carry an impressive 8 weapons in his sack but he can carry more blades and hilts to assemble new weapons or use for crafting.
* Vagrant Story, axes come in single-handed and dual-handed ("great axe") varieties.
* Vagrant Story begins with a suspenseful infiltration and several battles; only after this does the title appear, with the sunrise in the background.
* Vagrant Story cutscene will explain something important, and the game being made by Squaresoft, a company that loves its exposition so much its works will usually go into detail about anything and everything they can. The biggest unreveal, and the only one the game goes out of its way to point out to the player, is the significance of Ashley's dead family; maybe he genuinely had a wife and son who were killed by thugs during a family picnic... or maybe he murdered an innocent family in the course of his duties as a soldier, and through a combination of his own grief and advanced brainwashing techniques, managed to convince himself they were his family rather than face up to the truth.
* Vagrant Story dead body by accident, making him fully conscious and horribly disturbed at his own undeath.
* Vagrant Story. Fortunately, the game includes an item called Faerie Wing which, when used, boosts Ashley's running speed and jump height, allowing some of the puzzles to be made easier or bypassed entirely.
* Vagrant Story harpies as flightless birds with a pattern resembling a human face on their chests.
* Vagrant Story has a soldier claiming that swine will take wing before soldiers dabble in black magic, and his friend retorting that with a Grimoire's power, a sow could outfly a falcon. It later turns out that the Cardinal, as well several soldiers under his employ, are proficient in the Dark Arts.
* Vagrant Story has one of these, in between shots of dragons and a dancing girl with a sword balanced on her head.
* Vagrant Story is told as a collection of reports from VKP Intelligence Agent Callo Merlose, regarding an inquiry on VKP Riskbreaker Ashley Riot's apparent murder of Duke Bardorba and his subsequent disappearance.
* Vagrant Story, one minor antagonist (Jan Rosencrantz) is completely immune to magic (so you can't hurt him with any during a boss fight), and other sorcerers aren't able to sway him. He's not immune to a giant animated statue stepping on him, though.
* Vagrant Story possessed by the spirits of children who lost their lives to war or illness.
* Vagrant Story's Ashley Riot is a Riskbreaker, a group of agents infamous for

working alone, having a high mortality rate, and generally doing Parliament's dirty work. Ashley is the best of them. He's the hero of the story, and his enemy has immense respect for him.
* Vagrant Story's henchman) are largely unaware of the main plot up until the final cutscenes.
* Vagrant Story that is an empty suit of armour with no head and a large sword. Its weakness? The leather strap that holds the bottom half and top half together.
* Vagrant Story, the mysterious Sydney does this. Ashley enters an empty room, looks around and sees nothing, then turns toward the door he entered. As he tries to open it, he finds it is inexplicably locked. He turns around again to face the room, and Sydney is there. Their conversation is intriguing. How he got inside or whether he was hiding there the whole time is never explained.
* Vagrant Story, thus his suspicions over fellow Riskbreaker Jan Rosencrantz's offer of his assistance. In fact, his credo is...
* Vagrant Story uses both spellings inconsistently, depending on whether you're fighting the Dullahan or looking him up in the bestiary.
* Vagrant Story was designed as a city-sized spell. The game takes place long after the city has already collapsed on itself.
* Vagrant Story was one of the earliest examples of this. You actually had to go through several menus to find it in the "gazette" and many of the titles you got were extremely difficult to achieve. One was for getting through the game without saving, for example.
* Vague Age means he's hard to date, but judging by his features he is likely in his forties by the end of the first arc.
* vague and cryptic, to intimidate, or just because it's part of his sense of humor. The second Vorlon on the station is very clear when he speaks, and has nothing nice to say.
* vaguely Eurasian descent for the purpose of "embarrassing the United States."
* vaguely German accents, a nation determined to return to power after a defeat.
* vaguely inspired by. Not quite evil, but thoroughly creepy, since his voice patterns were "outside of human vocal range".
* vaguely pterodactyl-like from the wraiths, although the horses look quite evil.
* Vaguely Recalling JoJo, A gross picture of Cursed Devo is shown whenever he says, "Damn you, Polnareff!" The only time where that didn't happen is the time he fell off the Singapore hotel balcony.
* Vaguely Recalling JoJo. Also, he somehow causes the tears to flow over the Stone Mask.
* Vaguely Recalling JoJo and he's a huge enthusiast of portable games, as he cried when his DS and PSP were broken.
* Vaguely Recalling JoJo and tells him that a special doctor helped Holly with her Stand problem, giving the Joestar group extra time in killing Dio once and for all.
* Vaguely Recalling JoJo because Empress somehow managed to get a hold of his scalpel. He manages to survive and the scalpel is still in his head when he rescues the injured Kakyoin.
* Vaguely Recalling JoJo: Dio Brando during the Phantom Blood spoof, which is an exaggeration of Dio tasting alcohol and enjoying it during the scene where he tests the Stone Mask on a test subject.
* Vaguely Recalling JoJo, DIO is out having a vacation with Giorno, and frequently runs into Jotaro and the others, as a result.
* Vaguely Recalling JoJo during his attempt at coming up for a nickname for Dio. Dio finds it embarrassing because he does not like being called fat and suggests that Jonathan should call him Chanel instead.
* Vaguely Recalling JoJo. During its prediction of said event, Thoth thought it was stupid.
* Vaguely Recalling JoJo, Enya plans on killing Jotaro after defeating Hol Horse and Polnareff. Unfortunately, Jotaro was right behind her and reveals that he knows about her plans.
* Vaguely Recalling JoJo. Geb hits Magician's Red's weak spot and Avdol gets severely damaged.

* Vaguely Recalling JoJo, he claims that Kakyoin had an impressive Boost Fire attack before dying.
* Vaguely Recalling JoJo. He grants Polnareff's wealth wish but buries him in the pile of gold bars. He treats the revive Sherry and Avdol wish as separate wishes, and he accidentally mishears the name Sherry as Cherry. When Cameo's stand user tries to get him to attack Polnareff and Avdol, Cameo refuses because Polnareff did not interfere with the wish-granting.
* Vaguely Recalling JoJo in this adaptation, pummels Jotaro and the others effortlessly at first.
* Vaguely Recalling JoJo. In-universe, Dio, Jonathan and George question Speedwagon after he shows up.
* Vaguely Recalling JoJo: Inverted. Rubber Soul disguises himself as an ugly, fat female who happens to share the same face as his normal form. Jotaro thinks that the Rubber Soul is just an old lady until Yoshikage Kira's dog was devoured by Yellow Temperance.
* Vaguely Recalling JoJo is the driver of the car Kakyoin knocked off the road earlier and tries beating them up, which resulted with this happening between them and Jotaro's group. The ones not in the brawl are Kakyoin and the Runaway Girl. Joseph apologizes to Risotto Nero for his group's hotheaded behavior and Risotto forgives him. Risotto mentions that the other La Squadra di Esecuzione members are like that, too.
* Vaguely Recalling JoJo, J. Geil doesn't care about Joseph when he got infected with the Lovers Stand. He cares about Enya Geil's welfare and takes her to the hospital with Dio after Steely Dan uses the Lovers Stand on her.
* Vaguely Recalling JoJo, J. Geil genuinely cares for Enya and Dio is a good father for Giorno. Also, Dio cares about his minions, as they're alive in later episodes.
* Vaguely Recalling JoJo, Jonathan's signature move is the revolver he uses on Dio when Dio is a vampire. Will A. Zeppeli repeatedly uses the frog punch on his foes. At one point, he does the frog punch on Dio's zombies, and giant fists rain down upon them. The grenade deflection attack is one of Straizo's signature moves.
* Vaguely Recalling JoJo, Joseph does one with the poisoned tea upon spotting Iggy in Midler's soup.
* Vaguely Recalling JoJo. Joseph mentions that involved many difficult battles.
* Vaguely Recalling JoJo, Nena isn't a fat woman wearing the skin of another woman. Instead, Nena is a boy pretending to be a girl. Polnareff is shocked when he finds out.
* Vaguely Recalling JoJo, Nena undergoes this because Empress got attacked by Joseph.
* Vaguely Recalling JoJo, Oingo kicks Broly in the face because something about Broly's face ticked him off. Unfortunately, this bites Oingo in the ass, as Broly plans on killing Oingo and Boingo.
* Vaguely Recalling JoJo, one of the things Kakyoin does in the Dream World is to wish for the appearance of his favorite Anime heroine, but Death 13 shows up and denies Kakyoin's wish. When Hierophant Green is punishing Death 13, Kakyoin asks Death 13 to grant that wish.
* Vaguely Recalling JoJo, Polnareff's hair gets noted as very odd by many characters. It even grows to a ridiculous height during the Death 13 arc, but no-one reacts it.
* Vaguely Recalling JoJo reaction face is borrowed by Steely Dan and Telence D'Arby when they realize that things aren't going their way.
* Vaguely Recalling JoJo's breakdown. It gets worse after Captain Tenille refuses to help Steely Dan.
* Vaguely Recalling JoJo series spell Avdol as Abdul. According to the rules of Arabic, both spellings are correct.
* Vaguely Recalling JoJo's mask. When he does a cool combination attack with Avdol when they fight Mariah, Avdol dons Big Budo's mask.
* Vaguely Recalling JoJo, the only thing the fake Mohammed Avdol created by Judgement' says is "Leave it up to me!" while punching Polnareff in the face.
* Vaguely Recalling JoJo: The Star Platinum team in Telence's baseball game are

dressed like soccer players. The lead Star Platinum even holds a soccer ball. In fact, they do terribly against the Atum team at first. Also, one of the Star Platinum pitchers throws a soccer ball instead of a baseball.
* Vaguely Recalling JoJo, the villain DIO is constantly following Jotaro's group, but they don't seem to spot him until the plot calls for it.
* Vaguely Recalling JoJo to offer Kakyoin and Polnareff a handshake if they reach the ruins at Pompeii.
* Vaguely Recalling JoJo, Tower of Gray crashes the jet onto the ocean liner where the heroes would have encountered Dark Blue Moon, killing its Stand User and skipping that chapter of the story. Instead, Jotaro's group washes ashore along with the runaway girl who was also supposed to be introduced in that chapter.
* Vaguely Recalling JoJo: Under the magnetism curse, Joseph Joestar accidentally flips Enya Geil's skirt, causing her to fall in love with him and making his situation worse.
* Vaguely Recalling JoJo: When it seems that Boingo can take revenge on Oingo's defeat and make him proud, Broly, Steely Dan and his sous chef gang up on them.
* Vaguely Recalling JoJo: When Jotaro mentions Iggy while playing against Telence, Iggy sneezes and Polnareff looks concerned for Iggy.
* Vaguely Recalling JoJo, which gets Polnareff and Kakyoin in trouble because Kakyoin refers to the driving controls in SNES joypad terms. It does help when ZZ was pursuing the group, later on.
* vaguely shaped like a human head; this was to make him come off as completely emotionless; his aura of sheer purpose and oppression marred only by faint traces of physical pain.
* vaguely suggest an impending threat before they end. The already poorly constructed sentences become even more curt and ambiguous. As if written hastily and with a sense of alarm. Actually, their dedication to updating the walkthrough under such circumstances is admirable." Moments after this, she learns that the game somehow summons a real life meteor that aims for the players' houses.
* vaguely threesome-y behavior with Rose and Captain Jack), but this remains the exception rather than the rule.
* Vahzilok zombies, Apocalypse zombies, and Mastermind pet zombies in
* vain for her hell spawn children which was apparent even in the books.
* Vainglorious and start duking it out with the Light Elves, with the refugees caught in the crossfire.
* Vainglorious Antarctica is, unknown to modern humans, the site of several jotun colonies. This becomes relevant later in the story when the colonies sail up on glaciers to join forces with the invading jotun army.
* Vainglorious are born from the souls of humans. Over the centuries they've become overly proud and believe it is their duty to guide the "lesser" races such as humanity via conquering them and making them vassal states.
* Vainglorious: Valkyrie is rather annoyed with Annette walking around naked, despite her reasonable excuse of having been stripped while held captive. Annette just uses the complaints to needle Valkyrie.
* Vainqueur The Dragon: a dragon realizes that he can grow his hoard faster by becoming an adventurer, and drags an unwilling human minion in his quest for gold.
* Vainqueur The Dragon: As said in chapter 2, Monster Squires, technically, with all Monster languages, through their Monster Kin perk:
* Vainqueur The Dragon: Their existence is referenced in the first chapter:
* Vain Sorceress: A witch who's fixated on her physical beauty, often using magic to maintain/enhance her looks.
* Vain Sorceress: I have supernatural powers to keep myself beautiful at all times, thus you will stand in awe in front of my resplendent beauty!
* Vain Sorceress, she specifies that Margaret will never be herself again "until Childe Wynd, the King's own son, comes to the Heugh and thrice kiss thee".
* Vain Sorceress: She uses her phenomenal, magical power to keep herself pretty.
* Vain Sorceress, so she kidnapped them and turned them into animals before imprisoning them in the Orchid Bay Zoo. (June herself became a victim while trying to rescue them; a mistake on Gigi's part, as is often the case with this Trope.)

* Vain Sorceress trying to preserve her youth and beauty by turning young girls into dogs (and presumably killing them).
* Vaitiare Bandera, who played Sha're, Daniel's wife, in the first few seasons of the show, was heavily pregnant with Michael Shanks' child when it came time to bring the character back. The writers managed to turn the child into a huge plot point for the next couple of seasons.
* Vajee, but the cartoons weren't quite as funny as Willy overall. Some were hilarious, though.
* Vajont Dam wall of water that wiped out several villages and killed thousands in its path).
* Vaka's Curse". The touch of the variant wraith named Vindr can instantly age the victim by 1-4 years. If done repeatedly, the victim could be aged to death in minutes.
* Vakovar, in Magador, even more so. At least by the time Lone Wolf visits it, it's full of brigands. The worst part is that the current state of affairs is apparently an improvement over what it was like back when the Darklords were still in power.
* Vakretta, Chatho, Zaria, Kongsberg, Blavenia, Seven Islands, Riverland, and Eldora appear in the
* Vala, a Faerie, is this compared to her much smaller compatriots as she was forced to grow to 4 feet by a toxin demons forced her to drink, the same that grew Venus. And then she becomes this to the player character. Shouldra, being a ghost, can possess can control other people. She posses Vala when Shouldra's spell misfires. Shouldra tries to pleasure herself and the female/
* Vala disappeared later in Season 9, trapped in the Ori's home galaxy to hide
* Vala has her memory altered (so that she believes she was abandoned by SG-1) in a
* Vala have known. They take it as a refusal and thus brand her as a heretic.
* Vala Mal Doran also does one of these in "Bounty". Of course, the only person who pays any attention to her is Cam's friend Darell.
* Vala Mal Doran has two settings: either she says exactly what she's thinking, or she tells even the most obvious lies with a straight face. Truth or falsehood, she's completely shameless either way.
* Vala Mal Doran. When she's not trying to steal stuff like gold and valuables anyway. Their relationship could be read as an inversion, since Daniel makes more progress calming Vala down and pushing her into being a more responsible person than she does spicing up his existence.
* Val and Isaac, although she's amphibious and was actually raised on land.
* Val and Isaac is an adorable, blue-haired female robot. Her girlfriend Minnow is certainly very fond of her.
* Val and Isaac: Space Dread has more or less settled into a "wacky neighbour" role, but when a high enough bounty is posted for Val, she'll still reach for a weapon.
* Val and Isaac). The final frame has her unable to change back, but refuses to admit it so Isaac can help.
* Val and Isaac: the prophecy says no weapon on this world can slay the beast, but...
* Val and Isaac was originally from a medieval fantasy planet but he’s far from the only spacefaring wizard in the setting. Shapeshifting cyborg witch assassin Space Dread for instance.
* Val and Isaac, who falls for Val after a bout in a virtual reality gym.
* Val and Isaac", with some of the cast detailing the different customs of their individual planets. One of the only example not to be released on Halloween itself.
* Valant Gramarye makes a couple of two-second appearances in Case 3 before being introduced. He's the magician responsible for the "vanishing Lamiroir" trick, which played an important role in the murder. He also was a witness in Phoenix's last trial,
* Vala requests pancakes and brownie fudge ice cream during her pregnancy on
* Valchek becomes the new Burrell/Frazier after being promoted to Commissioner.

* Valchek brings the FBI into the investigation of his nemesis Frank Sobotka, which is welcome news to the police unit, but it also means they'll have to re-prioritize their targets. The feds ultimately withdraw their support when union corruption charges are made, since the feds were only interested in international racketeering.
* Valdemar have the right to refuse arranged marriages (though such children will be disowned by the Holderkin).
* Valdemar Schwalzmaar, the man who ferries Hans to Westerguard in chapter six, appears ten chapters later and tells Michael of Hans' whereabouts.
* Valdemar series has a habit of killing magic users when and where it finds them, although as it turns out if the magic-user is caught young enough they're actually recruited into the priesthood, so they're a hypocritical example.
* Valdemar's neighboring countries use other units called "[something]marks" or just plain "marks." They're all on the same order of magnitude, but no two of the same length, leading to some in-universe confusion.
* Valdemar Universe there are hints that the ancient Big Bad Ma'ar may have started out this way.
* Valdez is Coming, an American of Irish descent (all four of his grandparents emigrated from Northern Ireland).
* Valdez is Coming, and he returns to cut a swathe through Tanner's men until he gets the $100.
* Valdez is Coming—to wreak havoc on Tanner's hired guns as they are riding across the valley floor; killing five men. Lampshaded in the dialogue when El Segundo catches up with him:
* Valdez is Coming: This is how the Tanner paints the man he has killed at the start of the film: claiming he killed his commanding officer before deserting. After he is killed, Valdez finds the man's discharge papers on him; proving that Tanner was—at the very least—mistaken.
* Valdez is Coming, Valdez abducts Tanner's woman and plans to send her back to him in exchange for the $100. After the lengthy chase, Gay Erin is hoping that Tanner will make the exchange: not because she wants to to return to Tanner, but because she is convinced Valdez is in the right.
* Valdez is Coming: When Valdez recovers from his ordeal in the desert and begins his one man war against Tanner, he dons his old 7th Cavalry uniform.
* Valdis Story: Abyssal City herself is a more downplayed example, as Valdis created her specifically to overthrow the tyranny of her previous two daughters.
* Valérian and its anime adaptation both have an enormous variety of aliens.
* Valérian creators Pierre Christin and Jean-Claude Mézières have
* Valérian let the user become an expert in various skills or languages in a short amount of time. When visiting a previously uncontacted race, automatic probes re sent ahead to learn the new language first.
* Valérian; the "animals" are even weirder. No wonder the creators have published a whole book dedicated just to their aliens.
* Valérian. The most unpleasant one is definitely Zomuk, which is essentially a giant garbage dump for the rest of the galaxy.
* Valérian, this is the fate of the fallen archangels who lose at the divine game of economics on planet Hypsis, most notably Mr. L.C.F. Sat. Having lost his immortality, but not his eternity, he dies repeatedly for no reason, evaporating into the air, only to poof back none worse for wear.
* Valérian, where a lost colony ship using centuries-old technology was able to effectively take over a starfaring empire by using their superior science as leverage for manipulation.
* Valérian who specialise in spying and information trade. A trio of them often push their services on Valerian and Laureline and end up getting them involved into the main plot of the ongoing issue.
* Valérian, "World Without Stars", had pseudo-Renaissance blimps pulled by teams of horse-sized insects.
* Valence 592: all characters will think twice about attacking a BioDoc or someone

they're tending to, as it is the universal way of saying "Go ahead, shoot mine too."
* Valenth, a related website created by the same people, is entirely based around steampunk technologies.
* Valentina and the spin-off, All-Stars. Came out as non-binary but continues to use she/her pronouns.
* Valentina in Season 9. Up until her elimination episode, she had never lip synced, had a distinctive personality, and was respected by fans for her looks. She was a favorite to win. Then, after a "film a pilot" challenge where she and co-challenger Nina Bo'nina Brown pretty much sleepwalked through prep and turned in a (very clearly) improv'd pilot, both were up for elimination, with Valentina lip syncing for the first time ever against Nina, who'd lip synced before. And then Valentina refused to take off her mask from her runway look during the sync, which clearly netted scorn from RuPaul - and when she did, it became clear she hadn't learned the words to the song. And that's how she left the show.
* Valentina: Soul in Sapphire, by Joseph H. Delaney and Marc Stiegler, a computer virus designed with adaptive heuristics becomes sentient and self-aware.
* Valentin did with them, they have more angel blood in them than other nephilim.
* Valentine also acts as a sort of Big Brother Mentor for Jeremy, despite being the same age, if not younger.
* Valentine charges in, hidden by a medical curtain which she slices through after travelling out far enough.
* Valentine confidently dares Johnny to use his last Steel Ball and nails, knowing that he cannot use the Super Spin without a horse.
* Valentine, four of the five main characters framed a classmate for assaulting one of them in middle school and got him sent to a mental institution. Then someone starts sending them threatening Valentines and bumping them off, with none of them taking the threats seriously; the worst of them is Paige Prescott, who admits to the cops she thought the Valentine sent to her was a joke and when the truth comes out that the initial accuser lied, she has this to say:
* Valentine guy who would make saint Augustine proud with how much he genuinely loves people. Even if they're idiots (just don't expect him to give the idiots much attention or responsibility while he's saving the world).
* Valentine has a habit of kissing his teeth, which he's passed on to his teenage son.
* Valentine has for guarding himself and his guests from the mass genocide he planned.
* Valentine has one in his hideout, which he and Gazelle use to run their entire operation.
* Valentine is also blonde yet has a consistent job, conducts most of the research into someone her friends hurt in the past, and is much more cautious about her boyfriend due to his past behavior (the guy has a drinking problem).
* Valentine, Jocelyn, Clary, Jace and especially Jonathan were all altered to some extent in this way due to Valentine's experimentation with the blood.
* Valentine Kate is blonde (thus inverting the trope) while two other victims Lily and Dorothy are blonde (the latter seems to have dyed her hair since she was a brunette as a child).
* Valentine: Kate mentions that she met her boyfriend Adam when they were working at the same newspaper firm.
* Valentine keeps a list of his personnel on paper instead of a hackable computer system.
* Valentine killed Michael Wayland and his infant son (using that baby to make Jocelyn believe her son Jonathan was dead) and took over Michael Wayland's identity while raising Jace (who was Stephen Herondale's son, whom he cut out of her dead mother's womb). It's complicated.
* Valentine knows that he shouldn't mess with her. She is one of the few characters in the entire story that can fight on equal terms with an angel (and possibly win). She is completely ruthless and has absolutely no qualms about killing any of her own family: she shoved her hand through her son Umbra's chest, and squeezed his

heart till it exploded, then dropped him unceremoniously onto the ground and laughed, all just so she could psychologically disturb the watching Resistance.
* Valentine, Lily takes a bite of one of the chocolates sent to her, only to discover it is full of maggots.
* Valentine Morgenstern's eyes are described as black. He's also the genocidal
* Valentine never changes out of her stylized wedding gown and frequently launches into lengthy tirades about how wondrous married life with her defeated opponents (or their friends) would be.
* Valentine's arc hints at her having a hidden agenda behind being an
* Valentine's birthday also happens to be December 25th, on Christmas.
* Valentine's Chocolates from romanced Confidants. They are consumable items that fully restore the party's SP, but they are only obtained
* Valentine's Day Episode, a guy tries to pull one by bringing his girlfriend up in a plane and faking engine problems so that she will open up the manual where he has written a proposal in. Things go wrong though as the girlfriend soon collapses due to all the stress effecting her broken heart syndrome. Even after the boyfriend is able to land the plane and the paramedics are able to revive her, the girlfriend still says yes to the proposal. She does give her boyfriend a good slap in the face after he puts the ring on, though.
* Valentine's Day Episode, Amy and Glenn scheme to set up two senior employees. Lampshaded as they mainly do it because the two are elderly.
* Valentine's Day Episode. Edd even looks below May and sees her hovering off the ground with a perplexed look on his face.
* Valentine's Day episode in a very sexual position, the class is very horrified by this.
* Valentine's Day Episode, it is frequently aired outside Valentine's Day.
* Valentines Day Episode manga has Osomatsu call a couple of girls ugly, with Choromatsu apologizing on his behalf while mentioning it probably offends them more getting that insult on that day than it should any other day.
* Valentine's Day Episode, noting that if you were at home watching TV on a Friday night, then your romantic plans must have fallen through.
* Valentine's Day Episodes, aired on May 19, 2018. Likewise, "The Hearth's Warming Club", another Christmas episode, aired on August 4.
* Valentine's Day Episode sang for him and Manjula as thanks for saving his life from the errant skywriter's plane.
* Valentine's Day Episode series, but won't be surprising in-universe.
* Valentine's Day Episodes", focus almost entirely on side characters rather than the Mane 6.
* Valentine's Day Episodes". However, in the scene immediately following the montage, Bender announces that he's dumping the ship.
* Valentine's Day Episodes, which premiered that same weekend, causing the episode to air the day after Valentine's Day.
* Valentine's Day Episode. Under the influence of the same love potion, Sheen perceives Libby as an intergalactic warrior queen and Carl sees Judy Neutron as a life-size gingerbread cookie.
* Valentine's Day Episode. Unfortunately he put them in the wrong envelopes, meaning Suzy got a simple "Happy Valentines Day" and the Huge Crew got a beautifully written love confession.
* Valentine's Day Episode, who fires arrows shaped like black roses that invert people's feelings of love (romantic or platonic) into hatred.
* Valentine's Day Episode, Xander gives Cordelia a heart-shaped locket. Not to be outdone, Angelus gives fellow vampire Drusilla an actual heart that he found 'in a quaint little shopgirl".
* Valentine's Day. Eventually, Ranma gets the chocolate but is disappointed to learn the truth about it. Later that day, it turns out Akane bought a tiny heart-shaped chocolate, which Ranma gladly accepts.
* Valentine's Day. It went from being a tribute to a Christian martyr, to being an occasion for romantic lovers to profess themselves to each other, to being a kitschy affair in which schoolkids in completely platonic relationships give each

other goofy cards with Superman or SpongeBob SquarePants on them.
* Valentine's Day, SpongeBob's gift for Patrick is a hot air balloon made of chocolate. Sandy is to fly it to the carnival but is delayed when scallops (which act as birds on the show's setting) try to eat the balloon.
* Valentine's Day typically plays this trope straight—thankfully, for those who might be a little more cynical when it comes to love/romance/Valentine's Day (or at least just sticklers for scientific/anatomy-accuracy), there
* Valentine's Day Vitriol: Hatred or antipathy towards Valentine's Day, for whatever reason.
* Valentine's Day was the lucky one to find such a great guy, which made her (overweight) husband's "betrayal" that much worse. Unfortunately the only thing he was guilty of was acting suspicious in front of his apparently insecure wife while secretly planning their dream vacation. She thought he was cheating, and killed him for it.
* Valentine's Day, where the character played by Taylor Lautner is offered a new shirt, starts changing shirts but stops less than halfway through saying that he doesn't want to take his shirt off in public.
* Valentines M&M commercial where a guy tattoos his pecs to have him and his girlfriend on his pecs.
* Valentine. When Paige chastises Dorothy for allowing a man whose last name she does not know into her house, Dorothy snaps back that Paige has allowed men she has known for less than an hour into her pants.
* Valentine, which culminates in an attack during a Valentine's Day party.
* Valentine with Kate, who was left for last because she was the only one who was not outright cruel to the killer when they were younger.
* Valento, the dark elf chemist, sees science as a direct defiance of magic, and wants nothing more than to use his science to face magic and win.
* "Vale of tears" refers to the tribulations of mortal life, as a valley between the netherworld before you were born and the afterlife to which you'll go when you die.
* Valeriana greatly dislikes being called "Valerie", but resigns herself to it.
* Valerian and the City of a Thousand Planets has the Omnilights, a robotic race known for their banking skills.
* Valerian and the City of a Thousand Planets. It started as our world's ISS, then other nations of the world expanded it with their own vessels, then alien vessels from all over the universe expanded it further. It size and mass started causing a serious problem to Earth and thus Alpha was freed from its orbit.
* Valerian and the City of a Thousand Planets, it's the people of Earth who found Alpha, the space colony where much of the movie takes place. The Earthlings who run Alpha welcome all sapient lifeforms who want to live there and are free to attach and build in the styles they want (provided they don't interfere with the other inhabitants' ability to live), which the film suggests was the first undertaking of this kind in existence. Over time, it grew into by far the most diverse civilization in the known universe.
* Valerian and the City of a Thousand Planets looks like a rat-sized pastel-colored pangolin designed by Jim Henson.
* Valerian and the City of a Thousand Planets partner Laureline, he's not amused and puts a gun to her head.
* Valerian and the City of a Thousand Planets that's full of brothels where Valerian goes to find a short alien prostitute to help rescue Laureline.
* Valerian and the City of a Thousand Planets, which has the Pearls of Mül, a beautiful, slender, glowing-skinned people who live on a primitive, pristine paradise, only to become experts in physics, engineering, languages, architecture and navigation once they leave their home planet and learn about the universe.
* Valeriana's grudge against Sir Fenwick — the Verdant Company hunted her race to near total extinction, including her husband, daughter, and unborn son.
* Valerian Mengsk and proposes an alliance. Granted, Valerian is a far better man than he first appears, but when introduced as a villain...
* Valerian, often bought on its own and in conjunction with other herbs as a

natural insomnia remedy, does work to help you sleep... and it also brings on depression in people with Major Depressive Disorder, Dysthymia, Bipolar, and possibly even in people who were not previously ill. Especially bad as a common symptom of any of the above conditions (and a common side effect of antidepressants, which people with those conditions are likely to be on) is insomnia.
* Valeria Trifa, the acting commander of the Longinus Dreizehn Orden from
* Valerie also does this to Danny, thinking that he's in danger because of her ghost hunting job. In a way, he
* Valerie also qualifies towards Stefan. It was apparent that she was jealous of Caroline and Stefan's relationship with her.
* Valerie and Her Week of Wonders is nearly burned at the stake for being accused of witchcraft. When told to repent, she childishly sticks her tongue out with a huge grin on her face.
* Valerie and Her Week of Wonders, Valerie rescues her brother Eagle first from being chained in the town square, and then from being handcuffed in the middle of a river.
* Valerie ends up getting two sets of powered armor to fight ghosts with. The first set is more cloth-like, but still gives her increased durability, friction-resistance, and a wrist-mounted ecto-laser. Her second set is much more like powered armor, giving her improved durability over her previous suit, the ability to breathe in space, and all of her needed gear comes from the suit itself. It should be noted, she was given these suits by villains in order for her to be a threat to Danny.
* Valerie Gray is under the delusion that all ghosts are evil—her job originally started with her getting revenge on one who
* Valerie has ADHD and can't focus on her studies. She usually gets distracted by cute things or cute people.
* Valerie herself didn't take seriously Uncle's words of a comet shower signaling an awakening of dark chi, despite being magically bound to Shendu through a binding that happened in a rewritten reality. She later berates herself for this.
* Valerie later elaborates that as ectoplasm collects and ages, it tends to
* Valerie played it straight and then averted it. With her first suit, it took her a while to get the hang of it and it was pretty clear in her first few hunting ventures that she was new at the whole ghost-hunting thing. But, when she got the upgraded suit from Technus, she knew how to use all the equipment and what/where all her weapons were, despite most of it being drastically different.
* Valerie vs. Technus. Danny's prime target is Technus, though he has to shake Valerie off without hurting her. Valerie primary aims for Danny, though being a ghost hunter, she would eventually have aimed for Technus. Technus concentrated more on world dominating, but he would have warded off both of them as he attempted throughout the episode.
* "Valerie" was a Top 10 UK hit for indie rockers The Zutons in 2006. A cover by Mark Ronson and
* Valery Sablin, who led a mutiny in 1975 on board the Soviet frigate
* Vale's Underground are the only two who are directly working together. All the others head their organizations independently.
* Vale's Underground has two examples on different ends of the spectrum:
* Vale's Underground, Mercury Black. This is common knowledge in the criminal element. And while they don't broadcast it to everyone, neither of them actually make any effort to hide it either. Both of them even openly make quips about it.
* Vale's Underground, Pyrrha and Yang dish some of this out on some lecherous guys catcalling them.
* Vale's Underground too willing to share it. The writer says they didn't have a specific disorder in mind when writing her and encouraged any readers to try to diagnose her.
* Val gets a song all about this ("Dance: Ten, Looks: Three"). She never grew the womanly attributes necessary for Broadway success, so she went to a plastic surgeon and got them installed. One dancer says she wishes she had

* Valhalla album, when Loki upon finding himself in the underworld tries to ask Hel if he's really dead or not, he uses every every possible euphemism for "death," only to have her completely misunderstand them all, until he breaks down and screams the real word. Translated and paraphrased:
* Valhalla, all religion is banned without exception. The villains of the novel are colonialist missionaries.
* Valhalla and look slightly more like gnomes than stereotypical dwarfs.
* Valhalla are worlds where everybody has to be badass AND they get killed as adults.
* Valhalla as a pet rather than a weapon; this is most evident in the second album, when the hammer is stolen by Thrym, and Thor is close to panic because the hammer "isn't used to being alone." Of course, Mjollnir is a magical hammer, and on one or two occasions does display something resembling sentience (like when Thor tries to throw it at the Fenris Wolf, and the hammer turns around in mid-air and flies back to Thor rather than face the open jaws of the wolf).
* Valhalla author Ari Bach is not afraid to respond to hate mail. In fact, he readily uses haters' comments to promote the books.
* Valhalla by Ari Bach features a chapter in the military of 2230 and eleven more chapters in a pseudo-military more militaristic than the main military.
* Valhalla fits the profile as a seductive and skilled, often devious spy.
* Valhalla functions as a vicious, limb snapping form of recreation for the Valkyries. Even among the toughest of them, attempts at taking the top spot are generally brief and end in severe injury.
* Valhalla includes an entire chapter online showcasing what becomes of the internet in the 2230s.
* Valhalla is accidentally smashed to death by a rolling mutant walrus.
* Valhalla is constantly playing practical jokes on everyone in the ravine. His sense of humor is his most defining, endearing and dangerous characteristic.
* Valhalla issue "The magic mead", often including references to his enormous thirst for the mead he's after.
* Valhalla is the microwave gun, which as the name suggests, is a gun that fires microwave beams. Described as having invisible beams and making no sound, this stands as somewhat of a subversion to the common ray gun trope.
* Valhalla Knights 2: Battle Stance, and reducing the maximum party size from six to four, allowing your characters to level faster, since gained experience is split among active party members.
* Valhalla Knights: Eldar Saga, chainsaws are one of the numerous weapon types.
* Valhalla Knights has managed to become a franchise despite scathing reviews in the North American gaming media.
* Valhalla Knights have Dwarves who are tall and have somewhat dark skin; they also have a lot of Markings/Tattoos and the males don't seem to have anything more then a goatee if even that. According to the manual, although the Males are still stereotypical Bruisers, Females have increased intelligence and resistance, which leads one to believe they can be fairly good spell casters, although they are still great front liners (which when you think about it, means they'd probably be the least 'Squishy' Spellcaster). They also don't appear to have any issues with Elves.
* Valhalla: "Links" are common in 2230 to hook users directly into the internet. Most citizens have small antennae behind their ears that facilitate immersion or consultation of the internet.
* Valhallan 597th eaten by Tyranids — attests to impressive badass credentials all by itself.
* Valhalla, Odin's hall for fallen warriors, has 540 gates, each one big enough for 800 warriors to walk in shoulder to shoulder.
* Valhalla Rising, a group of Vikings and Christian crusaders accidentally end up in North America in 1000 AD.
* Valhalla Rising begins with One-Eye being forced to fight other slaves to the death while his captors bet on the outcome.
* Valhalla Rising. He slices him open, pulls his innards out with his bare hands, and throws them to the floor at the man's feet as he dies.

* Valhalla Rising, one of the many interpretations of the film has the Christians being punished by the Gods of nature for killing their worshippers.
* Valhalla Rising the characters arrive in a mysterious land (The Americas apparently) via boat and subsequently fall to each and every one of these tropes ultimately leaving the now orphaned child standing on the edge of said river. Presumably wondering why he decided to get out of bed at all. This film is the purest incarnation of this trope.
* Valhalla's Angel: Dana, the woman who runs the bar Hajime works at, was willing to allow an underaged boy to work for her purely because he was going through some rough times (helps that he knew how to make really good drinks), and has no problem with him using equipment from the bar to throw a party for his classmates at Hope's Peak, provided he doesn't damage it.
* Valhalla: Skadi and Njord. Skadi is a mountain jotun, who can't stand the sea, and Njord is a sea god who can't stand living up in the mountains. They chose separation over trying to build a life where at least one of them would be constantly miserable, but speak of each other with great affection, and are still quite lovey-dovey when they meet.
* Valhalla: Subverted. Frejya frequently plays the part, either to further her schemes or for her own amusement, but it is all a ruse. She is intelligent and charismatic enough to give Odin and Loki a run for their money on a good day and is far better at managing people than most of her nominal superiors.
* Valhalla. The less said about Loki's initial disguise (which is toned down to the one on the picture), the better.
* Valhalla, the Sergeants Cameron all exhibit traits of the nasty drill sergeant, shouting tough speeches and such.
* Valhalla, though the walruses are described as a nuisance, they've become one of the series' most recognizable assets, and are half celebrated by the ravine. Umberto in particular is associated with Valknut team, and even the fandom and official blog of the books is called "The Walrus Squad."
* Valhalla Tjasse bemoans the fact that his daughter Skade is so ugly that it is impossible to find a suitor for her. On the second page of his complaints, she turns around and we see her face, revealing that she may be ugly to a jotun but fairly good-looking to a god or human. Her usual countenance is still too severe for her to be called cute, until she is (literally) swept off her feet and has a silly, cute, enamoured grin take over her face.
* Valhalla to ensure that only a warrior strong enough to beat him would ever be able to reach him, so he can go to Valhalla at last. That warrior turns out to be Jack, of course.
* Valhalla, Violet and all Valkyries are required to kill someone to prove their willingness to carry out assassinations. In a subversion of the trope, it's the good guys who make her, and she does so efficiently and without remorse.
* Valhalla, which means it was probably Odin (who has been missing for a while).
* Valhalla would use its human slaves for gladiator-based entertainment before they decided not to use slaves anymore.
* Valheim has surtlings, small, extremely aggressive humanoids made of living flame that spawn either from flame spouts in the Swamp biome or spontaneously from anywhere in the Ashlands biome; as soon as they spot anything not native to their biomes they start darting around and throwing flaming projectiles at their foes.
* Valheim. The only exception to this is the silver spear, because the actual spear-point is made from wolves' teeth.
* Valiant, a British homing pigeon Mercury is given a truth serum by the German falcons who have captured him to get him to tell them the message's departure location. While he tells the truth, he still refuses to actually tell them what they want to know, and instead babbles on and on, annoying them until he accidentally reveals the location—St. Pierre. As Von Talon's minions then cover Mercury's cage, Mercury still continues to blurt out random secrets.
* Valiant by Holly Black, the drug intended to stave off iron sickness is injected by the human characters for a high accompanied by magic powers... but the drug also destroys their system.

* Valiant Comics. Acclaim's version of Magnus Robot Fighter was never explicitly stated to have nanites, but his blood was metallic and capable of healing wounds. You do the math.
* Valiant Comics and is scientifically comprehensible. "Necromancy" occurs in many titles from the 20th Century, and is even more overtly expressed as a kind of "magic" (obviously, given the name), although it too is really psychic in nature.
* Valiant Comics, Ganon makes this offer to Link after Link gets his hands on the Triforce of Power.
* Valiant Comics has both the high-tech terror cell Webnet lead by a mad scientist and Weaponeer, a organization devoted to putting WMDs in the hands of dangerous people to "level the playing field".
* Valiant Comics mini-series was going to cross over and merge the VH1 and VH2 universes, and a third universe would be introduced and destroyed, showing potential ideas from before the VH2 era. The mini-series was cancelled before its resolution, ending at issue #3 of 6.
* Valiant Comics RPG Vanquished. Five newly-born Psiots fight to survive against a shadowy organization than their utter destruction.
* Valiant Comics's Rai is a title passed down to several characters powered by the Blood of Heroes, with the current Rai existing in the 41st century.
* Valiant Comics, the Triforce of Power was like this as it started turning Link into a Ganon-like creature once he took possession of it. As Zelda pointed out, Power without Wisdom means nothing; unwilling to become another Ganon even though he expected giving up the Triforce of Power would probably kill him, Link tossed it. The power of the Triforce of Courage ended up restoring him to normal when it decided to reclaim him for getting rid of the other Triforce.
* Valiant Comics the wars just keep going until an even stronger psionic arises and is able to finally defeat the enemy leader.
* Valiant Comics to make a girl fall in love with him, making this a very much after the fact revelation.
* Valiant Comics, Zelda tells Link that the link between them was so strong while she was in Ganon's clutches, but now Link is so distant and she is alone. She will never forget the time they were together in their dreams...
* Valiant has two Latin Spanish dubs: a Mexican dub (for theaters), and a Chilean dub (for Disney).
* Valiant have much more prominent chests than the male birds, particularly the main character's obligatory love interest, a small nursing dove. The females also have a small central indention and shading in the chest that would suggest cleavage.
* Valiant Hearts is a Belgian nurse who tends to the wounded soldiers on the battlefield.
* Valiant in which all the actual officers on a training ship trapped behind enemy lines died. The captain field-promoted a cadet to acting captain just before dying and the acting captain field commissioned all the other cadets into officer positions. The crew was shown to be talented but not conditioned for war and not experienced enough to plan for contingencies.
* Valiant, Michael Jan Friedman has a certain Second Officer Jean-Luc Picard (who would have held the rank of Lt. Commander at the time) on board the Stargazer. Captain Daithan Ruhalter and First Officer Stephen Leach are killed and critically injured, respectively, suddenly forcing Picard into the position of temporary CO. He doesn't exactly have an easy time of it, but since future canon has him as the Captain of the Stargazer, he eventually gets a two-grade jump to Captain.
* Valiant Notably, the effect is temporary and only lasts until nightfall.
* Valiant" - one of the most dreaded being a record playing loud yodeling.
* Valiant's lifepods are destroyed as soon as they launch. It's unclear if it was intentional or not, given that the ship was being pummeled by a Dominion warship.
* Valiant, the protagonist makes her home in an abandoned subway station with some companions. Considering they are variously disturbed children doing Faerie drugs, they are the REASON it's sinister.
* Valiant trilogy can see through glamour and is impervious to enchantments. It's

described as "True Sight".
* Valiant were cadets, albeit members of the elite "red Squad" training group.
* Valid and accurate information that nevertheless causes useful reactions is another route, one that tends to prolong the usefulness of the mole.
* validated by the discovery that platypuses actually have biofluorescent greenish pelts when viewed in ultraviolet light conditions.
* ValiDate: Struggling Singles In Your Area (multiple LGBT characters, queer romance)
* V). Alien ships appear over Earth, and the humanlike aliens promise that they have come in peace and want to establish relations with mankind. Their motives and nature turn out to be far more sinister.
* Valinor itself. Every one of them chose to come to Valinor instead of staying behind in Middle-earth, and only a small handful joined the rebellion of the Noldor. Which is why they get the least page-time of the three clans.
* Valinor itself to the Elves, as Unreachable Promised Land. Sure, they could reach it by the Elven ships, but going there would be an one-way journey, leaving everything behind with no chances of return...
* Valiona, during her ground phase, puts a debuff on players that explodes when dispelled. The twist here is that players
* Valis — Emperor Megas has lots of twisted bundles of huge biomechanical arteries underneath his armor and face.
* Valis TGCD port of the first game wasn't made until after the fourth game, which (save for a watered-down SNES version) didn't make it overseas either.
* Valis, the villain's headquarters is a red moon that suddenly appears in the sky.
* Valis version of the first game has the caption "GET FANTASM JUELY."
* Valis wields a whip to compliment Yuko's sword and Valna's magical staff.
* Val-Jalbert was established in 1901 with a pulp mill powered by the nearby waterfall provided the bulk of the jobs. When it closed down in 1927 the village was quickly abandoned. With its 70 buildings, it's one of the most well-preserved ghost towns in Canada and it became a national park in 1960.
* Valjean's original crime was stealing a loaf of bread to feed his sister and her children, however he broke a window to steal that bread, making it burglary. By the time he gets out of prison, he can't get a job (because he's a convict). It should also be noted that most of what Valjean steals he might have been given, had he asked (the bread, and bishop's silver). Also, Valjean only stole from those who could afford it, whereas the Thenardiers' extortion forced Fantine into prostitution, which caused her death.
* Valkenhayn's is on September 15th, the earliest day that Respect For The Aged Day can fall.
* Val Kilmer due to his impending divorce but was contractually obliged.
* Val Kilmer, so he spent weeks leading up to the shoot eating almost nothing but onions and tomatoes.
* Val Kilmer, so they just have him play a trumpet solo at the end of every song.
* Val Kilmer. When he found out he was getting a divorce, he tried to get his part reduced by 40%. That was impossible, so he took the role of Montgomery.
* Valko pisses himself in the second film as Katie tortures him with electricity.
* Valkyria Chronicles 4 early on, the more numerous regular forces are represented by allied units.
* Valkyria Chronicles 4 have signed and abide by some form of treaty. The only explicitly shown clause is medics being noncombatants, explaining their bright pink uniform and how they can safely medevac an injured soldier isolated behind enemy lines. She has to get there first, though; injured and incapacitated soldiers are still valid targets. This is broken in one mission where your medic gets shot at if she's called upon, to the horror of your squad, requiring you to take out the offending sniper before she'll make another run for the wounded.
* Valkyria Chronicles 4: In a cutscene, the party buy some tank parts from a market trader in the captured town of Einhemt. In a later cutscene, they find him hanging from a telegraph pole with a sign round his neck saying I BETRAYED MY COUNTRY FOR SCRAPS.

* Valkyria Chronicles 4, Kai is sent a men's uniform when Squad E receive critically-necessary winter uniforms. A too-large, too-broad insulated uniform would be just get in the way in the field, so makes do with just the cloak, layers of her own clothing, and a teammate's spare thermals.
* Valkyria Chronicles 4 provides a subversion: Brittany has a Potential called "Team Mom," but instead of making her more caring, it improves her anti-tank stats when other women are around.
* Valkyria Chronicles 4 than just being spotted. They eventually get insulated uniforms, with appropriate camo, and even the tank gets a lick of paint to blend in better.
* Valkyria Chronicles 4 - there are at least two pure Gallian Ranger corps. It's revealed that Gallia's stance of "armed neutrality" had been causing discontent for a while, and the Burning of Hafen going unrebuked was the final straw, prompting pretty much every able-bodied Gallian who actually wanted to fight for their country to leave to do so under Federation flags. The recruits are welcomed by other militaries with open arms, since Gallia's universal conscription means the new blood can essentially skip most of the training and be sent to the front in record time. Incidentally, this also explains why Gallia's own military is such a hot mess in the previous three games: by that time, the military was full of under-motivated "soldiers" who were there mostly for an easy paycheck, and politically-appointed top brass with little if any field experience, all collectively conditioned to think the disposable militia would handle a crisis without much effort from them.
* Valkyria Chronicles 4 to sail the Crystal Sea and strike the Imperial capital of Schwarzgrad from the ocean. Every battle from then on takes place on snowy and icy battlefields.
* Valkyria Chronicles 4. When he actually DOES get it out, and makes it to the end of the conversation without being shot down, he's left laughing jubilantly in relief.
* Valkyria Chronicles 4, where the main characters' unit of E Platoon is part of the legendary Ranger Battalion of the Edinburgh Army. Belonging to the 101st Edinburgh Division, they are literally a fictional version of the 101st Airborne Division.
* Valkyria Chronicles 4, with a derpy invincible teleporting drill submarine tank which is defeated by ladders.
* Valkyria Chronicles 4 without even realizing they were talking to each other. Case B? Riley and Claude used a completely spontaneous code to direct fire support after their radios were jammed, all while they were still giving each other the silent treatment. That's an impressive degree of mind-meld for people who haven't said a word to each other since they were little kids.
* Valkyria Chronicles, a game about war, was released on Veterans Day 2014.
* Valkyria Chronicles, although the girl in question enlisted voluntarily and required special permission to do so.
* Valkyria Chronicles and decide to become an actress instead. Her voice on both the Japanese and English tracks isn't bad to listen to, though.
* Valkyria Chronicles), and Juno has a crush on Welkin (who only has eyes for Alicia).
* Valkyria Chronicles and leaves Maximillian's army out of remorse for doing nothing about his behaviour.
* Valkyria Chronicles, and possessed secret methods of creating Ragnite weapons that are even more powerful than modern weaponry.
* Valkyria Chronicles and trying to enforce strict uniform regs in the middle of a shooting war. There is a war on, and it's pretty universal that in a combat zone, uniform regs can be relaxed a little.
* Valkyria Chronicles and you'll be lucky just to finish most missions within the turn limit with all your soldiers still standing. Once you've upgraded your equipment and leveled your troops up enough, though, the game balance snaps in half, and with some tactical know-how you'll be steamrolling over most of the late-game missions even as your opponents get stronger at a slower rate.

* Valkyria Chronicles, Anisette, also wants to become one, and she can sing better despite also being just as tone deaf as her sister, but doesn't have the stamina for it.
* Valkyria Chronicles). Apparently the difference between the militia and the army is that the army can train soldiers to be more disposable than toilet paper.
* Valkyria Chronicles are shown to be human, the Gallian army are Mooks that have no worth at all, presumably because (unlike Squad 7, which is made up of people who volunteered in response to a threat to their hometowns) they're professional soldiers, who only exist to promote warfare and be willingly manipulated by their evil, shallow overlord, General Damon.
* Valkyria Chronicles as an apology to Welkin and Alicia, and to maintain some of the game's overall themes. It's a matter of some contention in the fandom.
* Valkyria Chronicles as Gallia was severely outnumbered and didn't have many of the technological advances that the Imperials did. In fact, the battle in which the spoilered event occurs would have guaranteed Gallia's defeat had said event not happened.
* Valkyria Chronicles as the show goes on; for instance, a rather epic battle in the game against an enormous overpowered tank was completely skipped in the anime to allow Alicia and Faldio time to flirt.
* Valkyria Chronicles" as traits and she is very obviously crushing on main character Alicia Melchiott.
* Valkyria Chronicles, as well as showing a good deal of commitment to defending Darcsens in the DLC packs.
* Valkyria Chroniclesbuffs her if Rosie is nearby. Put the two together and Rosie will be stronger than normal and Edy will be weaker than normal.
* Valkyria Chronicles. But while they might not have been officially named elites, that's what they really were.
* Valkyria Chronicles by giving her a flower that he ties into a ring.
* Valkyria Chronicles by the time Gallia is actually invaded, leaving the politically-motivated top brass are suddenly risking actual lives, highlighting existing problems with the system. Damon's behavior in particular is cited as a motivating factor for the Gallian rebels in the second game.
* Valkyria Chronicles' Chapter 4 battle has as its victory cutscene the heroes raising a drawbridge underneath an Imperial armor company. There's shots of the enemy tanks scrabbling to stay on the bridge and an infantryman hanging onto the bridge for dear life before the slope becomes too steep and they fall off.
* Valkyria Chronicles colorful, with three DLC stories centering around secondary characters and one centering on Selvaria. Unlike many video game heroes, Welkin does have a personality of his own, but it makes him less a generic game hero and more a generic romance-story hero, and so his contrast is all the greater with the quirky Squad 7 soldiers.
* Valkyria Chronicles designed by her father, a genius engineer, it can easily hold its own against modern Imperial tanks.
* Valkyria Chronicles) destroyed the rail base that was the logistic bottleneck supplying Maximillian's war machine. After that, the invasion was on borrowed time, though neither the Federation nor Gallia could compare notes after it happened.
* Valkyria Chronicles do include a few heroic aristocrats, but the antagonists are Gallian rebels led by racist reactionary nobles.
* Valkyria Chronicles. Everyone thinks Welkin is following in his war-hero father's footsteps, while what he really wants is to become a teacher.
* Valkyria Chronicles fall into this, at least for the first game. The militia is full of male and female soldiers who are uniquely distinguished on their own merits, but the Valkyria are a race of (apparently) all-female superhumans who are just born more powerful than everyone else, and that's why their powers are evil.
* Valkyria Chronicles finished her education (and therefore military training) at middle-school level. Nevertheless, she starts off as one of Welkin's squad leaders and is more experienced in combat than most of Squad 7's recruits.
* Valkyria Chronicles. Gallia in general zig-zags on this; while it appears women can't join the enlisted services, the country practices universal conscription, and

sure enough, about half of any given militia squad is female.
* Valkyria Chronicles, Gallian soldiers occasionally refer to their imperial enemies as "imps". There is even an in-game attribute some recruitable soldiers have called "Imp Hater" that gives a damage boost to enemies.
* Valkyria Chronicles, General Gregor's final words are about how his armored train is invincible. He forgot to account for the fact that the bridge it was sitting on wasn't.
* Valkyria Chronicles had served in the First Europan War some twenty years before the game's events, and is one of the older members of Squad 7. It came as no surprise when he initially saw Welkin as little more than a young upstart cashing in on fame.
* Valkyria Chronicles has a portrait shot in the Personnel tab showing them in dramatic poses with guns. Props go to Sniper Marina who after a successful snipe-shot loads her gun onto her shoulders and tosses off a bond-one liner.
* Valkyria Chronicles has a potential called "Sniper Killer", unique to Cezary Regard, that makes him ideal for facing off against other snipers; with this potential, he can inflict additional damage against enemy snipers.
* Valkyria Chronicles has flightless winged pigs known as porcavians as an item of Europan wildlife. Squad 7 adopts Hans, a young porcavian, as their mascot and people occasionally claim to see him flying. This is probably unrelated to their strange and improbable victories against overwhelming odds.
* Valkyria Chronicles has Largo and Eleanor. After helping Eleanor find closure with the murder of her previous boyfriend, the two hit it off and eventually get married after the game. There's also a Gamma Couple with two rank-and-file Squad 7 members, Karl and Lynn, who are lovers at the start of the game and also get married after the war ends if they're both still alive.
* Valkyria Chronicles has Squad 7 participate in two amphibious operations:
* Valkyria Chronicles has Welkin return to his hometown of Bruhl and gets arrested by Alicia after he sketches the wildlife and she assumes he was collecting intel for the Imperials. This gets cleared up when his adoptive sister Isara shows up.
* Valkyria Chronicles. Her death is more significant to the story and the development of the rest of the cast than her life.
* Valkyria Chronicles, he's more concerned with earning his Field Marshall star...
* Valkyria Chronicles II, after leaving the Militia she goes on to be this trope full time, holding concerts during Gallia's Civil War to try and improve race relations.
* Valkyria Chronicles II and taking down their weakly armoured supply APCs a prepared played can drop an entire field's worth in a turn or two. In the Cutscenes, however, while their power level displayed is par for the gameplay, characters react to them as if they were indestructible death machines that single-handedly wipe out entire enemy forces, and perhaps most baffling of all, question if the V2s are actually mortal at all, despite having not only faced, and felled, dozens of them already, even discounting replaying maps for grinding!
* Valkyria Chronicles II as gods and preaches that brutal oppression and mass slaughter of Darcsens should be a way of life. While not all that prevalent in the original, one of the main villains from the sequel is a devout follower of Yggdism.
* Valkyria Chronicles II, but he enjoys making friends and is completely free of any prejudice regarding things like race, social status, or rank.
* Valkyria Chronicles II; camouflage and decal options; and various armor, shoulder, and back parts.
* Valkyria Chronicles II. He once got a -10 on an exam because he got no answers correct and then lost points for penmanship.
* Valkyria Chronicles III a run for his money. They are supposed to do the dirty jobs that the official military won't, and at one point was branded traitor (and possibly heretic). But they finally have their name cleared, even if they must live in obscurity for the rest of their life.
* Valkyria Chronicles III, but further refines it and adds more customization options, as well as making the heavy tank easier to move around.
* Valkyria Chronicles III die, even if you sic your Valkyria at him; you must

deactivate the superweapon.
* Valkyria Chronicles III is more or less inspired by this trope. Amongst its members is a convicted murderer, a disgraced noble, an old soldier without a country to call home anymore, a con-man, a repeat arsonist, and people of the "unwanted race".
* Valkyria Chronicles III, Riela makes Kurt a flower circlet during the Festival of Spirits as a display of affection. He responds by placing the circlet on her head.
* Valkyria Chronicles II is notable as she lacks a surname and isn't a Darcsen.
* Valkyria Chronicles III took place in, with the protagonists being a penal legion rather than the original Squad 7.
* Valkyria Chronicles II justifying this. Naturally nobody reacts to the previous Imperial Prince and his champion fighting for Gallia.
* Valkyria Chronicles II only allows six units on the field at once, with the main squad itself numbering only thirty-five-strong at most. In this case, the small scale is justified by the main cast being military cadets who are fighting against rebels instead of an entire empire's army.
* Valkyria Chronicles II plays it somewhat straighter; though female units wear skirts instead of pants, their uniforms are otherwise functionally identical to the males'. This is partly justified by the entire playable cast basically being high school students.
* Valkyria Chronicles II, reducing him into a shadow of his former self, who people then know as Dirk Gassenarl. Attempts to create Artifical Valkyria power generally result in this trope.
* Valkyria Chronicles II seeks glory of heroic proportions, because he believes that if he does attain it, people would lighten up on their prejudice against the Darcsen.
* Valkyria Chronicles II. That said, they still end up proving themselves to be some of Gallia's best soldiers.
* Valkyria Chronicles II when Cordelia Gi Randgriz reveals her family's Darscen lineage to the public and the anti-Darscen nobles unite under the banner of House Gassenarl to purge the Darscen influence from Gallia. Because the Militia cannot be summoned in internal conflict, the Gallian government calls upon the cadets of Lanseal Royal Military Academy to help quell the Rebel's attacks.
* Valkyria Chronicles in the fall, which makes dodging the enemy's patrols and random mortar fire that much more difficult.
* Valkyria Chronicles inverts this by starting off with a sketch that begins to move. The entire art style of the game emulates a pastel chalk drawing.
* Valkyria Chronicles is a blue with red and white stripes design, although the colors aren't as bright as some examples. Special mention for the Bullseye Badge goes to Alicia. Her baker's scarf may be a nice symbol of the life she fights to defend, but in the mean time she's wearing a bright red piece of cloth on her head.
* Valkyria Chronicles is just old enough that it is not part of the PS3 trophy system. Instead, it has a set of medals that are awarded for clearing specific missions that represent Squad 7's role in major campaigns or completing conditions like defeating a large number of enemies or achieving the highest rank on all stages. The two sequels on PSP have a similar system. The PS4 Remastered version of the first game merges these medals into the trophy system.
* Valkyria Chronicles is not that kind of story: The Nameless mostly do the jobs that will never be recorded in history, some of which deeply undermine the moral legitimacy of the Gallians' struggle.
* Valkyria Chronicles is Squad 7 being an activated civilian militia and get away with a bit more than the enlisted troops.
* Valkyria Chronicles is this when her Valkyrian powers are activated. No attacks you fired at her did any damage. When she showed up, your only option was to make your units take cover and hurry to finish the objective. Even when she isn't a Valkyria, she's still pretty powerful.
* Valkyria Chronicles, lancers are soldiers carrying rocket launchers, which are so heavy that slows them, making them impractical against other soldiers. However, they're the most useful units against tanks and other armored enemies.

* Valkyria Chronicles laws. Main characters Welkin Gunther and Alicia Melchiott were respectively a teacher and a baker, while shocktrooper Rosie Stark was a singer.
* Valkyria Chronicles, leaders and aces wear red (Or are painted red in the case of tanks). Certain super-strong enemies wear black.
* Valkyria Chronicles: Looks like a chiaroscuro drawing painted with watercolors.
* Valkyria Chronicles Marina Wulfstan chokes up in the presence of puppies.
* Valkyria Chronicles, means that Engineers are some of the most versatile squad members in the game.
* Valkyria Chronicles never return after they're gunned down...except the aptly named Ty the Immortal, who appears in 3 different missions regardless of whether or not you "killed" him in any of the previous ones.
* Valkyria Chronicles. Of course, it took two days to prep the tank to do that, it was used to cross a relatively shallow spot of a river whose width could be measured in hundreds of yards (on the grounds that it was a lot safer than trying to cross the heavily fortified bridge), and nobody even brings up trying to do that again afterwards.
* Valkyria Chronicles picks up the slack on what it doesn't cover, too. Specifically, the empire has known for a while anyone can have Valkyrur blood and has been going a massive amount of genealogy research to narrow down possible candidates. The Federation's guilty of exactly the same thing, too.
* Valkyria Chronicles, prime minister Borg is definitely one of those. He actively plots to use the princess as a bargaining chip to the approaching imperials in an attempt to allow him to be named King in her stead.
* Valkyria Chronicles rather than dumb, and he's mostly lucid until one appeals to his masochistic side.
* Valkyria Chronicles) reputation for blowing people up and causing havoc that may have been inspired by recent attitudes toward Muslims. Many of the fantasy counterparts in the game blend together elements of different cultures like this.
* Valkyria Chronicles, rural characters seems to respond to an Imperial invasion remarkably well, every house seems to have a rifle in it, and then the protagonist's sister drives out an old tank that was hiding in the barn. The following scenes quickly explain Gallia has a policy of universal conscription, weapons handling and crisis response are taught in high school, and Isara mentions she had done a tank engineering elective and had been maintained the Edelweiss on her own time.
* Valkyria Chronicles series has a rather equal gender divide for both Gallia and the greater Federation, although Empire troops tend to be all male. The games do explain it, though: Gallia has a policy of Universal Conscription and everyone receives military training in high school, so when the militia is activated the women are called to arms as well. The Federation allows anyone to enlist, and everyone who wants to fight on the front lines goes through the same basic training; male or female, if you pass, you can serve. The Empire practices more traditional conscription, dragging any able-bodied young men to the frontlines as necessary but sparing the women to run their factories.
* Valkyria Chronicles series of games is based in an alternate reality continent of Europa, loosely based on WWII Europe. "Ragnite ore" takes the place of petroleum in the game, which is centered on the small country of Gallia, a state rich in said ore, and sought after by the Atlantic Federation and the East Europan Imperial Alliance (roughly, the Allies and the Axis).
* Valkyria Chronicles's limit of nine units max at any given moment, due to the player controlling only a small black-ops squad of about two dozen members at most.
* Valkyria Chronicles: Squad 7's medic, a young woman who dashes onto the battlefield to bring wounded soldiers to safety. The personnel tab says she's well-liked for her "gentle touch and selfless determination".
* Valkyria Chronicles takes it upon her to report everything that goes on during the Gallian War, especially if it means going to the front lines with Squad 7's leader, Welkin Gunther.
* Valkyria Chronicles tank does this, though that's not the fuel tank but rather

the unarmored radiator. The principle is still the same: shoot it for massive damage, or even semi-decent damage from small-arms.
* Valkyria Chronicles that Darcsen characters with actual major flaws start to surface.
* Valkyria Chronicles that got his position through nepotism and consistently sends the Gallian Army to their dooms and forces the militia to clean up after them.
* Valkyria Chronicles, the Army sees the Militia as a bunch of untrained field hands suitable only as cannon fodder, and the Militia sees the Army as a bunch of incompetent aristocrats whose social status is the result of overt nepotism.
* Valkyria Chronicles: the central twist is that the Valkyria, a race believed to be extinct, still live on in the blood of two female characters in the game, and proves the possibility there could be more out there.
* Valkyria Chronicles, the DLC mission featuring Selvaria puts her into this situation, though she's not captured, just on the very verge of being captured. Considering that she's pretty much the only one capable in her squad, she struck on an advance force... only to fall into Damon's trap whereas she's gassed and her body becomes numb. Rescuing her becomes the mission objective whereas the only one who can rescue her is the meeky engineer Johann. Once he got near her, Selvaria can resume kicking ass.
* Valkyria Chronicles, the enemies become tougher and become labeled "Elite", the black-clad Imperial Guards even more so.
* Valkyria Chronicles, the entire game is set up like a history book that is divided with tabs that contain the main story and recorded entries about characters and weapons.
* Valkyria Chronicles: The Gallian Militia unit that the protagonist commands is an example of a home-guard, constituting members of the nation from all ranks: singers, wealthy heiresses, university students, bakers...
* Valkyria Chronicles, the Imps still remain Faceless with little personality. Said episode zigzags this trope; the enemy soldier gets his helmet removed, and another enemy soldier's eyes are actually visible through his helmet's vision slit in a cutscene. This is the only time in the whole game when that happens.
* Valkyria Chronicles, there is only the Federation and the Empire, and the very tiny and peaceful grand duchy of Gallia, which is the only country still independent.
* Valkyria Chronicles: The Valkyrur appear to have been a subrace of humans who developed an extremely advanced society in the ancient past and were worshiped as gods by the regular humans. They appear to have possessed albino like physical features, had superhuman physical abilities activated by rage, were the only ones who could operate their own technology, and could make themselves explode with the force of an atom bomb.
* Valkyria Chronicles, the World War 2-era forces had taken a medieval knight's jousting lance and removed the spear portion to replace it with either an anti-tank rocket launcher or an anti-personnel mortar.
* Valkyria Chronicles, they manage to complete their missions successfully.
* Valkyria Chronicles, this is a viable tactic for taking out the reactors of Maximilian's massive Batomys tank. While it would normally take three or four Lancer shots to disable one, a soldier who moves quickly enough can toss a grenade into the hatch and blow it up in a single hit.
* Valkyria Chronicles tie in directly with the characters' stories, and more are opened as you learn more about the character. For example, Freesia starts out with one Potential called 'Desert Bred', marked by how she was raised and has lived in the desert areas for some time. After you learn a little more about her — that she's not used to living for anybody else and doesn't work well when people are counting on her — she gains the 'Under Pressure' Potential, cutting her defense and accuracy if she uses the last CP of your Phase.
* Valkyria Chronicles to hopefully make her realise their relationship is unhealthy.
* Valkyria Chronicles to the radiator. Only two tanks in the entire game are capable of hiding their radiators — one of which only needs to expose them

after firing the main cannon, one of which needs constant supporting repairs from nearby allied bases.
* Valkyria Chronicles trilogy, special Aces appear in many missions with custom weapons. Taking them down usually gave you that weapon or their blueprints in return, for you to use for yourself. Technically, this could also count for your own upgraded weapons, as you usually have the option to change weapons over to another spec type in its tree (such as a gun that lowers an enemy's defenses or one that performs better against armor).
* Valkyria Chronicles Villain Selvaria's outfit has a high neckline, but it shows enough of her back for us to see that she can't be wearing a bra. Heroine Alicia wears a jacket that gives full coverage in the front and back.
* Valkyria Chronicles was first announced, it was immediately confirmed for a worldwide release.
* Valkyria Chronicles wear more medieval looking armor, but the officers such as Gregor have the Reich look going on.
* Valkyria Chronicles wear them in combat; gold trim, cords, epaulettes and an ocean of gold buttons abound. Gallia's military officers wear a much more modest (if not less elaborate) uniform. Imperial Prince Maximilian, while not wearing a uniform, wears an entire suit of elaborately decorative silver plate mail with gold accents, including a golden laurel crown, as part of his garb of station, even when just sitting around.
* Valkyria Chronicles, Welkin and Alicia come across a mortally wounded Imperial Soldier crying for his mother. Alicia in compassion, pretends to be the delirious young man's mother to comfort him in his dying moments, an action that the soldier's platoon repay by letting Welkin and Alicia escape with no conflict, while also thanking her for the kindness she showed to their fallen comrade.
* Valkyria Chronicles, Welkin and Alicia have a daughter Isara in memory of his sister.
* Valkyria Chronicles, Welkin Gunther is the son of a general and hero of the first Europa War. While he would prefer to pursue a career in education than carry on the family tradition of military service, he quickly proves that he has his father's knack for leading soldiers to victory against impossible odds after joining the Gallian militia. Similarly, his adoptive sister Isara is the daughter of the engineer who built General Gunther's tank, the Edelweiss, and she is just capable as a mechanic and tank pilot.
* Valkyria Chronicles. Welkin is the son of a general, grew up in a big house, went to university where he received officer training and is a lieutenant in the militia. Alicia grew up in an orphanage, was an apprentice baker before she was called up, and is a sergeant in the militia. They make it work.
* Valkyria Chronicles when the protagonist flubs romantic moments in cut scenes.
* Valkyria Chronicles, where he retains his signature goggle patch and is easily one of the best Shocktroopers in the game.
* Valkyria Chronicles where the characters have character, and you'll pull your tank and all available troops just to make sure no one dies.
* Valkyria Chronicles which only differ from each other in some minor cosmetic details. In fact, of the thirty female members of Squad 7, only three (Alicia, Isara, and Rosie) wear a skirt of any kind.
* Valkyria Chronicles, while everyone in Squad 7 ranges from plain to rugged to just plain gorgeous. (The bad guys do, however, wear some truly awesome-looking officers' uniforms).
* Valkyria Chronicles, while not elaborating much on romance between the various secondary members of Squad 7, has the abilities 'Fancies Men' and 'Fancies Women', which increase a character's effectiveness when around males or females, respectively, because they want to 'show off'. Yes, there are female characters with 'Fancies Women' and males with 'Fancies Men', and even one who has both of them. Also, one (female) character gets an extra boost around the female lead.
* Valkyria Chronicles, who is also a Valkyria. Selvaria does, however, turn off her Valkyria powers later to fight fairly.
* Valkyria Chronicles without much more in response than an angry "HEY!"

* Valkyria Chronicles, with the player's small neutral country caught right in the middle due to its large natural deposits of it.
* Valkyria Chronicles wouldn't have been that bad, though, if it didn't keep popping up during inopportune moments in ways that make the viewer question the characters' professional competence.
* Valkyria Chronicles. You can protect yourself from these types of hits by crouching behind sandbags or laying down in the grass where the enemy can't see you.
* Valkyria Chronicles, your conscripts have various attributes that give them bonuses (or penalties) depending on various conditions, and the type of ground they're walking on is one of those conditions.
* Valkyria Chronicles your own tank, and tanks in general are quite effective. However in one event you are tasked with diverting the path of the enemy's humongous mobile battle fortress into an ambush where the Gallian Royal Guard's tank squad awaits. Your diversion is successful, the Royal Guard attacks, does absolutely nothing and is destroyed utterly making the mission entirely pointless.
* Valkyria Revolution Their actions however also benefited Jutland in that after the war, Jutland has become one of the richest nations in the world. A researcher at an academy 100 years later wants to prove their innocence while a descendant of one of the people who know about the conspiracy wants to keep it secret because it's what the Five Grand Criminals would have wanted.
* Valkyrie and the Hulk have struck up a friendship since he arrived on Sakaar at the end of
* Valkyrie centers on a dramatized depiction of the Thursday 20 July 1944 attempt by Colonel von Stauffenberg and others to plant a bomb in the Nazis' Wolf's Lair headquarters to kill Adolf Hitler and his generals. They almost succeed.
* Valkyrie clan. Grant tries to invoke this with Wildfire and fails pitifully.
* Valkyrie Crusade, purchasing gems would make the game that much more efficient for obtaining buildings and premium units.
* Valkyrie deities not as actual gods, but as powerful magical spirits akin to the Islamic concept of angels and jinn. Heimdall, Guardian of the Bifrost, also believes this interpretation.
* Valkyrie Drive -Bhikkhuni-, Bhikkhuni is said to have developed an efective way to treat the symptoms of the disease.
* Valkyrie Drive -Bhikkhuni- has Viola's outfit. It's a miracle she doesn't have constant Wardrobe Malfunction with how low the neckline of her kimono is. Amusingly, she receives special versions of everyone's else costumes named "risque versions" that have been modified to show this.
* Valkyrie Drive -Bhikkhuni- is a Hack & Slash game part of the Valkyrie Drive Project from Producers Kenichiro Takaki and Hiraku Kaneko.
* Valkyrie Drive -Bhikkhuni- is the reason the rest of the cast is able to set aside their differences and become friends with each other.
* Valkyrie Drive -Bhikkhuni-, Viola stands out among the cast due to her fixation on Koharu Tsukikage. Everything she does has the explicit purpose of getting Koharu's attention.
* Valkyrie Drive -Bhikkhuni- was one of these before the events of the game and the struggle of adapting to a more peaceful life is the driving point of her character arc.
* Valkyrie Drive: Bhikkuni Liberator's Edition includes a presentation box, Vita peach skin case, artbook, soundtrack, and eight art cards.
* Valkyrie Drive: Mermaid and directed by Hiraku Kaneko. Girls infected with the Armed Virus are quarantined on a remote island. These girls are either Extars, who transform into weapons at the peak of their sexual arousal, and Liberators, who can bring out an Extar's hidden power.
* Valkyrie Drive: Mermaid begins with Charlotte having Ange give Miyasato and Kouzuki a brutal whipping for failing to keep Mirei locked up.
* Valkyrie Drive: Mermaid is set in the artificial island of Mermaid, where Armed Virus carriers are sent to be quarantined until a cure can be found.
* Valkyrie Drive: Mermaid, Miyasato and Kouzuki ditch work and lounge at the beach.

When their boss calls them, they lie about where they are, only for their boss to reveal she is near them.
* Valkyrie Drive: Mermaid should have found a more mentally stable person to be in Charlotte's position.
* Valkyrie interceptor. It's not the fastest or most agile fighter in the game, but it manages to have a high level of both without compromising durability or missile capacity. In spite of its interceptor classification, the Perseus is a superb dogfighter and can be kitted out to perform multiple roles at once.
* VALKYRIE: Into The Heavens series features a number of different ace customs. Set in the future, the starships that the protagonists use are cutting edge prototypes and the only ones in existence until the designers standardize the designs.
* Valkyrie is about an attempted coup against Hitler by Wermacht officers with some help from minor German politicans. See the Real Life section for more details.
* Valkyrie is a white blonde in the comics, but in this movie, she is portrayed by
* Valkyrie It takes frequent re-viewing to realise all this is extremely good CGI, possibly some of the best ever committed to film.
* Valkyrie On Fire series, Glimmer initially teams up with Katniss specifically because she recognizes that Katniss has the potential to be a worthy opponent when the Games come down to just the two of them, where the other Careers are more likely to end their alliance by stabbing Glimmer in the back and the other non-Career Tributes don’t have the skill to give Glimmer a real fight.
* Valkyrie On Fire series, with Katniss rougher around the edges and with little clue about how to use her femininity while Glimmer is the better dressed and more obviously attractive, even if they’re each skilled fighters.
* Valkyrie Profile 2: Silmeria, and they can speak in Alicia's mind (as they do in the opening cutscenes).
* Valkyrie Profile 2 Silmeria considerably compared to the other installments. There are still occasions, however, where the right spell will make certain enemies much easier.
* Valkyrie Profile 2 Silmeria increased the scale of these to the epic level. They are no longer called "Purify Weird Soul", but "Soul Crush" instead. By the end of the game, these moves range from summoning 50 meter tall lances to ripping asteroids out of orbit to invoking supernova-like explosions.
* Valkyrie Profile 2 Silmeria puts extra "crystals" on your title screen each time you beat the game. Each crystal makes the enemies slightly harder.
* Valkyrie Profile 2 Silmeria, the battle system lets you break off parts of monsters depending on what part you hit. If the part you break off happens to be the monster's head, it's instant death, unless the enemy is a zombie or skeleton or something.
* Valkyrie Profile 2 Silmeria, the four worlds of the setting are each stabilized by one of the four treasures. Removing a treasure from its world causes that world to quickly become unstable and eventually cease existing.
* Valkyrie Profile actually encourages you to beat already-dead enemies relentlessly to get better items.
* Valkyrie Profile also has the Angel Slayer, which is acquired in the same way, but there's a huge catch to it — it has an Attack Trust of 1, which means that every hit randomizes just what percentage of the listed attack power is used, meaning any attack could be for just one damage, or it could one-shot almost any enemy in the game. There's also the Glance Reviver, which is only a shade less powerful, but has an Attack Trust of 75 (meaning the attack is, at worst, at 75% power) and has a chance at an instant kill.
* Valkyrie Profile; both effectively make her look like an older woman.
* Valkyrie Profile, but by that time you are expected to be strong enough to match him.
* Valkyrie Profile camp, but even those that find him abhorrent believe the series wouldn't be half as good without him.
* Valkyrie Profile: Covenant of the Plume, and a different ending if you abuse the Plume too much in chapters 3 and 4. And like before, even with cheats, the game ends as the death of her causes a premature end of the world, and Ailyth won't

approve of that.
* Valkyrie Profile: Covenant of the Plume brings it back with a vengeance: The mages are alright at first, but are mainly best for building up the charge meter...until that is you get a staff that will push a mage's spell power into the quadruple digits, and gives Great Magic. Immediate game-breaker when you consider your physical attack power unbuffed may be around 5-700 by the end of the game.
* Valkyrie Profile: Covenant of the Plume, but having their potential unlocked in this manner kills them permanently.
* Valkyrie Profile: Covenant of the Plume, every character other than Wylfred loses focus as soon as the chapter in which they're introduced concludes, unless you use the Destiny Plume on them, and they only get last words. But, if someone related to that character is around, they add a couple lines to the death scene.
* Valkyrie Profile: Covenant of the Plume. They're both 12 years old and take much joy in killing, yet don't see what's wrong with killing other people after they have surrendered. Their reasoning is that since they signed up in the first place, they should be prepared to die. Their dialogue is completely 100% innocent.
* Valkyrie Profile: Covenant of the Plume This disgusts even Wylfred, a character who sacrificed his own friends and childhood companions for the sake of revenge.
* Valkyrie Profile: Covenant of the Plume to your allies, as well as any of your endgame equipment, and equippable and usable skills, and you gain up to 2 additional skill slots for every character with each additional playthrough.
* Valkyrie Profile, flashbacks are often used to show the events leading up to the Einherjar's deaths.
* Valkyrie Profile has 2 places known, with mud, they are Nethov swamp and Salerno Academy, you can only find them on normal and hard mode.
* Valkyrie Profile has a few mysterious "men in black" (who are really slavers with sinister sunglasses and black coats) causing children to disappear from Lucian and Platina's village. To avoid the same fate, the two escape.
* Valkyrie Profile however entice that commanding officer, who runs her through.
* Valkyrie Profile involves the destruction of Asgard and eventually Midgard, however, it also grants Lenneth the power of creation, which she uses to restore the world and everyone in it, including Lucian, and becomes the new world's Lord of Creation.
* Valkyrie Profile: It's the profile of a Valkyrie. Maybe several valkyries. "Profile" meaning "a short biographical account of somebody" in this case. It could also refer to the side view used for normal gameplay since a view of someone from the side is called a profile view.
* Valkyrie Profile, Lezard Valeth "commands the lost magicks", whereas magic that is not lost is spelled normally.
* Valkyrie Profile plays with this in a few ways. To start, Lenneth's quotes change depending on her Seal level; high, she's gung ho and thirsting for battle. Low, and she's questioning her mission. Some characters parody others' quotes, and in the sequel, going into battle with certain combinations of Einherjar will have them talking to each other instead of taunting enemies.
* Valkyrie Profile. Ragnarok is just around the corner, and things are falling apart. Your job is to recruit the soul of worthy mortals to fight in that final battle, and there is no shortage of death and despair to make it very easy and guilt-free for you.
* Valkyrie Profile series. Reasonably common in other RPGs with voice acting.
* Valkyrie Profile series utilize this trope. The souls of einherjar—warriors deemed worthy enough to become part of Odin's armies—are taken into a Valkyrie's body and dwell within her while she continues her duties in the mortal realms. As Valkyries are also responsible for helping to train einherjar in preparation for service in the afterlife, they can temporarily summon the einherjar to their side during combat.
* Valkyrie Profile, sets up a plot twist later on, and is almost as long.
* Valkyrie Profile: These are the standard adversaries in the Tombs of Amenti dungeon.
* Valkyrie Profile, two late-game bosses are directly responsible for two of your

einherjar's deaths much earlier in the game. If you bring either of these characters into the battle with their killer, neither will say anything.
* Valkyrie Profile, until the monstrous flesh finally swallows her face.
* Valkyrie rather than an actual Norse deity), but ended up being given magical powers by Loki.
* Valkyries: A fierce group of women who assist the Norse gods and guide fallen warriors to Valhalla.
* Valkyries chases them because the knights are supposed to go to Christian Heaven.
* Valkyrie seriously averts this trope with a mouth-watering array of scrupulously realistic Afrika Korps kit in the first ten minutes or so. Until you realise this is all very clever and realistic CGI, you watch and wonder as to where they got all the Pz III's from. As CGI gets better, is this the way forward?
* Valkyries (like gorgons) are female creatures that were originally hideous but later on became to be known as incredibly beautiful maidens sought after by many a Norse hero (despite the fact that they weren't actually human). Also they're really only "beasts" depending on your interpretation of their title: Choosers of the Slain.
* Valkyries. This causes problems when Wildfire starts getting serious about a boy...
* Valkyries too, are shown to have the same type of hair in Viking Age art, frequently in a type of knot.
* Valkyries. What, Gundams suddenly became less awesome, judging from the complete lack of Gundam ripoffs?
* Valkyrie takes part in their entry test as one of the trials to rescue her sister in
* Valkyrie, the title recently taken up by Dr Jane Foster, assembled a team of medical superheroes to aid her: Doctor Strange, Night Nurse, Cardiac, Excalibur (Dr Faiza Hussain) and Manikin (Dr Whitman Knapp). They call themselves the Mighty Medics, unofficially.
* Valkyrie was formed in Shine Wrestling partially to make it harder for Shine officials to punish its members for
* Valkyr's Paralysis is a partial example; it still takes energy to cast, albeit a minuscule amount, but the main cost is a third of her shields. In practice, it's not much of a sacrifice;
* Val Lewton. After Sims the evil master of Bedlam House is killed by one of his patients, the other patients resolve to wall up the body and make out as if Sims ran away. However, the final shot of Sims behind the wall shows his eyes flying open, revealing that he is still alive, right before the last brick is put in the wall.
* Val Lewton, a street singer's song abruptly stops when she is murdered offscreen.
* Val Lewton features a serial killer who disguises his crimes as attacks from an escaped leopard. He's aided by the fact that the escaped leopard really did kill someone.
* Val Lewton films' rather than being referred to by their directors' names.
* Val Lewton) may feature one of these. Like many of the films Lewton produced, the reality is open to interpretation.
* Val Lewton's character is said to be dead, and is being bricked up in a wall to hide the evidence. Then suddenly his eyes flicker open, he opens his mouth - and the last brick is put in place before he has time to scream.
* Valley Girl and avoiding mentioning her morbid interests, to impress her crush Rocky. It turns out Rocky has similar interests to her.
* Valley Girl: A teenage girl stereotype with a very naïve demeanor.
* Valley Girl at the Valley High junior prom. Randy and Fred escalate things by pelting popcorn and other snacks at the crowd. Naturally, a full-scale food fight breaks out; Randy and Julie escape from the chaos and flee the prom in Tommy's rented limousine.
* Valley Girl of the West Coast League. She's definitely not the Big Guy. The only thing big about her is her
* Valley Girl song, recounting the homecoming dance in which her best friend, Debi,

is crowned queen. Once that happens, the tone changes to 1980s synthpop as Debi unexpectedly pulls out a weapon and begins indiscriminately killing classmates and teachers at the parade. Brown admitted in a July 2000 interview that after the Columbine High School massacre she no longer felt comfortable performing "Homecoming Queen".
* Valley Girl's song "Valley Girl" being released in 1982 and the rise of shopping malls and heavier marketing to teens helping fuel this kind of lifestyle/persona.
* Valley Girl, which Julie and Randy use as cover to escape the venue.
* Valley Girl, who speaks in an even more obtuse slang that even the other characters don't really understand.
* Valley of the Dinosaurs are always barefoot, even though both of their parents wear shoes. All members of the primitive tribe the Butlers stay with are barefoot as well.
* Valley of the Dolls, commented, "I need an air-sick bag to sit through that movie."
* Valley of the Dolls from adapting some of the more risque elements from the book, such as Jennifer's experimentation with lesbianism and Ted Casablanca's homosexuality.
* Valley of the Dolls has a famous catfight which climaxes with Neely tearing Helen's wig off her head. She looks at it with shock for a second, then runs to the nearest toilet and flushes it.
* Valley of the Dolls has Anne in this situation. Already dumping her previous suitor, Kevin, while going back and forth with her other romantic suitor, the faithless Lyon, she decides to dump him as well, despite his claims that he loves her and wants to be with her. The movie ends with her walking down a snow-covered road, content with her decision.
* Valley of the Dolls is all about this, showing the effects of the old studio system, the greed, perversion, and paranoia rampant throughout the entire show business industry. Each of the three women is affected differently, and all end up in the "valley of the dolls" — addicted to prescription medications to cope with stress.
* Valley of the Dolls is that the original plan was for her to have a cap that made her look like she was losing her hair, but the actress refused.
* Valley of the Dolls, Neely O'Hara gets high on the titular dolls and wakes up in a sleazy room with a strange man looking through her purse. She's lying in bed, and it's heavily implied they slept together.
* Valley of the Dolls, the titular “dolls” refers to a fictional slang term for the pills Neely O’Hara becomes addicted to.
* Valley of the Fangs have this happening to Hu-San, the hero's sidekick, during the fammhouse battle, when Hu accidentally sat down on a burning stove during a fight. He spends the next entire minute running all over the place with his ass burning, leaving the hero fighting all alone, until he finds a water trough to sit in.
* Valley of the Horses, the chapters alternatively tell the story of, on one hand, Ayla, and on the other, Jondalar and his brother Thonolan as they travel across Europe. Only near the end do they merge as the brothers reach said valley.
* Valley of the Shadow, he is determined to reveal the truth to the world, even risking death to do so.
* Valley of the Wolves: Iraq as a Jewish-American doctor who harvests the organs of prisoners of war for sale to the American elite.
* Valloweaster wears a baggy pumpkin costume to conceal her preganancy, which is lampshaded when Jake claims that that she's clearly only wearing it to hide her equipment for the heist, despite her claiming that she was wearing it because she was giving candy to children earlier and didn't have time to change. She later confirms that Jake guessed correctly to Boyle.
* Val McDermid, well-known for her crime novels in which violence, torture, and murder in often described in disturbing detail, has also written a cutesy children's picture book called
* Valmet The same episode also had lingering closeups of her in a bikini,

highlighting her muscled body.
* Valmiki, and attributed with establishing the form for Sanskrit poetry.
* . Valmont is a brilliant detective who's prepared to go beyond the law to get his man; in one story this ends with the criminal in question pointing out that since Valmont has no official standing and his evidence was obtained illegally, there's no way the police would even make an arrest, let alone bring the case to court.
* Valois/Sturmvoraus/Other-Last-Names-in-the-Line clan look like this. At least, Tarvek called it "
* Valois/Sturmvoraus/von Blitzengaard family. Their ancestor was one of the greatest kings of all time — Andronicus Valois, the Storm King. Currently family consists mainly of
* Valor. Although his backstory on Daxam wasn't nearly as traumatic, he pretty much became a fugitive for wanting to — and escaping — Daxam to travel the stars.
* Valor book, Rip Hunter and co. are tracking and trying to shore up the cracks and alterations to the timeline using one.
* Valor Form: Reflects Goofy's all-physical, up-close-and-personal fighting style.
* Valor's Choice in their dress uniforms (they were escorting a diplomatic contingent during negotiations to bring a new species into the Confederation). Fortunately for them, the Confederation military was smart enough to equip even the dress uniforms with some armor protection.
* Valor's Choice (the main character) helping him, he grows out of it by the end of the book.
* Valor's Choice) why they use stretchers that need to be carried, rather than the local equivalent of anti-gravity. She responds that both they and "The Others" routinely attempt to disable all electronic devices used by their opponents, and they use hand-carried stretchers for the wounded for the same reason they use "primitive projectile weapons" that have to "be physically smashed to stop working".
* Valor, squad leader of an expedition to Earth. Landed in the Aztec Empire, appalled by the countless human sacrifice she received as a "goddess" and unable to prevent people from worshiping her and her crew, she eventually elected to leave Earth for good with her still unborn son, reasoning she'd prefer having him grow as a commoner in their home planet rather than a fake demigod among his father's race.
* Valor: The young version of Lar Gand who had been the star of his solo is killed by Glorith, he's replaced by a much older version of himself who'd been time traveling in a failed attempt to patch the very large break in the timestream his early death causes, and then that version allows himself to fade out after Shadow Lass dies.
* Valorum, the Grand Chancelor before Palpatine, had a rather small role in the entire prequel trilogy, and was replaced by Palpatine halfway through the first movie. However, he was the one who sent Obi-Wan and Qui-Gon to Naboo, which forced Sidious to reveal the existence of the Sith early, and led Obi-Wan to take on Anakin as a padawan.
* Valuable assets are sometimes protected by requiring more than one person to open a safe, sign a check, etc, so that any illicit access will require a conspiracy rather than just one person.
* Values Dissonance about it, refuting claims about her being either a stereotype or offensive towards Native women.
* Values Dissonance about their own actions, such as Hob Gadling's guilt over his involvement in the slave trade.
* Values Dissonance and the advanced age of the most popular operas. Contemporary productions will often try to lampshade the less palatable parts of the plot or make staging changes to cast characters or situations in a more sympathetic light.
* Values Dissonance and their stupidity wouldn't fly for modern audiences.
* Values Dissonance and, therefore, considered a waste of time to show since it has nothing to do with the running story arc.
* Values Dissonance antics are more likely to come across as creepy than cheeky.
* Values Dissonance: As noted on this trope's page, this problem is very

widespread. Even food is not immune: a vegan and an omnivore will look at the same plate of baby back ribs and have vastly different reactions. In the LGBTI context, for some people, tropes that depict queer people in a bad light are offensive, while for others they're simply funny or even true.
* Values Dissonance, as the target market for Sanrio products is dramatically different between Japan and the rest of the world. In the US and Europe, Sanrio is marketed almost exclusively to children and early teens. By contrast, in Japan, the target market includes older teens and twentysomething adults (particularly the "office lady" demographic), and is a major expression of Japanese "Kawaii Culture".
* Values Dissonance: A work has values and beliefs that modern audiences might not agree with.
* Values Dissonance because, in his time, enemies could also be drinking buddies the night before a battle, at which they would slaughter each other mercilessly. He gets annoyed when Tohsaka explains that it doesn't work like that anymore.
* Values Dissonance between gender groups: studies by social psychologists found that in traditionally patriarchal societies like the west, predominantly female social groups are typically much less forgiving of faux pas than predominantly male ones as a knock-on effect of said social structures, and as a result what might seem like an inconsequential slip-up to a guy actually can be hugely jeopardizing to a girl among other girls (this is where the stereotype about girls being "overly sensitive" about stuff like a single pimple or wearing the same color of shirt as a friend stems from). Studies on autistic and/or otherwise neurodivergent women in particular note that this difference makes it harder for them to effectively socialize with same-gender peers compared to neurodivergent guys, often with far more severe repercussions on their mental health.
* Values Dissonance" by manager KY Wakamatsu. Revolution vs Palaestra was Grey vs Gray and either versus Geki Dojo was Grey vs Black.
* Values Dissonance comics, particularly his habit of groping and kissing women without their consent.
* Values Dissonance do exist nowadays, they are museum-quality pieces or high-end model engineering out of the price range aimed at children.
* Values Dissonance due to the sudden shift in art style and different font.
* Values Dissonance due to the uncanny dissonance between their childish demeanor and the viciousness of their actions.
* Values Dissonance enters the picture where Igraine eventually figures it out and IS OKAY WITH THE RAPE BY FRAUD. Though it would be more accurate to say that she is RELIEVED that the son she conceived that night is the child of her second husband. It simplifies her life considerably.
* Values Dissonance for Melchisedec the rat and his family; one hopes kindhearted Sara will remember them and send Ram Dass over there with bread crumbs.
* Values Dissonance - for the movies set in some very different historical or cultural context (even in Europe, it was actually common and even expected for men to cry on certain occasions in Antiquity and the Middle Ages).
* Values Dissonance found out when they caught hell for implying a sex scene between Kira and Flay.
* Values Dissonance, has a scene where an infant Perseus masturbates a satyr. It may have been considered funny at the time, but now it comes across as pedophilia.
* Values Dissonance he first shows up sitting by himself in the dark, then the lights come on and it's a guy in the least-convincing clown costume ever, he has a tray with hamburgers and fries at crotch level, then there's this exchange:
* Values Dissonance However; you're very unlikely to find the fruit itself outside of South-eastern Asia.
* Values Dissonance: Ideals that are unacceptable at one time or place are more acceptable at another.
* values dissonance in Eleg but not all is lost.There is always a sense of hope throughout the story that makes you want to read more to see if things get better.
* Values Dissonance is often admonished for swearing when the worst thing he ever says is "goddamn" (granted, it was more serious at the time). In later decades, it's funny for younger people to read because the swear is so mild.

* Values Dissonance is very depressing. Shylock believes that he will finally get his revenge thanks to the law, which he puts so much faith in, and it seems as if the doctor Balthasar (really Portia in disguise) is actually on his side, and that he will actually get to have his revenge for Antonio being so cruel to him. However, Portia was only pretending to be on his side, and then said that he could have flesh without blood. This is clearly ridiculous, for you can't have flesh without blood, but the kangaroo court accepts it. Then, Shylock's faith in the law really gets crushed when Portia brings out the Alien Edict against him. Then Shylock loses almost everything, including his religion. Then Portia asks him cruelly if he is content.
* Values Dissonance: It gets ugly when certain groups of the audience have different cultural or social values to a work created in a different time and place.
* Values Dissonance—in many parts of the world this automatically marks you a tomboy.
* Values Dissonance—the reader may be troubled, but the characters themselves are fine with it.
* Values Dissonance of the songs associates Mike with techno and Violet with kid-friendly rap — but also disco.
* Values Dissonance on the up-and-up. (A few priests in Stillsnow are corrupt, but they're not especially significant to the Church's hierarchy or the plot.)
* Values Dissonance, people in his native France were furious he was being paraded before the cameras before being proven guilty.
* Values Dissonance portrayed their relationship as secret, even when Hinata had Neji's child.
* Values Dissonance. Shylock would most probably have originally been seen as the villain by its original audience and Portia and Antonio (who treats Shylock far worse than Portia who at least gave him what would have been a considered a happy ending) as the heroes. Over time this has changed with peoples attitudes as Shylock's portrayal has gone from villainous clown to tragic figure due to changing views of race and racism.
* Values Dissonance, some people who are appalled by bullfighting might end up cheering for the bull and celebrating whenever the matador gets injured or even killed.
* Values Dissonance, such as when President George W. Bush held the hand of Saudi Crown Prince Abdullah. Where in Western cultures holding hands and kissing on the lips means romantic interest, this was not the case in the meeting with the Saudi Prince.
* Values Dissonance the classic era had these jokes and is bad for it can also garner criticism.
* Values Dissonance: The work has views and messages that people might not find politically correct.
* Values Dissonance, this applies to most historically accurate recreations of historical makeup styles, such as the English Renaissance fashion for caking on a pale, lead-based makeup- which often ended up horribly disfiguring long-term users, incidentally.
* Values Dissonance: Unfortunately, some prejudices were considered far more acceptable in the past, and this can show up in older media.
* Values Dissonance. What is unsuitable for children in one country is actually entirely acceptable, which causes a lot of confusion about when localisers take a show and make it "more kid friendly" - many actually see a show that was written for kids of one society, and attempt to show what's acceptable in the other society.
* Values Dissonance: What's okay in one culture is immoral in another.
* Values Dissonance when after Adam (from the turn of the 20th century) passed out from a mixture of exhaustion and disorientation in the apartment of Georgina (from the, then current, 1960s). He couldn't apologies enough about how inappropriate it was for him to have spent the night on her sofa. Her trying to explain it wasn't a big deal, and that he wasn't the first man to spend the night on her sofa, lead him

to assume she'd been driven to prostitution and to immediately offer to find her some menial work.
* Values Dissonance, yet it remained male-slanted, and had done since its launch in Wales in 2000 as Real Radio Wales, expanding to Yorkshire and Scotland in 2002, and then Northern England in 2008.
* Values Dissonance: Your work fails to connect with people outside the intellectual fashions of your time and place.
* Values Dissonance: Your work offends viewers outside the culture in which it was written, or after a major shift in general attitudes within a culture.
* values-dissonant: Jem is worried about a gang coming after his father, and Atticus assures him that there have never been any gangs in Maycomb. Jem says the Ku Klux Klan "got after some Catholics one time." Atticus says, "Never heard of any Catholics in Maycomb either."
* Values Resonance: Though sometimes, an older work of fiction may have messages or themes which are still very relevant and applicable to present-day issues.
* Values Resonance: Your work succeeds in connecting with people outside the intellectual fashions of your time and place.
* Valvatorez was one of the most feared and powerful demons in his Netherworld. By the time
* Valve also recognized the rise of custom maps over the built-in ones, and struck deals with the creators of several popular and/or (in their opinion) well-made ones to add them to the game officially.
* Valve and Source Filmmaker, which are used to create most TF2 fanvids.
* Valve-approved, the Colt Python has a slightly longer reload speed, and a halved reserve ammo capacity, but this is more than offset by its ammo becoming far more frequent.
* Valve (a term taken right out of Blizzard's lexicon, coined for their own "when it's done" release schedule).
* Valve beta and making Kleiner perform oral sex on Alyx was his "worst nightmare."
* Valve game or third party mod that allows mic chat, this type is bound to happen, thankfully players can mute obnoxiously loud players via the player menu.
* Valve had made its impression with a story-rich single-player game, but with even deepening story through
* Valve has a habit of this. What makes them notorious for their extremely long delays is their demand for perfection in their games, as they stated in the commentary for
* Valve-made, where he can claim that his father is dragons. All the dragons.
* Valve new employee handbook states that this is the company's default mode of operations. It notes that this is part of why they only have a plain alphabetized list for their credits.
* Val Venis) that's just full of this trope. It's nothing but a montage of all sorts of suggestive imagery.
* Val Venis, was billed from Las Vegas, although Sean Morley, the real guy, is from Markham, Ontario, Canada.
* Valve Software, and anyone who clicks "Download" on the store page keeps the games permanently.
* Valve Software and has yet to be released for fourteen years and counting.
* Valve Software and use those models for scripted weapons that have customization or ironsights or the like, you'll quickly notice how jank and "unfinished" the models can be.
* Valve Software characters and characters from other franchises, even coming full circle with "vagi" variants of other gmod characters, including Panis Vagicake.
* Valve Software even though separate groups work on each series of games.
* Valve Software had the shortest delay they'd ever managed. Probably justified in that Valve only has so many people working for them, as well as a "work on whatever game/project you want" policy. So, if nobody feels like working on your favorite game that week/month/whatever, you're probably not going to get updates for it for a while.
* Valve Software. Valve handles their own digital distribution, though, and EA

later became a competitor in that regard.
* Valve sold out in a matter of weeks, and were backordered to the point that purchasing one at random wasn't be feasible until months after the game was released.
* Valve, their series are not often able to keep their momentum going and settle into Stage 4 while waiting for the next installment, rarely being discussed outside of their own fandoms but still remaining recognizable to many outside of them.
* Valve Valve to the player. There's also a bit of binary code in Chell's file in the "Lab Rat" tie-in comic that translates to "the cake is a lie".
* Valve video games have a tendency to inspire fanatical demands for related merchandise. After
* Valve, whose fingers are at least three meters long and about as long as his torso.
* Valvoline (the oil company) as a generic word for "manual gearbox oil" in the 1990s. Mostly
* Valvrave the Liberator a Dorssian spy (who we will later come to know as L-elf). After rescuing his friends, Haruto tells them it's really him. How does Kyuma decide to test this? Several rounds of rock-paper-scissors. Haruto loses all of them. "Alright, it's you."
* Valvrave the Liberator, and every episode seems to strive to add some twist even more insane than the one before.
* Valvrave the Liberator And if she can still remember all of her lines from the movie she starred in back then...
* Valvrave the Liberator, and others have since been accepted into the coffee brotherhood.
* Valvrave the Liberator averts this by having three main nations-Jior, ARUS, and Dorsissa, but the latter two are superpowers, wheras Jior (where the protagonists are from) is a peaceful weaker nation.
* Valvrave the Liberator, but anyone brave enough to actually taste them find them delicious. It's to the point that when the class needs funds for the war with Dorssia, the local entrepreneur recommends processing one of her dishes into a snack-bar and selling them to the people of The Moon.
* Valvrave the Liberatorda" ("Thunder"). Pretty much no one goes along with it, but he'll still "correct" people on it, at times like... in the middle of a mecha battle in space.
* Valvrave the Liberator didn't know how to say "hello" in Dorssian to K-Zwölf before body-snatching him, but communicates fluently with other Dorssian soldiers once in his body.
* Valvrave the Liberator even though one appeared to be the target of karmic backlash.
* Valvrave the Liberator has this suggested after Haruto loses control and, under extreme influence from the Valvrave, rapes Saki. He proposes marriage in order to "take responsibility" for what he did, a significant gesture considering his obvious feelings for Shoko. Saki turns him down, despite her own feelings for him.
* Valvrave the Liberator immediately releases a claim that the footage was edited and fake. Some people apparently buy this explanation, but enough remain unconvinced that it becomes a major problem for them.
* Valvrave the Liberator is also working with a Royalist faction. It's notable that the Chancellor of the military federation wears the crown and facial markings of the royalty — possibly indicating that those symbols are really still that powerful even after the coup.
* Valvrave the Liberator is getting this for how unrealistic his death was. He just lost all of his memories. There is a 30-second scene of a girl mourning his death and even a memorial around him but poor delivery of all of this made people believe he still lives in a vegetative state.
* Valvrave the Liberator loves this trope so much that some wonder if the writers had problems with these kind of people.
* Valvrave the Liberator: Most of the military, but especially the Dorssian Space Navy.

* Valvrave the Liberator structure our heroes live in) has mobile deflector shields, but they aren't large enough to defend the entire module-which is essentially a space city. Instead, they have to be moved like hand-held shields to block attacks.
* Valvrave the Liberator team of graduates had to kill one of their friends when they were in training there, because he was loyal to the overthrown regime.
* Valvrave the Liberator tends to use these. The best is when he is up against X-eins, a former teammate of his who is a master of these in his own right. The only thing that can stop X-eins' crazy plan is an even crazier plan from L-elf.
* Valvrave the Liberator, the heroes do battle with Dorssia's crown jewel of planetary air combat-the Ideal Blume. L-Elf knows that its meant to spam relatively light machine gun fire down on land emplacements with weak upper armor, so when he selects a team to destroy it, he picks (among others) the Valvrave with the best shielding to defy this Trope. He even mentions that top-notch mecha like the Valvraves make that kind of airship obsolete.
* Valvrave the Liberator, the series descriptions say that 70% of humanity is now living in space "thanks to the development of the Dyson Sphere". Though the story never delves into the nature of the sphere, it has the characters living on one of many modules that are territories of Earth nations (they are from JIOR, which is essentially future Japan). Theirs is Module 77, and it appears to be big enough for just their school and a small town. They end up disconnecting their module from the sphere, and moving it to the Moon, which is neutral territory.
* Valvrave the Liberator. The Valvraves' operational time is limited by how long it takes them to overheat, and in vacuum the mechs are shown to have severe difficulty venting all that heat. However, in another episode, some water vented into space immediately turns into ice crystals (and is used to cool the Valvraves), rather than vaporizing as would actually happen.
* Val X Love: Justified; Takuma's biggest fear is basically (any) human contact, but the Allfather, Odin, basically dropped his nine Valkyries off for him specifically to be the harem lead. Interestingly, not all of the Valkyries are even interested initially - Brynhildr in particular hates his guts for it.
* Valya Balkanska: Bulgarian traditional singer who actually managed to get one of her songs put on the Voyager Golden Record, sent into space in 1977.
* Valyrian blood is noted for silver-white hair and purple eyes. Targaryens are most known for it, but other families with Valyrian ancestry also have traces.
* Valyrian names almost always contain "ae" and frequently end in "-on", "-ar", or "-rys" (Aegon, Aemon, Rhaegar, Maekar, Aerys, Viserys, Daenerys).
* Valyrian steel blades are, by definition, cool blades. There are only 200-something remaining blades in the world, as the secret of their making is lost. They are light, durable and incredibly sharp, and one of the only known weapons capable of
* Valyrian steel sword Blackfyre, as well as atop his dragon, the even more lethal Balerion.
* Valyrian steel swords, or headsman's axes designed for this very purpose. Decapitations using other weapons are usually done in three or more strokes.
* Vambre soon suffers an ear worm to the point where she is unable to think straight. When Prohyas sees his sister constantly hurt during a mission while dealing with the song, he decides to play it again to make her feel better. Vambre's Brain not only lampshades this trope, but is
* Vambre unwittingly enforced this in a short, when she tells her brother Prohyas to think of a new song. He creates one called "Purple Pete" and promises to only play it once.
* Vamos A Matar, Companeros, John the "Wooden Hand" is named precisely for having an artificial right hand, the result of the protagonist having betrayed him in the past.
* Vamp at Ayla: she stood and saluted him, then explained that she was waiting to see if he would 'run a flag up that pole'.
* Vamped by David Sosnowski, illegal farms of this sort provide blood for vampires.
* Vamped lampshades this: the novel is written in first person and the narrator and

the vampire Martin avoids describing his, ehm, encounter by explaining that it would be rather awkward to detail in first person, come across as bragging, and reminds the reader of the movies that cut to fireworks. Martin then says something along the lines of "Insert fireworks here."
* Vamped, the girl's love interest and her adoptive father are getting a drink together. There's an awkward moment when they both look at their reflections and realize how similar they look…
* Vampeerz My Peer Vampires, Ichika is a human girl, Aria is a vampire. However, Ichika accepts her mortality stating that it could not be helped. However, in chapter 15, it is shown that Aria's blood does have the potential to make Ichika immortal as evidenced by ants getting revived through her blood.
* Vampeerz My Peer Vampires is a love story between a human girl and a vampire.
* vamp face, the actual shift usually occurred off-screen. As the show's budget increased, vamping out onscreen became more common. Furthermore, in many cases you can tell the shift is something of a "jump cut" between pre-makeup and post-makeup; once Season 2 comes around, the "game face" effect is a more gradual, CGI-based shift.
* Vamp features a young girl among its vampires. We actually see her when she's still human.
* Vamp has a close call with a malfunctioning elevator early in the film.
* Vamp has dhampyrs, most prominently Watt, a gang leader. The dhampyrs are said to be impervious to sunlight, but overall weaker than normal vampires, incapable of ever reaching the same levels of strength.
* Vamp has the character of Shizune, who is notorious for speaking with one of these.
* Vampirates describes herself as "Figurehead by day, figure of fun by night!"
* Vampira, the 1950s Los Angeles inspiration for Elvira also infamous for her appearance in
* Vampire Academy, Alice, the oldest human feeder in the Academy, tends to ramble on and is thought to be crazy.
* Vampire Academy, amongst duardians, she leads during missions. She is "a voice of reason, a reminder that they had to stay focused and fully assess the situation. Her composure calmed everybody; her strong manner inspired them."
* Vampire Academy and can only "reproduce" by turning other beings into them). The main character, Rose Hathaway, is a dhampir, her mother is a dhampir and her father is a Moroi.
* Vampire Academy and that she might get a "surprise sibling" of her own. Her suspicions remain unconfirmed.
* Vampire Academy, a trait amplified by spirit effects. But even as a 5-year-old, she called her kindergarten teacher a fascist bastard and threw a book at her for making her and Lissa spell out their very long and complicated full given names.
* Vampire Academy, attempts to set up a match between Lissa Dragomir and her great-nephew Adrian. It doesn't work.
* Vampire Academy can speak and even offers some exposition. But he tends to be eerily quiet when using his spirit powers.
* Vampire Academy, certain spirit users with Dreamwalker powers use it to communicate with others. This is primarily used by Adrian to speak to Rose, even when they are in different continents.
* Vampire Academy did not socialize. In gathering he either stayed silent or said very rude things.
* Vampire Academy, Dimitri and Rose are in love, but worry that their relationship will get in the way of their mutual duty to protect Lissa.
* Vampire Academy, Dimitri's feelings for Rose are intense and genuine, but boy does he take his time to admit to them.
* Vampire Academy had no friends until warming up to Lissa and Rose. Went with his status as a social outcast.
* Vampire Academy, Hans Croft, head of the guardians at Croft, punishes Rose and Eddie Castile for their Las Vegas "vacation", is in charge of hunting down an escaped Rose and interrogating her friends. He is an antagonist, but one that

ultimately tries to keep everyone at Court safe.
* Vampire Academy has the ambition to kill Lissa and extinguish the Drogomir clan. It seems the Strigoi keep track of such things and the act would win him glory points.
* Vampire Academy. Her first love was Aaron, to whom she lost her virginity. But she was eventually bored with him, while Christian is her true love and holds her interest.
* Vampire Academy. He takes the high road and insists they can't pursue the attraction, but that obviously doesn't work. He thinks her mom finding out is scarier than facing strigoi.
* Vampire Academy, in most of the series several extras receive names. In Strigoi of 'Blood Promise'', those not named tend to play no importance in the overall plot. Those few that receive names are all involved with Dimitri's new existence as a Strigoi.
* Vampire Academy. Instead of merely training against Strigoi, they face the real thing and there are casualties.
* Vampire Academy is always well-dressed and well put together. He looks stylish when wearing his dusters.
* Vampire Academy is a serial womanizer who fell hard for Rose Hathaway.
* Vampire Academy, is a water magic user who manages to temporarily incapacitate a Strigoi by drowning him.
* Vampire Academy, is described as naturally tan and black-haired. Her father is Turkish, which explains where she got her looks from.
* Vampire Academy is described to be extremely tall (2,01 meters/6'7") with chocolate-brown eyes and long, dark hair which he wears in a ponytail. He is also described to be very handsome and rugged in physical appearance with God-like angular, masculine features. In terms of his physique, he is lean, well-built and muscular.
* Vampire Academy is in his forties. The disease which is slowly killing him, also prematurely ages him so that he looks twice his actual age.
* Vampire Academy, is "Little Dhampir" to Adrian and "Roza" to Dimitri.
* Vampire Academy, is loyal to the people she cares about, has proper manners, is kind-hearted and beautiful, and is naturally upper-class.
* Vampire Academy isn't shy to speak her mind, regardless of how inappropriate the situation.
* Vampire Academy is portrayed as a villain, but sees himself as a social reformer. At several moments in the story Rose finds herself agreeing with some of the things Victor advocated, including a reorganisation of the Moroi government.
* Vampire Academy, it turns out Natalie was doing Victor Dashkov's dirty work the whole time.
* Vampire Academy, Janine Hathaway and Ibrahim "Abe" Mazur had a relationship eighteen years before the main events of the series. They interact closely late in the series and seem to have a very friendly relationship. Rose suspects that they are getting back together.
* Vampire Academy, Kenneth, a torturer, uses air to pressure Lissa's skull, smother her, and leaving her gasping for air.
* Vampire Academy, Lisa Dragomir's storyline is secondary to Rose Hathaway's, and is always seen through Rose's eyes.
* Vampire Academy, Lissa and Rose are introduced as a rare spirit user and shadow-kissed pair. They have to figure out what they are and the nature of their powers through studying the lives of Medieval predecessors Saint Vladimir and Anna. As well as knowing an elder spirit user in teacher Sonya Karp. They are hinted to be the first spirit users in centuries. Later books introduce spirit users Adrian Ivashkov, Oksana, Avery Lazar, and Robert Doru. There are even some unnamed, insane spirit users incarcerated in Tarasov prison. Suddenly Lissa does not seem so unique anymore. And as for shadow-kissed characters there are Mark (Oksana's bondmate), Alden (Robert Doru's deceased bondmate) and Reed Lazar and Simon (Avery Lazar's bondmate). Making Rose less unique as well.
* Vampire Academy, Lissa Dragomir awakened her spirit powers (which includes the

power to bring the dead to life, at the possible cost of her own sanity) when a car crash killed her parents, brother, and best friend, while leaving her alive. In the moments after the crash, she unintentionally brought her friend back to life, though at the time she did not realize that she was actually dead.
* Vampire Academy, Lissa made Wade Voda use a baseball bat to trash his own room. When he came to his senses he blamed Rose and she willingly took the heat to protect Lissa.
* Vampire Academy, never blackmails. "It's much easier if people simply see reason..."
* Vampire Academy, Rose and Dimitri do eventually get together, but their concerns set out in the first book are never resolved, and are probably more pressing by the last book.
* Vampire Academy, Rose does not like being called "Rosemarie" and Lissa does not like to be called "Vasilisa". Rose does not object however when her teacher Sonya Karp calls her by her first name. Nor does Lissa when Queen Tatiana Ivashkov insists on calling her by her first name.
* Vampire Academy, Rose occasionally interrupts the present narrative to Flashback to past events. Rose herself, Lissa, Dimitri, and Sonya Karp all receive additional characterization through these Flashbacks.
* Vampire Academy, Rose sits through two tarot readings. Her cards tend to appear ominously reversed.
* Vampire Academy Saint Vladimir, Sonya Karp, Oksana, Lissa Dragomir, and Adrian Ivashkov are all spirit users who can make plants grow.
* Vampire Academy's British cinema release was cancelled and it went straight to DVD there in early July.
* Vampire Academy. She can summon ghosts, though it takes a lot of effort and gives her a splitting headache.
* Vampire Academy, she has more guys casually, or not so casually, interested in her than the rest of the characters combined.
* Vampire Academy. She might have lost her virginity to him, but she never was that much into him.
* Vampire Academy. She tries to get Christian to back off from Lissa and feels hurt that Avery is replacing her as Lissa's companion.
* Vampire Academy, Strigoi have red rings around their pupils. Seeing red eyes glowing in the dark alerts dhampir guardians to expect an attack.
* Vampire Academy, the 10 books published so far cover a year and a half.
* Vampire Academy. The quest is briefly mentioned but never fully described.
* Vampire Academy: There are notable exceptions, but the royals tend to be selfish and spoiled. Non-royal Moroi and dhampirs tend to suffer at their hands.
* Vampire Academy. The royal Moroi have all the wealth and privileges, such as having a guardian assigned to them and being represented when there is voting for a new monarch. Non-royal Moroi tend to be working class, have to care of their own safety, and do not have a say in the electoral process. Dhampir guardians are trained their entire lives to serve the Moroi, do not inherit wealth, and receive modest payment. Non-guardian dhampirs are at the bottom of the social ladder. Either forced to leave Moroi society and work with humans or occupying marginal positions in Moroi society (mistresses and sex workers).
* Vampire Academy. They are the other two strong contenders for Rose's heart but are outclassed.
* Vampire Academy, this is Rose Hathaway's usual tactic for getting out of situations. She is fast-thinking but acts without a long-term plan. Like, for example, forming an immediate escape plan in Portland, once her and Lissa's cover is blown, one involving borrowing a car and running off to Los Angeles to get lost in the crowd. It works most of the time, but she also has remarkable luck.
* Vampire Academy to her), from all threats. There's nothing romantic about it.
* Vampire Academy to Rose's supporters in their efforts to protect her.
* Vampire Academy, vampires, both Moroi and Strigoi, hide their existence and that of their society from humans. The Alchemists are a human organization entirely devoted to hiding the existence of vampires from humanity at large.

* Vampire Academy, vampires have to be given permission to enter human houses and rooms ahead of time...but it doesn't mean they can't use hypnosis to force them to say yes.
* Vampire Academy, Viktor Dashkov is ill with Sandovsky's Syndrome, a Moroi-exclusive disease, which is slowly killing him.
* Vampire Academy when he was moments away from dying from an injury caused by a psi-hound's attack. She also temporarily cures Victor Dashkov of Sandrovsky's Syndrome (though completely under duress) earlier in the same book.
* vampire, Alexander Corvinus, the original immortal and the father of the twins, is easily the strongest of them all, although he refuses to fight or otherwise make use of it.
* Vampire, allowing himself to die in the arena rather than live with this shame.
* Vampire and sunlight. To a lesser extent, stakes are effective too, though that one merely leaves them paralyzed rather than causing any kind of special damage.
* vampire. And that's not even acknowledging the more normal characters like the cheerleaders, the gymnast, or the basketball player. There are even a few chapters that focus on delivering the message that everyone is the hero of their own story.
* "vampire and werewolf" convention, one of the attendees masquerading as a vampire is beheaded the night after its festivities end.
* Vampire Apocalypse ends with main character Jack having been transformed into a vampire, and his paramedic partner Roger keeping him chained up in the basement feeding him blood from a dish like a dog.
* Vampire Apocalypse: The Series is pretty obviously an example of this with vampires.
* vampire a skyscraper's window by the titular hero and doesn't make it to the ground.
* Vampire a vampire. If you start thinking you are one, please seek help."
* "Vampire Bats and Scaredy Cats" has Uncle Leon/Gramps the Vamp trying to convince Lisa that she is going to turn into a vampire.
* Vampire Bites Suck: When one is bitten by a vampire, they are left with unsightly and painful bite marks.
* Vampire Bites, vampires can see their reflection but only during the day. Once night hits, their reflection fades. Though electronic devices like camera phones will still show them.
* Vampire bloodlines give immense boosts to spellcasting abilities, particularly in the Illusion, Mysticism, and Destruction schools of magic. Vampires are perhaps second only to Liches out of undead creatures in terms of their inherent magical prowess.
* vampire bloodlines is an aptitude for necromancy. Some vampire bloodlines even have the inherent ability to temporarily revive a corpse to fight on their side.
* Vampire Breath: one of the elder vampires wore fanged dentures because he had no teeth.
* Vampire: by the ghost of a woman who'd been murdered by her husband. Most fans consider it the most terrifying part of the game.
* Vampire Can Mating Oven like it's an anagram of "Camper Van Beethoven". Most of the same letters are in both, but if you tried to rearrange the title back into the band name, you'd end up with something like "Camper Van Maiingtoven".
* Vampire Can Mating Oven's "Photograph" was inspired by a period when the group became collectively delusional about Ringo and ascribed fantastic powers such as flight to him.
* Vampire Cheerleaders: Applies to both Stephanie and Charlotte by the comic's final volume, where they've both become parents:
* Vampire Cheerleaders arc, the comic lost a significant portion of its fanbase. Which is the reason Adam (the writer) starred Leonard in the final volume:
* Vampire Cheerleaders. Leonard confronts the cheerleaders threatening to expose their existence while wearing one of these. Lori's attempts to control him are rebuffed because Leonard took several precautions to make himself vampire-proof. Meaning his blood is poisonous because he ate a ton of garlic and drank Listerene, and he is wearing mirror sunglasses so they can't use their hypnosis. When they ask

why he is wearing a "The Matrix" style coat he says "Because it looks cool." In the end they resort to "Plan BC" (BC for booty-call), and that they end up having an orgy with him until he not only agrees to not expose them, but become their willing thrall as well.
* Vampire Cheerleaders She's utterly humiliated even though he accepts.
* Vampire Cheerleaders: Though Steph initially tried to deny it, she's gotten laid more than a few times:
* Vampire Chronicles, encounters a female vampire named Eudoxia who does this with a young mortal whom she eventually plans to turn into a vampire companion, and urges Marius to do the same. Once he finds Amadeo (later known as Armand), he does.
* Vampire Circus, the local authorities set up up roadblocks around the town and shoot at anyone who attempts to arrive or leave.
* Vampire Circus, the villagers of Stetl twice become an angry mob armed with flaming torches and farming implements: once in the prologue to storm the Count's castle, and once at the climax to attack the eponymous circus.
* Vampire Circus, the villagers plant barrels of gunpowder throughout the Count's castle and use a powder trail to set them off simultaneously.
* Vampire City parodies this trope. Vampires can cross running water and even ride with or against the current, but only by lying down straight with their arms at their sides and floating across like logs.
* Vampire clans share bonding rituals and things that irretrievably link members of the coterie. This is not true, as any other clan guide would tell you.
* Vampire constructs a sun-protection suit (which is more like a big cat suit) in order to go outside during the day so she can visit Kouhei at the hospital. She thinks far enough ahead that she doesn't include eyeholes to avoid letting sunlight in, however it never occurred to her that not having eyeholes would make it impossible to see...
* Vampire Counts tend to use skeletons and zombies to this effect, often
* Vampire Courts created by the three nails that pierced Christ at the Crucifixion.
* Vampire Detective Series: A story about a vampire who investigates crimes.
* Vampire Detective Series, Nick and his partner are faced by a hostage situation. Nick tells Schanke to keep the man talking while he "goes 'round the back", greatly puzzling his partner as they're several stories up. Nick them uses his vampire powers to float up to the window and yank the man through it.
* Vampire Doctor: A vampire or other monster who works in a profession their own dietary needs and compulsions make extremely difficult and unexpected.
* Vampire Doctor: A vampire who works in a profession their own dietary needs and compulsions make extremely difficult and unexpected.
* Vampire Doctor: Character who works in close contact with those they'd normally consider food.
* Vampire Doll: Dante and Hugo. Also, Aihara and Matsuzawa, two side characters who attend Tonae's high school.
* Vampire!Durkon is now working with the Order again. When Nale offers him a membership, the vampire necksnaps his friend Zz'dtri, an Evil Sorcerer
* Vampire!Durkon, the goddess Hel, and the vampire formerly known as Gontor Hammerfell are the Arc Villains in Book 6.
* Vampire Earth novels, Quisling is a term often used to refer to Humans under Kurian rule.
* Vampire Elders and the human governments work together to keep the existence of vampires a secret from the world at large in
* Vampire Empire by Clay and Susan Griffith is a subversion as it's only an empire in the eyes of the humans it's displaced. Yes it occupies much of the northern hemisphere including all of Europe, Russia, China, Japan and most of North America but in reality it's composed of clans who rarely cooperate. Played straight however with Equatoria, descended from the Victorian British Empire which occupies India, the Middle East and the British Empire's African holdings, also with the American Republic which controls Central America, the Caribbean, the Yucatan and parts of South America and the Japanese Empire, relocated to Singapore and controlling Asia east of India and south of China.

* Vampire Episode: A show has an episode devoted to the characters encountering vampires.
* Vampire For Hire series has held a private investigator job since she was turned.
* Vampire Game, although, as Ishtar has said, the family's so inbred everyone's practically married to their siblings anyways.
* vampire, has an abnormal way of interacting socially. She was created as a living weapon. Despite living for centuries, she's only been awake for a year or so; and she tended to erase her memories when going back to sleep. While she does get some cultural information via psychic osmosis, she remains awkward.
* Vampire Hickey: Vampire victims are left with a pair of neat puncture marks from the bite.
* Vampire Hickey: When a vampire leaves their bite mark on a victim after feeding. Used for someone to find when they examine said victim and/or staying with the victim after they turn.
* Vampire Hickey: When a vampire leaves their bite mark on a victim, allowing someone to find it when they exampire said victim and/or it staying with the victim after they turn.
* Vampire High: After Cody and Ileana have gotten together at the end, they walk back together with Justin, who walks ahead to give them privacy. Cody is internally appreciative of this.
* Vampire High that this is one of the reasons that relations between humans and vampires aren't so great. Dracula (who was really a decent guy) agreed to tell Bram Stoker all about vampire society, and Stoker proceeded to ignore most of it and make the vampires all look like a bunch of baby-killing demons. This pissed off the vampire community so much that plenty of them wanted to off Stoker, and only didn't because Dracula had promised him protection. Even in present times, vampires call humans that they hate "stokers". They call humans that they're out to get "brams".
* Vampire High, the first time Cody tries to kills Ilena. She's obviously waiting for it, but when he leans in, he almost misses her mouth entirely. When he returns home later, he sees that his parents are watching old Humphrey Bogart movies and guesses that the characters in those movies never screw up kissing.
* Vampire High, the particularly broody vampire had good artistic abilities, but would accidentally kill anything living that he "captured" in a painting so he gave it up.
* Vampire/human relationships end up in this trope quite a lot since White Court vampires have to carefully manage physical contact and Red Court ones have to preemptively act against blood frenzy with human partners. One woman protects her White Court boyfriend from the
* Vampire Hunter and occasionally an innate ability or advantage to destroy them.
* Vampire Hunter D actually get to first base but are interrupted, and at the end of the book he very pointedly moves on before things go any farther. In subsequent novels, girls throw themselves at him right and left, but he ignores them. This is presumably due to a combination of his need for blood as a dhampir (half vampire) and "Love is A Distraction".
* Vampire Hunter D. After Grove sacrifices himself to save Leila from a vampire the audience can hear the flatline sound from the medical equipment attached to him.
* Vampire Hunter D). Also, the vampires in this world are called Nobles or Aristocrats.
* Vampire Hunter D, and agree to visit each other's graves. Sixty years later, D arrives at Leila's grave, and her granddaughter runs up to him. He looks up, and her grave is surrounded by people - she didn't die alone after all, but with her family by her side.
* Vampire Hunter D and the sequel 'Bloodlust' end with D riding off into the distance to find and help others who are being oppressed by vampires.
* Vampire Hunter D. As a dhampyr, he doesn't necessarily get along with many humans once they find out he's more than "just" a skilled fighter, and he has a thing about not letting evil vampires get away with exploiting the populations they lord over. Since there's usually only one vampire or vampire family to a location, it's ever onward.

* Vampire Hunter D because when that word was transliterated into Japanese for the novels and then back into English for the American release of the movies, we ended up with "dampiel" in the first film and "dunpeal" in Bloodlust. The novels correctly use "dhampir".
* Vampire Hunter D Bloodlust (1985), and is generally considered to be an improvement.
* Vampire Hunter D Bloodlust DVD release of the film was English-only).
* Vampire Hunter D books, it seems like every male character who isn't named D is a serial rapist.
* Vampire Hunter D can't walk into a single town without half the residents attempting to undress him with their eyes.
* Vampire Hunter D Count Magnus Lee effectively rules the Kingdom. Technically he doesn't rule it anymore — people just fear him too much to actively fight against him, but he can't really go and order them around like he used to, either.
* Vampire Hunter D Count Magnus Lee makes his henchman Rei's head explode after he betrays him and attempts to kill him for not making him an immortal.
* Vampire Hunter D, D has arguments with the parasite in his left hand — long ones, because the hand only ever shuts up around outsiders. It does, however, save his life on occasion — when you're in a high-risk profession like vampire hunting, it helps to have a hand that can give you CPR by itself.
* Vampire Hunter D, D's (very, very rare) smiles are apparently worthy of historical documentation.
* Vampire Hunter D film. Greco, the mayor's son who sexually harasses Doris Rumm.
* Vampire Hunter D goes after the vampire Nobility who once ruled the earth.
* Vampire Hunter D had a very impressive American comic book adaptation...that only lasted one issue, reportedly due to being a crowdfunding scam.
* Vampire Hunter D, has an enormous wolf muzzle in his abdomen when he wolfs out.
* Vampire Hunter D has a symbiotic life-form living in his left hand which can—among other things—consume and inhale various substances.
* Vampire Hunter D has the Noble Greylancer in contrast to D. While D is a half-vampire that works as a lone hunter, Greylancer is a vampire lord that rules over his own territory with armies at his disposal. Whereas D is distant, stoic and doesn't let people get too close, Greylancer is more sociable and approachable in addition to relying on his family for counsel and advice.
* Vampire Hunter D Horse, as his stories are set in 12,000 A.D. The novels however state that his cyborg horses (he goes through several) are just standard model with nothing special about them in the context of the setting, but somehow he manages to make them incredibly fast and agile just by sitting on their back.
* Vampire Hunter D in his spirit form, Grove is immensely weak and bedridden; using the power nearly kills him every time, but he's free from his crippled body while it's active.
* Vampire Hunter D. In the 1985 movie, when danger approaches Doris Lang's house she volunteers to fight alongside D. D uses the talking mouth on his hand to put her to sleep so she can resist Count Magnus Lee's summons.
* Vampire Hunter D is already a badass alone with his skill, his cape only doubles, if not triples that level of coolness. And Meier Link from the second movie deserves a mention as well. He must have studied Batman, because not only could he glide with the thing, he blocked a freaking sword strike with it!
* Vampire Hunter D movie starts with Doris being marked by Count Magnus Lee (shown as an unhealing bite mark on her neck) and she hires D to take care of him before he comes back to claim her completely.
* Vampire Hunter D. No mask, but the shadow of his hat sometimes produces the same effect.
* Vampire Hunter D novel. Doris tries to distract D during their initial fight by dropping her robe, revealing that she is naked. It doesn't work.
* Vampire Hunter D novels, and other official Yoshitaka Amano's art for the franchise.
* Vampire Hunter D novels drop a nuke on this trope multiple times: Vampires created countless magical and technological wonders through the ages, all out of

sheer boredom.
* Vampire Hunter D, on the other hand, is far more serious, the story and aesthetics are much improved, and the art and animation are vastly better.
* Vampire Hunter D: the capital city, built out of crystal by the Vampires and then fallen into disrepair once they were driven out.
* Vampire Hunter D the eldest of the vampire hunting brothers is turned, and he instantly sides with Carmilla and threatens to kill a former associate by drinking her dry.
* Vampire Hunter D, the main character is D, an impossibly beautiful half-vampire monster-hunter.
* Vampire Hunter D. The title character has some sort of parasite that manifests as a face in the palm of his left hand, which has strange, undefined magical powers, most notably the ability to suck in large amounts of material or magical energy at will, which can be used to nullify spells and revive D if he gets killed. It has a mind of its own and can talk to D.
* Vampire Hunter D went on, he evolved from bounty hunter to a mercenary, or even an odd-job man. There's other bounty hunters in the canon, but they're usually of the sadistic type.
* Vampire Hunter D, we see the funeral of Leila, the mercenary working with D who feared that no one would mourn her death. She died as an old woman several decades after her adventures with D. She had many mourners (and at least one grandchild), much to the relief of D who promised her that he would place flowers on her grave and mourn her, if there were no one else around to do so.
* Vampire Hunter D would most certainly have something to say about the attempt to double-cross him.
* Vampire Hunter. Unfortunately, if there are no vampires in sight, well, he probably won't believe there aren't, making him act crazy in normal situations and proving that just because they're really out to get you doesn't mean you can't still be paranoid.
* Vampire Idol Yoobi never says a word throughout the first 20 or so episodes, despite the fact that's she's the member of a k-pop girl group, who might be expected to.. you know, sing. Hilariously, she still participates in radio interviews. Silently.
* Vampire in Brooklyn: Eddie Murphy's vampiric antagonist kills and then impersonates an Evangelical preacher, then finds events contriving to force him into making an impromptu sermon. Given his own evil and selfish intentions, it's little surprise when he chooses the concept of Necessary Evil as his topic and sets about convincing his congregation not to be so hard on the bad guys as, without Evil for comparison, no one would know what Good was.
* Vampire in Brooklyn: Rita is a dhampyr born of a human mother and a vampire father that displays none of the abilities of a vampire beyond an immunity to disease, but does have precognitive abilities.
* Vampire in Brooklyn to a straight horror film about halfway through.
* vampire indistinguishable from mortals unless seen in the light of a candle.
* Vampire kids among their group, which leaves the goth kids slightly confused.
* Vampire Killer room is dominated by an enormous painting of a demonic face which turns out to be Dracula's second form.
* Vampire Killer... to the Morris family. Though they're related to the Belmonts by blood, they aren't innately able to use the whip; the Lecarde family can perform a ritual to give them that power. Unfortunately, doing so causes the Vampire Killer to leech the soul from the wielder; overusing it causes them to sicken and die. Jonathan's father was killed by this. Jonathan himself is (relatively) safe, because it takes more use than is covered in one game, and Jonathan has been trained in the use of other weapons so that he need not rely on the Vampire Killer exclusively.
* Vampire Kisses: Played with in the first book when Raven distracts Trevor by making out with him and then stealing his clothes that he had taken off, thinking that he was gonna score with her. The next day at school, she plays a prank on him by supergluing his underwear to her locker.

* Vampire Kisses: Raven and Alexander's first kiss occurs in front of a television.
* Vampire Kisses: Trevor Mitchell. He's bullied Raven ever since kindergarden though he flirts with her from time to time. It's hinted on various occasions that he has a crush on her and is incapable of expressing his feelings.
* Vampire Knight: A bunch of crows can be seen in the background in chapter 57 for ominous effect when Zero is interrogating a vampire and then killing him.
* Vampire Knight: After noticing Yuuki's resemblance to her mother Juri, Yuuki's uncle Rido (who was in love with Juri) changed his plans from devouring Yuuki to keeping her as a substitute for Juri.
* Vampire Knight: All pureblood marriages seem to be this in order to keep the pure blood line.
* Vampire Knight All the students at the Night School are secretly vampires.
* Vampire Knight, a Masquerade ball is held in Chapter 87 of the manga, with Zero and Yuki sharing a masks-on kiss, away from the crowd. You'd expect these types of scenarios in a world filled with aristocratic bishonen and bishoujo vampires having a social structure heavily resembling a monarchy.
* Vampire Knight, even though the Manga and Anime were both out before the first film in the Twilight series was released.
* Vampire Knight has a classification for vampires that depends on their purity, so every vampire in the series except the purebloods and the e-level vampire (humans turned into vampires by a bite) are dhampyrs.
* Vampire Knight is about a Head taller than the protagonist Yuuki (5'0).
* Vampire Knight Kaname does this to a sick Yuuki. She's not fazed by it; her only concern is getting him sick.
* Vampire Knight Kaname Kuran comes back to the Moon Dorms and sees Yuki sleeping on the stairs after she waited for his appearance. He covers her with his coat.
* Vampire Knight: Kaname, to an extent. His main dislike for Zero seem to stem from jealousy alone, and he really wouldn't mind killing him.
* Vampire Knight: Played straight with Ichijou's grandfather, averted with the rest of the main aristocrats cast (Aidou, Ichijou, Kain, etc).
* Vampire Knight: Some of Yuuki's personality traits are apparently based off Hino Matsuri herself, though she stated she gave all three characters bits of herself; Yuuki is her "just" side, Kaname her "evil" side and Zero her "hesistant" side.
* Vampire Knight, teenage Juuri Kuran walks home from a human school in the rain even though Haruka showed up at her school with an umbrella. They both end up getting drenched since he shuts his umbrella when it is obvious she is too irritated with him for hiding all the umbrellas in their mansion earlier that day by storming ahead of Haruka in a huff. When Juuri asks why he did such a childish thing after ranting at him for several minutes, he simply replies, "I wanted to share an umbrella with you."
* Vampire Knight. The author came out a while later and said that he only saw the woman as a mother figure, which naturally had many fans raising an eyebrow.
* Vampire Knight The situation is exactly as complicated as it sounds.
* Vampire Knight They remain a popular ship in the fandom, along with Zero and Ichiru.
* Vampire Knight which, if not for Kaname, would have brought down the vengeance of the vampire senate on Zero.
* Vampire Knight, while Kaname is the exotic one that she believes she literally can't have.
* Vampire Knight Yuki (B) chooses Kaname (A), but admits to still having feelings for Zero (C). Could also be a number seven, if Zero (still) feels the same about Yuki.
* Vampire Knight, Yuuki can be seen punching Zero when she believes he ate the pudding she was saving (it was actually Headmaster Cross who ate it).
* Vampire Legends: The True Story of Kisilova claims to be based on the first written historical account of alleged vampirism. The game contains surprisingly little sensationalism and almost nothing which could be interpreted as being in any way supernatural.
* Vampirella: Adam Van Helsing and his father are a part of P.U.R.G.E., an

organization dedicated to fighting vampires.
* Vampirella: After a few rapes in a park, Vampirella goes out on patrol. One almost felt sorry for the rapist...almost.
* Vampirella, and the fan letter pages discussed to hell and back if Pantha was ethnically black. The only agreement: She is black in her black panther form.
* Vampirella comics had vampires as aliens from the planet Drakulon. This was later retconned as fake memories that Vampirella was given through hypnosis before Drakulon was brought back as a region of Hell instead of a planet.
* Vampirella comments in a story about vampires and vampire-like creatures, and herself in particular, as mythological creatures, that while she only kills humans for food and only as much as she needs to survive, humans kill each other for innumerable petty reasons.
* Vampirella Drakulon being a place inside of hell instead of an alien planet, though recently the comic has overlapped between the two.
* Vampirella (Drakulon was nearly medieval and Vampirella didn't know what a gun was, until astronauts shot her boyfriend), but later Warren stories retconed Drakulon into being more advanced technologically than Earth.
* Vampirella Eddie Sangfroid aka Eddie the Fourth who acted like this. He dropped the act, however, when the heroines foiled his plans.
* Vampirella: From the moment they meet, Vlad tries to get Vampirella to join his side.
* Vampirella has demons under the mad god Chaos, Aztec and Egyptian deities, Arabic djinn, and more. Notably, as she was a horror comic created in 1969 that Vampirella actually predates a lot of other more mainstream comics in mixing these elements in a serious fashion.
* Vampirella has the Sisterhood, a convent of nuns who battle demons and monsters. There is also the Cestus Dei, a covert operation wing of the Vatican who hunt monsters and demons.
* Vampirella have a nasty tendency to fall off, and the filmmakers had to adapt it into a more practical form. The original version only appears in some promotional photographs.
* Vampirella. He's clearly not in it for the money; his only real requirement is a fresh supply of victims.
* Vampirella: In "Deaths Dark Angel". In a state of bloodlust craze, Vampirella is even stronger than already.
* Vampirella in the 2010 Dynamite series when an unconscious Vampirella lies in bed with a blood bag hooked up to her vein to recover from her latest mishap, still wearing her classic costume. Sofia spends a good deal of time admiring her body.
* Vampirella: In the Harris run this is brought up by one of Von Kreist's bosses after he reports to him that he managed to land a crashing plane on top of a children's playground. He doesn't seem to object to Von Kreist's action because of any moral qualms, just the lack of professionalism.
* Vampirella is a darker shade of this as the world is full of cosmic horrors, eldritch abominations, and gods of evil. The Gods of Order are also decidedly not gods of good, with Vampirella their nicest servant and decidedly not representing their views. However, Vampirella usually ends up ruining their plans despite many casualties in the process.
* Vampirella is a vampire who hunts down monsters who prey on humanity.
* Vampirella is just a stage magician with no fighting ability, but he keeps managing to get by.
* Vampirella is pretty much the only vampire depicted who is able to turn into a giant bat. The rest, Vampirella herself included, merely grow wings while retaining their human appearance.
* Vampirella: It's hard to come by with exact data, but her famous "life-size" Warren poster is 6 feet tall...and since it's taken from frog perspective, you can easily add 10% for that.
* Vampirella magazine story "Blind Justice". No-one else noticed it, but he points out he couldn't "overlook" it since he is trained with Braille.
* Vampirella — but it's still astonishing to see this in a fairly mainstream

comic.)
* Vampirella" miniseries has Vampirella being transported into a version of the Snow White story. There she meets fairy tail versions of her friends, Adam vs Helsing and Mordecai Pendragon.
* Vampirella models who dress as the character at conventions, they use aerosol spray glue.) Some Harris (or was it already Dynamite?) story boldly declared the costume is a symbiont like the Venom thingie. Don't think too much about that.
* Vampirella movie also used full body suits to go around in the daylight.
* Vampirella: Naturally, loads of sidestories in the Warren era. One even had a twist ending - both lovers were already dead. (Does that count?)
* Vampirella of the first Dynamite series and a complete continuity reboot.
* Vampirella once has a contest, and the winner did not only get a mere cameo, but was the (misguided) villain of Vampirella #112. (Directly after that issue, Warren folded. Probably coincidence.)
* Vampirella once travelled to Sleepy Hollow where she confronted the Headless Horseman.
* Vampirella: Satyr and Circe! (The twin suns of Drakulon; from their description and dim memory possibly BY Draconis.)
* Vampirella. She proceeds to slaughter them all with the help of her ally.
* Vampirella's motive for wanting revenge on Vlad, who killed her father on Drakulon.
* Vampirella space vampire has often worked as an investigator for the Catholic Church or simply on her own to hunt down various monsters hiding out among mortals. Her primary love interest has been Adam Van Helsing but recently switched to Tristan the Werewolf. She's also been the figure of unrequited love for a number of other companions.
* Vampirella struggles with the need to take blood, which each dose of the substitute serum only holds off for 24 hours, and every story manages to contrive a way for her to not have enough serum, leaving her eternally fighting against her literally bloodthirsty desire.
* Vampirella: The bad guys take away Vampirella's synthetic blood vials and lock her up with her human ally Adam Van Helsing so that she'll be forced to feed on him. After she tries to resist the urge for a while, he offers himself voluntarily so that she can regain enough strength to take on Vlad on her own.
* Vampirella. The hearts were preserved in magical jars and kept still beating.
* Vampirella: The New Monthly variant of this trope called the Sisterhood, an organization of nuns who fought the supernatural.
* Vampirella: The Warren run had the "Vampi goes to Hollywood" sub-arc. Technically still horror stories, but...no.
* Vampirella: This pops up from time to time. One story had a doctor who could control the dead using a machine that combined quantum technology with Mayan death magic. He referred to this technique as voodootronics.
* Vampirella: Vampirella disposes of Vlad by throwing a metal stake at his heart. Not to kill him, but so that the rod will attract a lightning strike, which causes him to burst into flames.
* Vampirella: Vampirella's final showdown with Vlad takes place on the roof of his base.
* Vampirella was allied with the Danse Macabre, an organization that fought supernatural threats with considerably more extreme measures. A later run in 2001, introduced a covert branch of the FBI tasked with fighting supernatural threats called the World's End Circus.
* Vampirella was also involved, and Adam, while being a normal human, was technically dead at that point.
* Vampirella was going to feed on Pendragon. Fortunately, he was distracted.
* Vampirella: "You were too good - you put your heart into the picture!"
* Vampire Lolita Archetype: Their physical forms usually resemble cute young girls.
* Vampire Lord and Izane become rivals later on. This is what gets them pumped for their match in 'An Unofficial Tournament'.
* Vampire Lord during the Standby Phase unless he is destroyed as a result of

battle with a stronger monster, although his stats are much more manageable than Beelze's.
* Vampire Lord is vulnerable for even longer than it looks because, even once the physical form has changed, it can take some time for the magic spells to get ready for use.
* Vampire Lucilla working for the vampire-hunter private agency known as the Raven Corporation in
* vampire masquerade, vampires are citizens and have to pay taxes. Since she does not want to cut back on her lavish lifestyle in desperation she has Eric sell vampire blood to humans which is very lucrative but taboo and very illegal in vampire society.
* Vampire Mine by Kerrelyn Sparks has this. One of the villains uploads a video to YouTube showing one of the vampires turning to dust upon dying to prove that vampires exist and, essentially, ruin their existence.
* Vampire movies are in a full swinging pendulum of this. They will gain popularity for awhile, then play themselves out, only for the process to repeat.
* Vampire Night: Bathe'lemy was a knight in service to Comte Auguste that was turned into a vampire. He can also transform himself into a armored golem with blades in his arms.
* Vampire Night can possess villagers into attacking players. The players will need to gun down the sarcoma within a certain time limit — the sarcoma dies in one hit, releasing the victim in the process which will reward the player, but if players took too long to eliminate a carcoma or accidentally hit a sarcoma's host, the host instantly turns into a vampire and the players will be forced to kill them.
* Vampire Night: You control one of two vampire hunters that are both dhampyr.
* vampire Norlock. Later, Dib is assigned reinforcements from the Swollen Eyeballs in the form of the twins Steve and Viera. Later still, Tenn arrives on Earth, and the Tallest form her to team up with Tak.
* Vampire of the Mists, it appears that Sasha and Liesl might end up together. Of course, that depends on whether they survive at all, and whether they manage to cure her of lycanthropy. So who knows?
* Vampire Princess Miyu always wears a mask. In the OAV it was forced on him as a part of his punishment for losing to Miyu, and he couldn't take it off no matter what. In the TV series, he can take it off at will.
* Vampire Princess Miyu) ending and in which nobody died (unless you count evil dolls). However, the show seemed to feel the need to compensate for this by killing off an entire village in the next episode.
* Vampire Princess Miyu fights the Shinma (God Demons) as her job and her fate. She is more antiheroic than many Hunters due to her use of humans to trap the Shinma, and sometimes hunting humans as well.
* Vampire Princess Miyu for hurting her faithful and devoted companion.
* Vampire Princess Miyu in an attempt to lure her out. She has to fight and seal him.
* Vampire Princess Miyu include quite a bit of cherry blossom-like imagery:
* Vampire Princess Miyu kill any ordinary mortal subjected to it. Certain powerful demonic beings can shrug it off, and require 'breaking' afterwards, but not even many of those.
* Vampire Princess Miyu she hunts, and is tasked with sending them all back to their original dimension.
* Vampire Princess Miyu. Surely, they are in a happy relationship at the end, but it is impossible to forget how unhealthy and violent they were to each other either, and one has to wonder what will happen in the future for them.
* Vampire Princess Miyu: The TV series Ultimate Set comes with a music CD and metal Friendship Charm.
* Vampire Princess Miyu TV series had higher quality and flashier animation than the rest of the series. Given that the final episode is the final installment of a two part story arc and starts off right in the middle of where things left off last episode this is even more noticeable and jarring than normal.

* Vampire Princess Miyu), using them as shields. Larva hits one of them accidentally and it bleeds and screams silently, to Miyu's horror.
* Vampire Procreation Limit: An explanation is given for how vampires don't outnumber the human population if they can turn humans into vampires as well as reproduce like most living beings do.
* Vampire Procreation Limit: Something that prevents a vampire population explosion.
* Vampire Prosecutor, everyone in the club is suspected of killing the victim as they had battled him one after another, piling on the life-threatening injuries.
* Vampire Prosecutor with memory issues who solves crime, albeit as a prosecutor rather than the typical private investigator. He is assisted by a human detective, though.
* Vampire Rain, despite the title of the game, prefers to call its vampires "Nightwalkers."
* Vampire Refugee: A vampire (or werewolf, zombie etc.) infectee fights to retain their humanity and find a cure (often going head-to-head with the one who infected them).
* Vampire Refugee: Someone turned by a vampire decides to find and kill the vampire that bit them to reverse the transformation.
* Vampire RefugeeWhen the character fights their transformation and hopes to find a cure before it overtakes them completely.
* Vampire Reviews episode opens with Maven/Elisa wearing a shirt that says "My Boyfriend is a Vampire."
* Vampire Reviews fangirl, and being very cute with how she plays the “vampire” aspects of her character (i.e. the costumes, the accent when she uses it, etc.)
* Vampire Reviews got a reprieve as the internet found someone else to make fun of."
* vampire romance. Both had stories about humans falling in love with mysterious vampires, and tackles themes about family and loneliness. The differences are the age of the protagonists between the books, and the fact that one focuses on heterosexual romance while the other focuses on homosexual romance. The rivalry came to a head in 2008, when both books had their film adaptations in the same year.
* vampires and the victim, allowing the Abomination to slowly eat the victim's brain from a distance. If a single victim is fed too often they die from something resembling Mad Cow Disease.
* Vampires and werewolves are much faster. However fast a shadowhunter might be, a vampire or a werewolf could easily escape him.
* Vampires and werewolves are the descendants of two different species of demons. They can transmit their condition to humans, and even Shadowhunters, via bite.
* Vampires are also somewhat vulnerable to water; ingesting salt water causes their throats to close up, which will probably suffocate them. It is
* Vampires are by far the biggest sufferers, with a +8 Level Adjustment. A 1st-level vampire is the equivalent of a 9th-level character, but with only 12 HP, that vampire will have to retreat to his coffin whenever someone of his level so much as looks at him funny. (Even a
* Vampires are immortal and sterile. All vampires are humans infected with vampiric blood (this is in contrast to werewolves, who can be born in addition to turned).
* Vampires are much the same. One vampire character insists that he's "a Hungarian-American with an inherited medical condition."
* Vampires aren't dedicated wizards, the magic using lords of most factions start at level 3 and can be upgraded to level 4, Vampire Lords start at level 2 and can only be upgraded to level 3, so they might be better described as
* Vampires are seen as nearly invincible gods among men...unless the sun is out. Or you punch them with sunlight-infused martial arts. Or you hit them
* Vampires Are Sex Gods thing until the vamps came and started killing everyone.
* Vampires are very analogous to gays. They "come out of the coffin" to demand

civil rights and are mostly opposed by members of fanatical religious sects who spout catchphrases such as "God Hates Fangs". Also, the show sometimes casts vampires like racial minorities, made more overt due to its setting in the American South. During one scene, a bigoted policeman repeatedly calls Bill "boy" while treating him unfairly. However, due to the high number of murderous vampires in the show, there's a fair bit of
* Vampires are vulnerable to crucifixes, but it's not so easy that simply grabbing one will do the trick.
* Vampire Savior and blasting the opponent with the resulting rush of blood!
* Vampire Savior: The Lord of Vampire have more creative names, with some characters sharing a stage.
* Vampire Savior versions of the game, Capcom simply included all the characters from the three versions.
* Vampires' bodies are preserved at the moment of their Embrace, but they can still increase their physical capabilities and boost them further through Disciplines so that 90-pound wisp of a girl might be as strong as she looks - or she might be an elder that can tear someone's head off before they ever see her running at them.
* Vampires books are non-sentient hominids that give out a pheromone that can override any non-sex-related thoughts in the victim while the vampire feeds.
* vampires can keep up with a sprinting human at walking pace. Somehow.
* Vampires can only be harmed by crosses, stakes, garlic, sunlight and anything with the adjective Holy. Using any of those will instantly slay the vampire (yes, even throwing a clove of garlic to him), but there are useless or very weak weapons against any other foe.
* Vampires can temporarily augment their strength using their vitae. This can give even the most noncombat-oriented vampire the strength of a powerlifter for a short time. Strength gained in this way must be rolled in strength checks like normal, however.
* Vampires can, under some circumstances, choose to reject mortal moral standards, and instead embrace a Path of Enlightenment. A Path is something which must be deliberately sought out, and embracing one is a long, painful and soul-shattering process. These Paths are exactly as alien as one would expect and while they may overlap with mortal morality they do so for vastly different reasons. A follower of the Path of Lilith, which espouses pain as the path to wisdom, would consider killing a human as immoral as a follower of Humanity would, but for the reason that dead humans can't feel pain, and would consider torturing a human to be laudable, since the pain so inflicted would bring the human closer to enlightenment. A follower of the Path of Caine would consider killing a human while feeding repugnant to the same level as a human would, say, nerve-gassing an orphanage, because such lack of self-control is anathema to those who seek to master the vampiric condition. Killing humans in other circumstances isn't even on the hierarchy, because humans are cattle and not worthy targets of vampiric moral consideration.
* "Vampire Science" for example has him inciting a faction war between moderate and extremist vampires while investigating a murder, facing a showdown where death is certain, and then killing off all the vampires without lifting a finger and saving the only sympathetic figure whilst his companion wonders if he just got everything he wanted accidentally or if it was an intricate plan.
* Vampires Dawn: A rain of blood signaled the beginning of the Holy Crusades against vampires.
* Vampires Dawn II: Ancient Blood is considered to be this by most people. Even the heroes have doubts whether to use it or not.
* Vampires Dawn think vampires are extinct since the Holy Crusade. If you do anything obviously vampiric in public, the game will not let you progress until you kill all witnesses. In the second game, if you do that on an open street, bounty hunters will be put onto you. In addition, vampires have several abilities to help them stay unnoticed lore-wise, such as an illusionary aura that makes them seem warm to the touch, hides their fangs etc.
* vampires don't show up in mirrors or photography in vampire fiction.

* Vampires don't show up in mirrors (prompting Willow to ask Angel at one time, "How do you shave?"), although they can be captured in photos and video.
* Vampires Don't Wear Polka Dots, where Mrs. Jeepers moves in. This is what initially signals to the kids that Mrs. Jeepers is a vampire.
* Vampires' Extra-Strength Masquerade is backed by them having the most thorough organization for maintaining the
* vampires gain "dead black" eyes, among other things. In the case of a Goth-Metal singer, people didn't even notice at first, they thought he still wore his pale make-up and black contact lenses...
* Vampire's Harem: A male vampire has a group of lady vampires that he sleeps around with.
* Vampire's Harem: A vampire is accompanied by consorts that he had turned and he is after more.
* Vampires Hate Garlic: Considered a dated, cliche vampire weakness. When it pops up today, it's either subverted (in newer works, vampires often demonstrate, contrary to superstition, that they can eat garlic for lunch) or played for laughs (in certain works, a nod is made to the tradition by making one certain vampire allergic to garlic).
* Vampires have this limitation. The Buffyverse established an elaborate sense of
* Vampires have this restriction, and some workarounds. Public buildings are fair game, hypnosis can convince a home's inhabitants to give an invite, and as
* Vampires have to be staked as well as decapitated to kill — Otto loses his head in
* vampire, she often had to escape such burnings during the middle ages, occasionally getting caught. She laughs about it as something highly amusing these days (the listeners were understandably horrified).
* Vampire Sims who died of thirst appear dark crimson, with a pulsing red light where their heart should be.
* Vampires in Briggs's 'verse seem not to reproduce in the usual way as they're not so much immortal as undead; they're literally dead during the day. They remain the same age as when they were turned. However, many of them assume a parental responsibility for new vampires that they have turned, and a vampire seethe acts very much like a big dysfunctional mafia family.
* Vampires in Christopher Farnsworth's novels refer to humans as "the stock", short for "livestock".
* Vampires in folklore were quite fond of feeding from sleeping people, the most famous example being
* Vampires in general are known to do this. It helps to have literally-supernatural accuracy and proficiency with just about any weapon. The equally-supernatural strength to bear and use those weapons helps, too.
* Vampires in general seem to be able to move so fast that they're already there before mortals can make a move — but special mention goes to Urja, who has trained up her natural abilities to the point that
* Vampires in the Buffyverse as a whole are an example of this — they're dead bodies possessed by demons.
* vampires in the past. Alaya tasks Counter-Guardians, empowered spirits of exceptional persons, to destroy any threat to humanity's survival, which can include recklessly endangering the environment.
* Vampires In The Sunburnt Country, for the short time it is seen there is Kevins' Holden Commodore, as well as the Night Riders' custom - painted Holden Sandman. However the coolest is Kala's Holden Monaro. Coveted even by the Von Schiller operatives, it is taken as a prize, and eventually recaptured by the end of the first book. In the second book, it becomes cooler with a new spoiler, paint job etc., in an attempt to keep the VS from spotting it; however they already have, and spotted the garage it went into. Kevin ends up finding other ways to get around Brisbane.
* Vampires. It is a standard feature of their mythos that they turn others into vampires by biting them. Some modern variations, however, change it slightly so that one must drink the blood of a vampire to become one, thus getting around the

conundrum of why there isn't a
* vampires, it's not hard to see the commentary on Catholicism from that era.
* Vampire's Kiss has a close-up of Peter eating a cockroach. To make matters more disturbing, Nicolas Cage actually ate a real cockroach. It took three takes before the scene was finished.
* Vampire's Kiss, in which he portrays a vampire or a paranoid schizophrenic or possibly both.
* Vampire's Kiss is asked about the bandage covering the bite marks on his neck, he says he cut himself shaving.
* Vampire's Kiss is for Nicolas Cage running down the street shouting that he's a vampire, as well as his ridiculous facial expressions.
* Vampire Slayer Kendra with a sword, thinking her a demon. Kara finds the idea kinda funny.
* Vampires of Arland are a standalone example. Only fertile among themselves, all vampires are capable of magic and can learn some unique skills after passing a physical and psychical threshold.
* Vampires often use their super-human strength and speed on intimate partners. A couple times vampires have been shown to screw at "warp speed". They are also prone to abuse their
* Vampires of the Red Court can be forced to drop their flesh mask by exposing them to True Sunlight, presumably because they can't maintain the focus to keep it up.
* Vampires of the White Court breed with mortal humans, their children appear to be fully human until sometime in their early twenties, but if they fall in love before then they remain human.
* vampires. Partially because the vampires are slow to abandon traditions and partially because there's simply not enough of them left to go around.
* Vampires Sleep in Coffins: Vampires are depicted sleeping in coffins.
* Vampires Sleep in Coffins: Vampires prefer coffins as resting places.
* Vampires. The connection is made even further with beliefs that if one fails to properly dispose of a werewolf's corpse, it will rise up as a vampire.
* vampires' trope exists). Similarly, this might also explain the "Vampires don't appear in photography" concept. Early film used silver particles.
* vampires typically have this trait throughout the series. However, there's a catch: if a vampire goes too long without feeding, they'll go irrevocably insane.
* Vampires vs. the Bronx must be invited into a residence to enter it, and to circumvent that weakness they've gone into real estate. When Miguel forbids a vampire from entering his apartment, the vampire does some shady cash deals to buy the building from the landlord, which counts as an invitation.
* Vampires vs. Zombies, a zombie child appears in the last scene; eating some of Carmilla's entrails after she has been ripped apart by the horde of zombies.
* Vampires vs. Zombies, a zombie rips out Jenna's heart and takes a bite out of it while it is still beating; in front of her still living face.
* Vampires vs. Zombies, Bob's dog growls at the gas station attendant when he comes back into the station. It is later revealed that he had been bitten by Carmilla while outside and turned into a vampire.
* Vampires vs. Zombies, decapitation is one certain way to kill a vampire. The General takes Tessa's head off with an axe, while Travis uses a saw to cut off the head of the Jeep driver.
* Vampires vs. Zombies implies that the events of the film may have been a psychotic delusion of Jenna's while she is incarcerated in the asylum.
* Vampires vs. Zombies, Travis uses a hedge trimmer (although he calls it a chainsaw) to wipe out the pack of zombie schoolgirls attacking Jenna.
* Vampires, werewolves, and other creatures are cross-bred with humans by numerous shady organizations and
* Vampires (which are an extinct hominid species, rather than the standard undead types) are stated to have been able to reproduce with humans, and given that the extinct species was brought back from dormant genes in humans, it's pretty safe to assume a fair number of early humans must have had children with them. This

actually seems rather surprising given that the vampires were
* Vampires. While Old Ones still can be killed as easily as any other Vampire, they have a lot more "tricks" under their belt, with some such as Wyndham being able to casually enter without an invitation, something that would cause most Vampires to instantly begin to
* Vampires will also have bite marks on their necks while in the process of turning. However, the hickeys disappear when the transformation is complete, and there is no way to give them to Sims otherwise.
* Vampires with low levels of blood are at risk of going into Frenzy and uncontrollably trying to drain the blood of any creature available.
* vampires would make (and carry) a trophy out of a victim if the victim died from blood loss. This would result in migrant vampires showing up with dozens (or hundreds) of dwarf hair bracelets and dwarf teeth bracelets around each wrist, and similar numbers of dwarf hair/teeth necklaces around their neck.
* Vampires you can recruit also count, as they will stay your allies regardless if you choose the Necromancers for the alliance.
* Vampires. You can shoot a vampire full of holes, then beat on them until your fists are broken, and they'll just keep coming.
* Vampire The Dark Ages criticized it for creating the impression that, in the World of Darkness, humans had almost no part in human history.
* Vampire: The Eternal Struggle attack another minion each turn or do damage to himself.
* Vampire: The Eternal Struggle based on the aforementioned RPG, released in 1994.
* Vampire: The Eternal Struggle featured an ally card called Arms Dealer. While in play, the Arms Dealer can take an action to allow the player to search his deck and place a weapon into his hand. Thus, while the player still has to pay for weapons, he can readily have an arsenal available to him.
* Vampire: The Masquerade – Bloodlines 2, the narrator states: "Safety is bought with blood. Yours... theirs... ours."
* Vampire: The Masquerade – Bloodlines, an awful lot of dingy-looking buildings and houses, a crackhouse, the Last Round bar, a derelict warehouse, and an underpass used by the local vagrants as shelter. The eastern half of the map, while still somewhat gritty, features the Confession Club (which used to be a cathedral), the Skyline Apartment Building, and the decidedly upmarket Empire Hotel.
* Vampire: The Masquerade – Bloodlines and one of her guests viciously trash another guest, who dared fancying himself a writer. Another amateur writer is the target of a side quest, which involves his screenplay (on which he worked all his life) destroyed and his "muse" either killed or chased out of town.
* Vampire: The Masquerade – Bloodlines, and restored when they work to suppress evidence of the supernatural.
* Vampire: The Masquerade – Bloodlines and use it as a melee weapon. Interestingly enough, it's not even the game's weakest weapon but instead quite the damage dealer early on.
* Vampire: The Masquerade – Bloodlines: An easter egg is to be found by picking up the severed head of a serial killer's victim and throwing it through a nearby basketball hoop.
* Vampire: The Masquerade – Bloodlines appearance provokes a lot of horrified reactions, but one convenience store clerk tries gamely not to mention it. It doesn't work.
* Vampire: The Masquerade – Bloodlines are none too pleased with the perpetrator.
* Vampire: The Masquerade – Bloodlines are political broadcasts for a fictional Republican senator. The first two imply his Democratic opponent has committed vehicular homicide (on the basis he owns a car of the type responsible for one in the area) and child pornography (on the basis he has not yet stated his opinion on the subject). When he sues the Republican, a third ad notes the Democrat had previously claimed to be against clogging up the courts with frivolous lawsuits, and implies he is a hypocrite ("Would you want your children to become

hypocrites? Vote Republican candidate Robert Thorne, the candidate not accused of being a murderous child pornographer!")
* Vampire: The Masquerade – Bloodlines are situated in a more legitimate front — pawn shop, convenience store, antique shop — but will present their guns, knives, and swords if they hear the right words. But one sells out of the back of his van, just a few feet away from a corner where patrols a police officer who somehow never seems to turn to face the van.
* Vampire: The Masquerade – Bloodlines as a way of punishing him. Los Angeles has not been Camarilla territory, even nominally, for nearly a century, and is the centre of a low-intensity war between the Anarchs of the California Anarch Free State and the Sabbat who are pushing up through Mexico. LaCroix was also rather pointedly not given the troops or the financial backing to make any headway. As it is, he's stuck with a hollow title, subordinates who openly disrespect him, and a sphere of influence that all but stops on the doorstep of his office building.
* Vampire: The Masquerade – Bloodlines at the same time, this will result in you getting hit by your own flames and dying instantly.
* Vampire: The Masquerade – Bloodlines a vampire with Obfuscate powers or simply some skill in stealth can do this to score an instant kill on an unsuspecting victim. And the trope is justified by the fact vampires are wicked strong.
* Vampire: The Masquerade – Bloodlines. Bloody handprints on a sarcophagus indicate it may have been opened from the inside.
* Vampire: The Masquerade – Bloodlines, but punches are one of the worst offenders, especially since the humble unarmed strike is better than most weapons for about half the game. This can be particularly annoying to users of combat Disciplines, as prone opponents generally can't be struck in melee and the time they take to stand back up consumes precious seconds from the Discipline timer. Spend too much time knocking someone around, and you'll have to burn more blood to finish them off.
* Vampire: The Masquerade – Bloodlines by having completely black eyes except for the blood-red irises.
* Vampire: The Masquerade – Bloodlines can be this, since he behaves like a regular sniper, shooting and running away from the player, who in all likelihood has acquired a decent sniper rifle by this point.
* Vampire: The Masquerade – Bloodlines can hallucinate him into thinking he's eating maggots.
* Vampire: The Masquerade – Bloodlines, chances are good you'd be cheering for him.
* Vampire: The Masquerade – Bloodlines, climbing into the dumbwaiter in the kitchen of the Ocean House Hotel is the only way to get to its upper floors.
* Vampire: The Masquerade – Bloodlines contains many examples of this, although it's played much more low-key than usual examples of this trope, since the demonizations aren't brought up too often. But when they are, the Camarilla are a bunch of tyrannical snobs and elitist pricks who simply want to enslave all vampires according to their whims! The Anarchs are a bunch of children who hate responsibility and would love an excuse to go on a rampage! The Nosferatu are a bunch of ugly monsters! The Toreadors are a bunch of superficial snobs who love only beauty and have no other values at all! The Malkavians are all a bunch of insane whackjobs! The Ventrue are all snobs who sneer down their noses at everyone else! The Tremeres are secretive and untrustworthy and probably wish to enslave everyone! The Brujah are all shiftless and thuggish and the Gangrel are all mindless animals!
* Vampire: The Masquerade – Bloodlines declines to give money to a bum, he'll call her one of these.
* Vampire: The Masquerade – Bloodlines doesn't have to spend half the time in hiding.
* Vampire: The Masquerade – Bloodlines ending, and the PC's fate is never revealed.
* Vampire: The Masquerade – Bloodlines entry on this page for more info.

* Vampire: The Masquerade – Bloodlines, falls squarely into this role.
* Vampire: The Masquerade – Bloodlines features a cigarette warning with side effects including "jock itch", "alien invasion" and "the death of cute little puppies".
* Vampire: The Masquerade – Bloodlines features a rather unsettling backroom filled with unnerving pictures on walls and prosthetic limbs hanging from the ceiling. And as the player descends further into the shop's basement, things get even worse...
* Vampire: The Masquerade – Bloodlines firmly believes there's a rational explanation for the fact that he's a vampire and all the obviously supernatural things they can do. It's somewhat implied that this is actually the manifestation of his Malkavian insanity. Also implied to be his insanity is his methods. The good doctor is a clinical case of antisocial personality disorder taken to eleven.
* Vampire: The Masquerade – Bloodlines fits into the "Tsundere" type.
* Vampire: The Masquerade – Bloodlines for failing to protect her?
* Vampire: The Masquerade – Bloodlines form and force it to crash-land.
* Vampire: The Masquerade – Bloodlines freak out anyone not in on the Masquerade.
* Vampire: The Masquerade – Bloodlines (from Hollywood, the third area), it's also faster, making it a good choice until you pick up a katana in Chinatown (the fourth area).
* Vampire: The Masquerade – Bloodlines from players that the host of the show is herself a vampire, which would mean Andre is still trolling her knowing full well she can't give him a real response on the air.
* Vampire: The Masquerade – Bloodlines has a few examples that make you wonder whether the VA was wearing prosthetics, among the youngest of the vampires.
* Vampire: The Masquerade – Bloodlines has a sidequest in which you fight one of the Rokea (see above under tabletop games), and sure enough, he's a tough customer, not least because of his tendency to throw frozen fish at you from the warehouse in which you fight him.
* Vampire: The Masquerade – Bloodlines has the Brotherhood of the Ninth Circle, a cult of vampires trying to bring about Gehenna, the vampire apocalypse. They do so by cultivating infectious diseases in their bodies and spreading them to mortals on who they feed. As this tactic is starting to get the CDC involved, your character is tasked with covering up the Masquerade, fast.
* Vampire: The Masquerade – Bloodlines has the Hallowbrook Hotel as a run-down version of the Bradbury.
* Vampire: The Masquerade – Bloodlines has the Luckee Star Motel in Hollywood. After witnessing some brutal stuff there, you can ask the manager if he was aware of a dead body in one of his rooms. His response? "That early in the evening? Well, I guess I'll have to call the cops then."
* Vampire: The Masquerade – Bloodlines has the player hunting down a demon by the name of Zygaena. A drug dealer in the local bar will arrange a meeting in a nearby warehouse, but only if you tell him that you're planning to kill Zygaena. Guess who shows up in that warehouse.
* Vampire: The Masquerade – Bloodlines". He's visibly unimpressed.
* Vampire: The Masquerade – Bloodlines if they will be victorious in the end, she says "Whether you win or lose is irrelevant. What's important is that you bought it."
* Vampire: The Masquerade – Bloodlines if you pay attention to what you're saying to people.
* Vampire: The Masquerade – Bloodlines: if you play as a Nosferatu, one human NPC after initial shock just figures you're "into the whole body modification scene" and he doesn't pass judgment on what people do with their own bodies. Honest!
* Vampire: The Masquerade – Bloodlines. In many other endings, things will work out just fine, though.
* Vampire: The Masquerade – Bloodlines in one of vampire society's secret warehouses rather than find out whether it really does hold an apocalyptically

powerful antediluvian.
* Vampire: The Masquerade – Bloodlines is a ghoul, and very, very aware that he cannot reasonably be expected to survive a fight against a vampire. Which is why he cons you into doing it for him.
* Vampire: The Masquerade – Bloodlines is alone with a supernaturally strong and fast vampire. It goes about as well for him as you think.
* Vampire: The Masquerade – Bloodlines is literally right around the corner when the game ends. Then again, White Wolf's official stance on their canon is that if we don't like an aspect of the lore, we're free to ignore it...
* Vampire: The Masquerade – Bloodlines is the only way to advance the quest.
* Vampire: The Masquerade – Bloodlines. It's subverted near the end when everyone seems to realize "holy cow, how is this days-old vampire surviving all of these suicide missions?!" By that point, half of the Elder vampires want you on their side, and the rest think you're enough of a threat to need to be exterminated.
* Vampire: The Masquerade – Bloodlines. Lily and E's thin-blood group have been run out of several cities, can only hide out on the Santa Monica beach, and know almost nothing of what they are.
* Vampire: The Masquerade – Bloodlines — in fact, you can't buy his nominal employer's products from him.
* Vampire: The Masquerade – Bloodlines — then two of them go looking for retribution.
* Vampire: The Masquerade – Bloodlines must convince him to give a restaurant a bad review. Despite — or perhaps because of — his insufferable pretension, he's quite easy to manipulate, even just by insinuating that he's going soft.
* Vampire: The Masquerade – Bloodlines of insane vampires; by the time you arrive, Paul already has succumbed to the sickness, and Hannah survives just long enough to give you clues about the cause before dying as well.
* Vampire: The Masquerade – Bloodlines, out of boredom as much as anything else.
* Vampire: The Masquerade – Bloodlines, partially resents having been 'saved' and an afterlife of being looked after and being unable to act any more. The two have a complex and rather strained relationship as a result.
* Vampire: The Masquerade – Bloodlines past or present. Please ignore the uniform and the Commissar Cap; they are memorabilia from the arm- errrr, Herbal Medicine school.
* Vampire: The Masquerade – Bloodlines: Play as a Nosferatu, and you'll get all the benefits of having a monstrous face— being a walking masquerade violation, humans screaming and running away from you, the inability to seduce blood dolls because of how ugly you are, and giving an old lady a heart attack. The player has to stick to alleyways and sewers to avoid all of this, but luckily enough, most plot-relevant human NPCs will still give you the time of day after the initial shock.
* Vampire: The Masquerade – Bloodlines requires you to find a way to force a food critic to give a restaurant a bad review. Apparently this single review will be enough to destroy its reputation and force it to close down, despite it already being a fairly well known and successful business.
* Vampire: The Masquerade – Bloodlines reveals people's auras regardless of intervening barriers, distinguishing normal humans from supernaturals and showing whether they're alert or aggressive.
* Vampire: The Masquerade – Bloodlines, she'll say it's too loud and ask you to her office.
* Vampire: The Masquerade – Bloodlines, she shouts back that she can't hear them and leads them away from the dance floor and into her office. It might be a pretense, since she tries to hire them to assassinate an enemy while they're in private.
* Vampire: The Masquerade – Bloodlines, since by this point you're enbroiled in a great deal of conspiracy and violence. If you keep her around, the Sabbat, a

bloodthirsty vampire clan who is very much not happy with you, will kidnap and kill her, assumedly to spur you into shortsighted retaliation.
* Vampire: The Masquerade – Bloodlines, slated for release in 2020, the better part of two decades later.
* Vampire: The Masquerade – Bloodlines (sort of) at one point where the player has the option to tell some uncooperative NPCs "I've got to get a publicist. You two obviously aren't aware of my reputation."
* Vampire: The Masquerade – Bloodlines supposedly takes place during its release year, 2004... and every computer in the Los Angeles area has an OS that looks like it came from the mid-1980's.
* Vampire: The Masquerade – Bloodlines. Surprisingly, more people use it to show him works they love than they do to torment him with terrible works.
* Vampire: The Masquerade – Bloodlines that's haunted by the spirit of a guest that went mad and slaughtered his family. In one bedroom, amidst a pile of toys and colouring books, you find a picture drawn by one of the murdered children: it shows a happy family holding hands- but the father's been replaced by a hideous wild-haired creature surrounded by flames.
* Vampire: The Masquerade – Bloodlines, the katana, while faster, is not as good as the bush hook, a modified gardening tool used like a polearm. The PC's own claws are also superior if your Protean is high enough. However, the Special Katana owned by a certain sect of psychotic vampires has the rare ability to pierce the defensive ability of Vampires and other Supernatural Enemies, making it possibly the most effective weapon for almost everyone thanks to it's combination of range, speed, damage, and armor piercing properties.
* Vampire: The Masquerade – Bloodlines the nVidea logo is filled with blood, which a vampire then drains.
* Vampire: The Masquerade – Bloodlines. The only drawback is its six-shot cylinder. Oh, and its firing sound is just plain badass. You can also switch to alternate fire and "fan" a room pretty easily, as long as you don't mind stopping to reload every two seconds.
* Vampire: The Masquerade – Bloodlines, the player character must exorcise the two ghosts trapped in the Ocean House Hotel.
* Vampire: The Masquerade – Bloodlines, there is a Bookcase Passage in the Giovanni mansion, and there is also one in Grout's house.
* Vampire: The Masquerade – Bloodlines. These were also advertised in billboards around town.
* Vampire: The Masquerade – Bloodlines, the taxi driver seems to know a lot more than a taxi driver should, and in most endings, appears at the end and has the last line, referencing the blood of Caine, the possibly mythical first vampire. If one examines the sound files for the game, his lines are filed under "Caine."
* Vampire: The Masquerade – Bloodlines, Tzimisce vampires have the power to reshape flesh. Andrei the Tzimisce elder uses it to wallpaper his California mansion with still-bleeding human skin and decorate it with living flesh-and-bone furniture, but mentions that it's a pale echo of his homeland's estates.
* Vampire: The Masquerade – Bloodlines uglier than the PC (they will be bald with pointed ears and grey skin, while Andrei resembles an alien with his elongated face, reptilian features and spiked body).
* Vampire: The Masquerade – Bloodlines was being groomed as an actor by Isaac, a vampire; when Isaac found Ash dying of an overdose, he turned him. Unfortunately, this means that Ash can't act any more, leaving him unfulfilled and horribly bitter. It's extra heartstring-tugging because Isaac is a kind if stern man who dotes on Ash and refuses to give up on his well being, even giving him his own nightclub.
* Vampire: The Masquerade – Bloodlines was supposed to feature this, but it was eventually left out.
* Vampire: The Masquerade – Bloodlines we have these priceless ads:
* Vampire: The Masquerade – Bloodlines well into her third century of unlife, she's worked out the existential angst long ago.
* Vampire: The Masquerade – Bloodlines went out of style, Wong Ho, Tsao, The

Mandarin and the Cheng brothers speak English with realistic accents of varying thickness, Kiki, Johnny and Ming Xiao speak perfect American English, and Mr. Ox... no-one in- or out-of-game knows exactly what the deal with Mr. Ox is.
* Vampire: The Masquerade – Bloodlines when Jack says, "It's never as sweet as the first time", referring to drinking blood. This is probably a dual reference to drug addiction and the fact that vampires are natural killers. It's also played straight, and used as a gameplay mechanic: killing innocent people causes the player character to lose Humanity points, which makes them more likely to Frenzy and gives them increasingly nasty dialogue options. Jack urges the player to avoid killing innocents whenever possible to avoid sinking too far into their monstrous nature.
* Vampire: The Masquerade – Bloodlines when these guys approach you.
* Vampire: The Masquerade – Bloodlines, which turns the news into Kent Brockman variety.
* Vampire: The Masquerade – Bloodlines who cultivate it within their bodies.
* Vampire: The Masquerade – Bloodlines, whose home is a big blood-filled pit with bodies literally everywhere in big fleshy piles. He had tarps to keep the more loose bits from getting away though.
* Vampire: The Masquerade – Bloodlines, whose ramblings are often tainted by madness, couched in weird metaphor, or just strangely phrased, but no Malkavian is ever outright wrong about anything, and what they say is never less than plot-relevant.
* Vampire: The Masquerade – Bloodlines with the television in his safe house. The anchor tells you a joke.
* Vampire: The Masquerade – Bloodlines) would have had to be in two places at once.
* Vampire: The Masquerade – Bloodlines, you'll often see gangsters get into knife fights on the streets and the same prostitutes will walk around the town and not get the slightest bit of notice from the police. On the other hand, if you attack someone, it will immediately mean that the police will show up and try to kill you. Apparently, their apathy got patched.
* Vampire: The Masquerade – Redemption features an unusual example. Starting a brawl or trying to drink blood in public will call down infinite numbers of city guards/policemen down on you, but the real danger is not from their weapons. Instead, the danger is that every time you kill one, your Humanity score goes down by 5 points, and when it reaches 0, you get an automatic game over.
* Vampire: The Masquerade – Redemption, halberds give the most bang for the buck in early stages. The drawback is requiring a heavy investment in strength.
* Vampire: The Masquerade – Redemption Nosferatu NPC — could walk around in full body armor with assault weapons and rocket launchers through New York and London(!) without any interference from the ever-present police. But the second you "kiss" someone's neck (i.e. drink blood), a battalion of SWAT officers descends on you like a rain of hammers.
* Vampire: The Masquerade 5th Edition, after the NSA accidentally cracked the vampire intra-net SchreckNet. The Second Inquisition send its agents in attempts to hunt and kill any vampires, and they have been surprisingly effective too.
* Vampire: The Masquerade 5th Edition tweaks this so that hunger is more prevalent. The only way a vampire can ever truly slake the Beast for any period of time is if they kill while feeding; if not, they will always have one degree of Hunger, which brings with it the risk of losing control.
* Vampire: The Masquerade: A dhampir is the result of a Thin-Blood vampire (usually of the 15th or 16th Generation) breeding with a human. Also, ghouls who crossbreed for a generation can produce a revenant, which is biologically almost the same as a dhampir.
* Vampire: The Masquerade: after the Week Of Nightmares, the surviving Ravnos were cursed to burn up if they ever stay in one place. A Ravnos now has to sleep at least one mile away from anywhere they've slept in the last week, though some do get around it by having mobile homes or a series of small havens they cycle through.

* Vampire: The Masquerade: A human can become absolute thrall (called a ghoul) to a vampire by tasting its blood. The same practice can be applied to animals, and a ghouled dog is known as a hellhound.
* Vampire: The Masquerade, all editions. Also "A beast I am, lest a beast I become."
* Vampire: The Masquerade allow the user to change gender; one, Gender Change, from the Thrashing Dragon Dharma book, does it by repurposing various parts of your anatomy so it resembles the other gender's - e.g., for a male-to-female transformation, the reproductive tract comes from large intestine and muscles.
* Vampire: The Masquerade also has the Possession ability. The Animalism discipline has a similar ability that only works on animals.
* Vampire: The Masquerade and blew up the Vienna chantry, destroying the Tremere's upper echelons and collapsing the hierarchy of the clan.
* Vampire: The Masquerade and feeding on animals due to lack of human prey in the area.
* Vampire: The Masquerade and obey this trope as a matter of tradition. But a tradition is all it is, so don't press your luck. It's also a possible Flaw a player can choose for his character to have.
* Vampire: The Masquerade and the effectiveness as a tactic of screwing with your enemies'.
* Vampire: The Masquerade. Andy now spends his nights outcast from both mortal and vampire society, forced to spend eternity chiseling new eye sockets and mouths for himself, and terminally dependent on the homeless Mexicans he once despised. Given that he's still an asshole, nobody's shedding any tears his way.
* Vampire: The Masquerade, an entire vampiric clan with close ties to the hashhashin (to the point that the original Mount Alamut is their home base). The face they present to the rest of the Kindred is that of assassins and brokers of war, but their numbers also include scholars and sorcerors. Unfortunately, one of their castes has a flaw that means they find vampire blood especially delicious...
* Vampire: The Masquerade, anyone capable of driving stick should have 2 dots in driving as opposed to 1, which is the minimum to be able to drive cars with any skill at all. The implications that driving stick requires twice the skill of an automatic are, perhaps, best left untouched.
* Vampire: The Masquerade. Appearing in numerous supplements and novels, he was easily one of the company's favorites. One of the supplements he appeared in not only gave him impressive Firearms and Melee stats, but his character description actually pointed out that when in battle - in a modern, American setting, with all the legality that attends - he was always seen with a machine pistol and a shortsword simultaneously drawn.
* Vampire: The Masquerade A purchasable flaw. While this is a flaw in the game, note that flaws actually give you more points to spend elsewhere— meaning a child vampire will actually be ahead of its companions wherever you put those points. There are several examples of powerful vampires that look like children, such as the Malkavian progenitor vampire looking like twelve little girls with glowing eyes.
* Vampire: The Masquerade are enough to destabilize the world's population, and various prophecies state that when they awake, they will eat their children (i.e. all vampires), probably to the detriment of the remainder of humanity.
* Vampire: The Masquerade are set up by the Camarilla as neutral grounds where all vampiric disciplines are forbidden. A territorial ban but a type B one it seems.
* Vampire: The Masquerade a seventh-generation vampire. This may not have been specifically why White Wolf changed how Linguistics worked, but it could not have helped.
* Vampire: The Masquerade, a stake through the heart only induces torpor, a deep coma-like sleep. In that condition, it's pretty trivial to decapitate the vampire, which is a guaranteed Final Death solution.
* Vampire: The Masquerade, a vampire can learn to do this. This can be used for various purposes, from reading emotions to identifying a vampire who has committed diablerie (stole another vampire's power by sucking out his soul — a vampire

equivalent of cannibalism, considered the most heinous crime).
* Vampire: The Masquerade, a vampire can steal another vampire's power by devouring the vampire's soul. The game considers this act, called Diablerie, to be a Very, Very Bad Thing, especially in the eyes of the Camarilla... Though they mostly dislike it for the precedent it sets.
* Vampire: The Masquerade, a vampire who is owed a favor by another vampire will usually hold onto this debt for decades, using it only in the most dire circumstances. Occasionally, however, the vampire will let his debtor settle the accounts by doing some relatively minor task. In this case, the Comically Small Demand is actually an Insultingly Small Demand: essentially, the creditor is saying to the debtor, "You are so insignificant and worthless that this is all I think you're capable of doing for me, and it isn't even worth the effort to hold onto the favor for the future."
* Vampire: The Masquerade, before becoming a vampire, Theo grew up on a plantation in Antebellum-Era United States. Theo would often witness Master Bell arriving at the slave quarters at night to 'pump some white blood' into the slaves, with Theo's mother and sisters being frequent victims.
* Vampire: The Masquerade but the general recommendation was to make it an epic quest, throughout which the vampire in question has to feel remorse for her past sins and make amends as best as she can.
* Vampire: The Masquerade - but ultimately don't know what's up with it.
* Vampire: The Masquerade Cain) as the very first Vampire, and also the oldest "living" Vampire in existence. The older a Vampire gets, the more powerful they become. In one of the Splatbooks, you can find a stat list for Caine on the off chance the players should decide to battle the oldest Vampire on the planet. It contains two words:
* Vampire: The Masquerade can function as a stand-in for the Illuminati.
* Vampire: The Masquerade can play this trope by way of Asian myths of hungry ghosts if built correctly.
* Vampire: The Masquerade carry around "proud" by the wheelbarrow-full, having set themselves up as the Camarilla's greatest (and often sole) authority on the mystical arts. Mind you, being vampires, their manner is less "detached, reserved, and philosophical" and more "we're the only ones with the potential to know this, and if you try to know this, we will end you."
* Vampire: The Masquerade clanbook discussing the mysterious true purpose of the being known as the Word Eater—except that the text was being dissolved by an illustration of said being, continuing on the next page with "and other butcher's aprons."
* Vampire: The Masquerade, Clan Gangrel was said to be on fairly good terms with the Romani, who had some vaguely-alluded-to mystical powers. When they finally got a sourcebook expanding on them, it was unfortunately filled with incredibly racist stereotypes. Clan Ravnos is more or less "stereotypical pop culture Gypsy as vampire with illusion magic."
* Vampire: The Masquerade describes the Web of Knives, a cult serving the incredibly powerful and ancient Ur-Shulgi. He seeks to destroy all non-members within Clan Assamite, an independent Clan seperate from the Camarilla/Sabbat/Anarch conflict. Such an event would almost certainly lead to the destruction of the Masquerade (a single skirmish between the two groups where Beckett and his allies got stuck in the middle of became an international headline). Beckett introduced the influential Assamite Tegyrius to several important figures within the Camarilla. After explaining the gravity of the siutation, the risk it poses to the Masquerade and the final prediction of a seer with unmatched accuracy that suppports this claim, Tegyrius makes the following statement:
* Vampire: The Masquerade due to the tendency of vampires in that setting to treat everyone of lesser power as little more than tools. One sourcebook mentions that almost all vampires go through the "terrible twenties" when they realize that they've been pets/servants of their sires for longer than they had been alive as mortals and rebel.
* Vampire: The Masquerade" ending, in which case, the players become Second

Generation vampires and get to restart Kindred society alongside humanity.
* Vampire: The Masquerade: Enoch, the First City, where vampires and humans coexisted.
* Vampire: The Masquerade: Even the most depraved vampires fear the Tzimisce, sadistic flesh crafters whose atrocities cannot be cured, and the Baali, demon worshippers who can re-embrace vampires into their bloodline.
* Vampire: The Masquerade (every Tremere who'd broken from the Pyramid to join with the Sabbat).
* Vampire: The Masquerade example below, the Chicago setting has Evan Klein, who has several personalities, none of which are aware of one another, and some of which aren't even aware he's a vampire.
* Vampire: The Masquerade faces Caine in combat, there's only one rule: You Lose. Even if you win, You Lose.
* Vampire: The Masquerade feature next to no black characters, even though all three cities have a black majority. Atlanta in particular is known for being a thriving center for African-American culture, but this is completely glossed over.
* Vampire: The Masquerade features a historical account of Vampire society through the ages, with annotations from a powerful Sabbat member. When World War II is addressed, in an interesting use of the "avoid awkwardness" rule, said Sabbat member muses upon the fact that the Camarilla always tends to underestimate the capacity of humans to perpetrate great evils upon themselves, and that with the Kindred's loss of humanity a certain flavor of evil seems to have been lost as well.
* Vampire: The Masquerade fifth edition has brought this conflict to the forefront, with human intelligence agencies learning about vampires after discovering the Vampire internet network and starting the Second Inquisition to hunt down the creatures of the night in a secret war.
* Vampire: The Masquerade flesh crafting. More generally, the Sabbat is all about the Betrayal stage, while the Camarilla tries to keep everyone in Acceptance. In Requiem, the Ordo Dracul go the other way, seeking to transcend vampiric weaknesses (though not necessarily become human).
* Vampire: The Masquerade. For example, in one scene, Beckett uses his Protean discipline to change into a wolf, which is a perfectly valid usage in the tabletop RPG but something you can't do even with maxed Protean in-game. Later on, a vampire uses Presence to seduce a mortal: Again, perfectly valid in the RPG, but in the game Presence is entirely useless to you outside of combat. Likewise, an empty dumpster or wooden crate shouldn't be able to stymie your progress toward the end of the game, by which time you have Strength and Potence 5; in the actual tabletop game, you could deadlift a truck at that point. The Unofficial patch actually fixes some of these issues, granting the option to change Protean's final form so you can turn into a wolf and making Presence usable out of combat to seduce mortals.
* Vampire: The Masquerade gods. The Sidereal Exalted have the longest natural lifespan of all the Exalted at 5000 years (around twice as much as that of Solar and Lunar Exalted), but one of their patrons is the Maiden of Endings, who ensures that there are absolutely no loopholes around that hard limit. Even if they were to achieve immortality by other means (which is fairly common among Solars and Lunars who think far enough ahead), Fate itself will conspire to see that their lives come to an end when they should. Gods, meanwhile live literally forever, and most of them consider the entire time between the end of the Primordial War/Divine Revolution and the Present Day (itself roughly an entire Sidereal lifespan) as a short but well-deserved vacation.
* Vampire: The Masquerade go for vampire blood as a drug. Humans who take it can look forward to halted aging and a measure of supernatural power, but risk getting addicted and being "blood bound," entering a state where no matter how much they hate the vampire, they can't raise a hand to harm them.
* Vampire: The Masquerade had the ability to grow these out of shadow with the Obtenebration discipline.
* Vampire: The Masquerade had the Extreme Wrestling Confederation, run by a subsidiary of Pentex, in which vampires, shapeshifters and other supernaturals

compete. First mentioned in the Children of the Night sourcebook, along with the Nosferatu luchador El Diablo Verde.
* Vampire: The Masquerade, has had no less than three civil wars in the space of its five centuries of history. They also happen to be the smaller, weaker faction compared to their rivals in the Camarilla. These two facts are not unrelated.
* Vampire: The Masquerade has the Discipline of Obeah, which allows them to heal both mental and physical damage.
* Vampire: The Masquerade has the Protean Discipline and its power of Feral Claws, which allow a vampire to grow sharp talons that do aggravated damage. Other things that do aggravated damage to vampires include fire and sunlight, so that's about the level that these things are on.
* Vampire: The Masquerade has the Ravnos clan and their specific Discipline, Chimerstry. Its general levels range from affecting one sense alone to creating illusions so tangible they do damage. When you get into the elder levels, reality gets... strange.
* Vampire: The Masquerade has the Setites, whose custom Discipline, Serpentis, includes an ability that allows them to remove their heart and place it in a jar, which keeps them from being sent into torpor when staked. At elder levels, they can do this to someone else for one hell of a bargaining chip.
* Vampire: The Masquerade has this in the form of the Thaumaturgy path Movement of the Mind, which allows the vampire to fly and manipulate objects at range.
* Vampire: The Masquerade have a piece of a mad undead god in their minds, but other than that they shouldn't completely trust anything they see or hear.
* Vampire: The Masquerade: High-level Auspex powers Omniscience (level 8) and Master Of The Dom (level 9) allowed a vampire to, respectively, detect the personalities and identities of individuals within an immediate radius (larger area based on more successes when rolling) and to detect the presence and activity of most people and animals in a regional area.
* Vampire: The Masquerade his clan with the destruction of the Salubri; he thought if he could diablerize Saulot and claim his power, he could get a foothold in vampiric society. However, Tremere's entire life can be summed up with "It half-worked"...
* Vampire: The Masquerade his face to reopen his eyes and mouth, but being a Vampire means all damage will be healed when he goes to sleep. And the worst part? Andy noted that this isn't the worst Vykos can do.
* Vampire: The Masquerade; however, it's made clear that it only really works on more recent memories, and if the account isn't completely comprehensive, cognitive dissonance will ensue.
* Vampire: The Masquerade if they didn't have a say in the matter, since vampire blood is addictive.
* Vampire: The Masquerade if they feel like doing so, which makes the aforementioned death look preferable.
* Vampire: The Masquerade instead, thus averting complete obliteration of the vampire species.
* Vampire: The Masquerade is more ruthless and harder to cheese, the developers state that the need for eye contact is symbolic rather than literal, and if a character were to try to ignore this rule by wearing sunglasses, said Ventrue player is free to laugh at the n00b's incompetence.
* Vampire: The Masquerade. It wasn't about youth, but more a ritual of baptism and consecration interpreted through the Sabbat's "Crusades-era Catholicism on PCP" lens.
* Vampire: The Masquerade, kindred with Presence learn this at level 2. Higher level versions are even more potent. Then again, all vampires come off as the predators they are to mortals, making this sometimes unintentional.
* Vampire: The Masquerade lack the traditional weaknesses of vampires, with the exception of frying in the sun. The vagabond elder vampire known as Beckett won considerable fame for surviving a 100-meter dash for cover in direct sunlight.
* Vampire: The Masquerade live on as respected elders of a vampire clan dedicated to furthering corruption and decay throughout the world.

* Vampire: The Masquerade, making them all deformed in some highly visible. As a result, most of them lived in "warrens" under the city.
* Vampire: The Masquerade, many vampires of Clan Tzimisce use their magic fleshforming abilities (flesh and bones, actually) to sculpt humans or other vampires into screaming furniture and living decoration for their lairs, which results in this trope.
* Vampire: The Masquerade Melinda Galbraith was found dead and rapidly decomposing by a Tzimisce drag queen fleshcrafted to look like her for a big social gather. As he'd recently been disgraced, he knew he'd be blamed for her murder, and thus stepped into her shoes. Now he's just praying no one finds out...
* Vampire: The Masquerade must have given rise to those myths, and that someone probably sired other vampires) or this trope: the vampire fears garlic, because he's convinced vampires do.
* Vampire: The Masquerade. Not only is the darkness most often wielded by wicked people, but it's implied to be wicked itself — the clan's founder, a right bastard himself, is said to have merged with the Abyss that powers Obtenebration, and things can occasionally be called out of it that serve as twisted mirrors of a vampire's sense of morality.
* Vampire: The Masquerade Novels as well as hundreds of total novels set in the World of Darkness.
* Vampire: The Masquerade of their kind. The official sourcebooks for narrating the actual end times reveal that nothing gets the attention of the Antediluvians like large numbers of their descendents getting killed, no matter how distant those descendents may be.
* Vampire: The Masquerade of the Tremere has allowed for the development of a Path of Technomancy, allowing for the manipulation of electronic devices and data from afar. By the time of the 20th Anniversary Edition, this has developed to the point that some Thaumaturges have created magically-encrypted websites that can only be read by vampires, leading to a Kindred social media site only half-joking called "Fangbook."
* Vampire: The Masquerade" - once again leaving the victim disfigured, mute and humiliated until they can cut their own throat all over again and put their tongue back in place.
* Vampire: The Masquerade. One faction of the bloodline worships these entities for power; the other hunts down infernalists, including their own kin, with extreme prejudice, to prevent them from breaking the world.
* Vampire: The Masquerade: One of the commandments of Caine, as written in the Book of Nod, is "There will always be Caesar, pay him his due." That's right, the Father of Vampires, one of the most powerful beings in existence second only to elder demons and Big G himself, commanded his children to not provoke the anger of the dread IRS.
* Vampire: The Masquerade. Part of what causes vampires to slowly turn more and more inhuman in attitude is the fact that any human relations a vampire has will eventually die. This either slowly drives them mad from despair or they simply stop bothering with considering humans anything more than toys or lunch. Vampires who try to fight this dissolution of humanity tend to be pretty unhappy.
* Vampire: The Masquerade promised nothing of the kind, but in a couple of the end-game scenarios the best you can really do is "life will someday evolve again."
* Vampire: The Masquerade (published 1992) includes a type of being called a Hengeyokai Cat that is based on Japanese legends, specifically, the animal form of Youkai. These beings are born feline but can take any human form, and seduce humans for their Ki or life force.
* Vampire: The Masquerade: Redefined the RPG industry in the early and mid-'90s.
* Vampire: The Masquerade reveals that every vampire present in the Holy Land during Jesus' era mysteriously vanished, which raises some questions.
* Vampire: The Masquerade rise from their slumber, run roughshod over the earth and devour their vampiric children.
* Vampire: The Masquerade RPG. Vampires and ancient conspiracies generally go together like hand and glove, so this trope is often seen in vampire-related

fiction/games/movies/what-have-you.
* Vampire: The Masquerade scenarios. The backstory given tells us that Lilith taught Caine the vampiric Disciplines, and then he left her to run Enoch and sire the Second Generation. Lilith then became "Mother of Monsters" and comes to town to call out Caine, and she does so in a spectacular manner.
* Vampire: The Masquerade secrets of immortality. Then, in order to compete with other, older vampires, the founder of the clan diablerized the founder of the Salubri, then spread lies about infernalism so the rest of the clan would be destroyed and he'd get off scot free.
* Vampire: The Masquerade series, Sasch Vykos was once Myca Vykos, but changed genders via Vicissitude.
* Vampire: The Masquerade side with humanity) and they'd be massacred, win and not only are they badly chewed up from a worldwide war, they've eliminated their primary food source. So they encourage their soldiers to keep their actions at least cover-up-able and have a few Ghoul dynasties who clean up after them.
* Vampire: The Masquerade, some vampire clans can learn Necromancy, which combines the historical divination aspect with the more modern pop culture raising zombies aspect. Also, Clan Tremere could learn the Path of Technomancy.
* Vampire: The Masquerade. Soon the TTRPG community associated Fifth Edition with alt-right ideology, and White Wolf rushed out an apology, claimed the whole thing was a coincidence, and included a denunciation of the alt-right in the main rulebook.
* Vampire: The Masquerade sourcebook, although the sheer amount of defensive abilities he has makes him effectively invincible anyway.
* Vampire: The Masquerade sourcebook says that Kindred in general have a special nickname for "Bela Lugosi's Dead" — TFBS, or "That Fucking Bauhaus Song". Because there's always someone who thinks they're being a wit when they play it over the stereo at Elysium.
* Vampire: The Masquerade stave off aging as long as they regularly receive blood from a vampire. If they go without a certain period of time without drinking vampire blood (which grows shorter as they grow older), they're hit with this trope. Not so bad if they rapidly age from 20 to 30 in one go, but obviously fatal for those that are well older than a human lifespan.
* Vampire: The Masquerade supplement was discussing how to apply difficulties to skill rolls. One of the examples was robbing a Role-Playing Game designer (difficulty 9 just to find anything worth stealing).
* Vampire: The Masquerade take this one step further by developing a blood-based system of sorcery stronger than the hedge magic any human can learn but weaker than the Sphere Magick of Mages. The most well-known practitioners of blood magic are Clan Tremere, whose original members were Mages in life.
* Vampire: The Masquerade that allows them to resist even fire and sunlight, their most deadly vulnerabilities.
* Vampire: The Masquerade that is the Old World of Darkness, the loss of all Homo Nocturnis is only a benefit.)
* Vampire: The Masquerade that make heavy use of their clan Discipline, Vicissitude to modify their bodies are prime examples of these.
* Vampire: The Masquerade that Rasputin was everywhere before revealing he was a wraith who possessed several supernatural figures since his death.
* Vampire: The Masquerade, the Beast is still present and at war with the Man. However, various vampire groups have developed ways to ease the struggle. The Ordo Dracul have a Coil of the Beast that makes the struggle simpler (at its final level, you can give in for an hour to defeat it for the rest of the night), and the bloodline known as the Kukufuuji have developed a discipline based on restraining it.
* Vampire: The Masquerade: The camarilla is usually very strict with the population of vampires, so a Vampire must always ask permission from a prince if he wants to transform someone. The punishment for transforming someone without permission is death for both. The ideal of the camarilla according to some guidelines is 1 kindred for every 100,000 humans, but it usually varies.

* Vampire: The Masquerade: The entire Nosferatu clan serve this function. Their monstrous appearance forces them to stay in the shadows, making information and intrigue come naturally to them. Their supernatural stealth and propensity for animal spies doesn't hurt, either.
* Vampire: The Masquerade, the fictional prose included insane asylum patients drawing simplistic stick figures with hungry maws in place of heads during the Week of Nightmares.
* Vampire: The Masquerade, the Giovanni control the spirits of the dead and one example character has discovered that necrophilia can improve her ability to influence souls while they are enraged by her disrespect.
* Vampire: The Masquerade the initiation rite, it's just a quick way to break a subject's humanity. The actual initiation is much more solemn (and only given if the "shovelhead" survives whatever siege they needed cannon fodder for).
* Vampire: The Masquerade: The members of clan Gangrel usually aren't keen on wearing any clothes.
* Vampire: The Masquerade, there is a group of Nosferatu vampires called Leatherfaces. These basically act like slashers in their indiscriminate stalking and murder of humans. They do it because their deformities and the Beast have driven them mad.
* Vampire: The Masquerade, there is a spell that erases the memories of a person or object from existence completely. However, a character's connections can help them resist, on the principle that it gets harder to make everyone and everything "forget". Also, trying to remove important or big things won't work completely, as the universe will try to fit something else in the hole. For example, if a building in the middle of town is erased from existence, you won't end up with an empty lot; something has to go there, so some other building will appear.
* Vampire: The Masquerade, the Sabbat use this as a recruiting technique when they need more foot soldiers. They abduct a bunch of random humans, turn them into vampires, whack them unconscious with a shovel (hence the term "shovelhead" for Sabbat vampires made this way) and bury them. If any of them are tough enough to make it out, the trauma and blood-starvation has usually made them crazy enough to join the Sabbat.
* Vampire: The Masquerade, the single-dot Protean power was "Eyes of the Beast" or "Gleam of Red Eyes" depending on the edition. Aside from making the vampire in question's eyes glow red, which was great for intimidating some characters, a vampire using it could see in deepest night as though it was a clear day at noon.
* Vampire: The Masquerade. They tend to lose their humanity quite a bit faster than average.
* Vampire: The Masquerade, this is one of the advantages of a fledgling Embraced in modern times over the Elders from older times.
* Vampire: The Masquerade throw away bullets, knives and other attacks at them (which they shrug off) as a way of psyching them out.
* Vampire: The Masquerade to be seen eating normal food, but they draw no nourishment and cannot even digest it properly, since their stomachs no longer work. Anything they swallow must be expelled later.
* Vampire: The Masquerade to boot. (That said, a headshot will do the trick just fine, they need their brain.) Whereas bladed weapons, like a sword, actually cut and sever flesh and tendons and tend to be more hindering, doing Lethal damage. (That, and severed limbs are much harder for a vampire to heal than a simple gash.)
* Vampire: The Masquerade Traditions which also needed to be followed to avoid the wrath of the elders:
* Vampire: The Masquerade - Tremere, founder of the clan of the same name, essentially tore a massive hole in vampiric society and damned himself and all followers to eternal tribulation as vampires, simply because he was too proud to admit he could fail in his attempts to maintain House Tremere's magical immortality.
* Vampire: The Masquerade, vampire blood is highly addictive to both vampires and mortals. The eponymous Blood Bond is formed when someone drinks three times from the same Vampire within a period of time, and forms such an intensely emotional and

psychological bond in the drinker that it becomes difficult for them to willfully do anything which could cause even distress or disappointment in the host vampire.
* Vampire: The Masquerade, vampires are usually behind the scenes in most of the biggest scenes in recorded history, right down to the first of all vampires being Cain(e)'s curse after slaying Abel. Although sometimes it is hard to tell what's truth and what's a lie; for instance, no fewer than three of the clans proudly claim to have Rasputin among their numbers.
* Vampire: The Masquerade: vampires can learn Kibatsumejutsu, "the art of fighting with claw and fang". It was mentioned in the Combat sourcebook, and quickly forgotten, it seems.
* Vampire: The Masquerade: werewolf blood is analogous to PCP, for instance, while mage and fairy blood act as powerful hallucinogens.
* Vampire: The Masquerade - what counts as defecting to or from decadence depends heavily on the individual's point of view.
* Vampire: The Masquerade. Whatever it thinks or feels cannot be understood by anything not of its age or power... and there are precious few of those. Its true abilities are unknown, but less than a week after being awakened from torpor, it has the power to casually shred a ritual cast by the combined might of the Tremere Inner Circle without more than the faintest exertion. And it hasn't fully recovered its power yet.
* Vampire: The Masquerade whenever a lot of their enemies need to die. It's a war-ghoul made up of parts from at least twenty different individuals, human and animal, and basically directed towards the nearest cluster of enemies like a guided missile made of angry meat.
* Vampire: The Masquerade, which designates a person who once was beautiful, but turned into a horrific monster after being Embraced by Nosferatu.
* Vampire: The Masquerade which gets the blissful experience of the Kiss but can't seal the wound by licking it. Which means the people they feed on will usually need triage, and anyone Embraced into the Eupraxus is gonna have a hickey that lasts all eternity.
* Vampire: The Masquerade: Winter's Teeth, and Blake Howard introducing the World of Darkness to a whole new audience.
* Vampire: The Masquerade: Winter's Teeth called the Wolves in Sheeps' Clothing hunt down the undead in order to do this. They surgically graft the vampires' organs to themselves and gain some of their powers.
* Vampire: The Masquerade: Winter's Teeth casually and often for his own amusement.
* Vampire: The Masquerade, with a song for each of the thirteen vampire clans.
* Vampire: The Masquerade with the ghouls they relied on to paint portraits, after realizing they don't look like that.
* Vampire: The Masquerade with their special Discipline Valeren. One of the abilities of that Discipline is to give instant and painless death to person, actively willing it.
* Vampire: The Requiem). Additionally, both Macellarius and Noctoku tend to feast on blood in this manner; the Noctoku can absorb blood through their skin.
* Vampire: The Requiem and, for vampires, the fact that their consciousness is tied more to their blood than to their body. Vampires downgrade all kinds of damage by one step, except for fire, sunlight, and supernaturally potent effects — and there are ways to work around both the fire and the sunlight vulnerabilities. Werewolves heal so fast that they are outright immune to Aggravated damage, meaning that things like blowing them up, running them over or sniping them in the sniper's sweet spot will, at most, stagger them for a few moments before they heal up.
* Vampire: The Requiem, and is pictured wearing an outfit identical to the one in the picture above.
* Vampire: The Requiem and then feeding off of his first human, y'know...
* Vampire: The Requiem and your anchors are the easiest way to safely vent Atrocity dice?
* Vampire: The Requiem; a rare few are so sensitive that a clear full moon will give them a slight burn.
* Vampire: The Requiem are in town. Not only are they responsible for wiping out an

entire clan — the Julii of ancient Rome — but whenever they gather in a city, serious carnage is about to ensue.
* Vampire: The Requiem are vampire mad scientists, prone to extremely unethical experimentation to circumvent the weaknesses of their kind.
* Vampire: The Requiem, as every First World city has rivers worth of water flowing under every street and house.
* Vampire: The Requiem bad, and avoid losing face by actually punishing you. Or he could just tell you to stop being a drama queen and show some dignity.
* Vampire: The Requiem Bloodlines are a form of mutation. Upon reaching a certain level of power, Vampires can fundamentally alter their blood to become a new Bloodline (a subspecies of Vampire)... but the only real catalyst for this is a large expenditure of willpower and the sufficiently potent blood. More than a few Bloodlines have emerged accidentally, or as the result of the Founder surviving a nasty curse.
* Vampire: The Requiem Bloodline that incorporates the scariest aspects of motherhood.
* Vampire: The Requiem), but shows up in some of the bloodlines; the Mekhet clan's Morbus (can only gain sustenance from those with a disease) and Brothers of Ypres (can only gain sustenance from blood that is tainted; they prefer poisons, but disease, drugs, and radiation all count), and the Daeva clan's Anvari (gain less nourishment if they drink from people who aren't high on narcotics — the blood must be tainted with opiates to have its full effectiveness for them).
* Vampire: The Requiem, but this trait was removed in the 2nd edition update.
* Vampire: The Requiem But wait, it gets better! All Crassus ghouls can have their choice of either the Ventrue or Daeva weakness. Clearly, being part of a rich family sucks in this world.
* Vampire: The Requiem) decays, they slowly act more and more like insects, starting with this OCD-like behavior. The "something rotten" is the large number of mind-wiped slave "drones" they keep around.
* Vampire: The Requiem different solutions for their origins, and several others are peppered throughout the line.
* Vampire: The Requiem dim view of mortals learning about their existence.
* Vampire: The Requiem does this as well, although the scale of its conspiracies is much more local. They mainly influence mortal society in small ways without any overarching scheme. Sometimes they mess with people just as a game.
* Vampire: The Requiem, elder vampires run into a strange phenomenon called an Inamorata, a person too exactly like someone extremely dear to the vampire to be a coincidence, centuries after that person died. Drinking their blood makes a vampire feel human again, though in actuality they lose their vampire powers without losing their weaknesses and banes. Very, very old run vampires into the same Inamorata again and again over the centuries.
* Vampire: The Requiem enamored with Hitler, but never had any direct interaction with the guy — if anything, he was a raving fanboy. When the Reich collapsed, he lost his mind and tried to find a way to harness the necromantic potential of the Holocaust, and that's when the rest of his order said, "Fuck that guy" and destroyed him. Since then, the Dragolescu name has a rather bad rep — partially because of belief that they're beholden to strange spirits, and partially because of the Nazi thing.
* Vampire: The Requiem even though her brain was removed when she was embalmed.
* Vampire: The Requiem everyone he remembers ever seeing at those parties in retribution.
* Vampire: The Requiem features the idea of "ghoul portraits," paintings created using a vampire's enhanced Vitae that have a measure of sentience and access to vampiric Disciplines.
* Vampire: The Requiem, features the jiangshi, ghosts bound to their bodies and graves who seek out the life of the living. It's part of a whole book on things in the setting that are vampiric without being, well, vampires.
* Vampire: The Requiem forces them to puke it up in short order, they can cook to their heart's content, but not only will they be unable to eat it, taste-testing is

impossible.
* Vampire: The Requiem, for whom the purpose is basically the same except the Trickster actually has some idea of what he is doing.
* Vampire: The Requiem has a discipline called Domination, which holds as its highest level of power the ability called "Possession" allowing the vampire in question to transfer his/her mind into the body of any living bodysuit until that body falls unconscious (this can be a serious drawback however, if the vampire uses this ability and doesn't move their own body away from possible exposure to sunlight).
* Vampire: The Requiem has a Nosferatu bloodline named the Baddacelli, nicknamed "The Morlocks". They are blind and live in the sewers.
* Vampire: The Requiem has a particularly nightmarish example. The Ordo Dracul is a bunch of vampire mad social scientists, and they invoke this trope by killing a random joe and see how life goes on without his presence. This is one of the factions that the player character can join.
* Vampire: The Requiem has Auspices & Tribes. The limited gamelines, however, cheerfully break the pattern.
* Vampire: The Requiem has several methods of forcing somebody to tell the truth, from the gentle to the awesome. On the gentle side, "Majesty" can compel somebody to want to confess their innermost secrets to you. On the awesome side, the "Liar's Plague" causes bugs to swarm out of a subject's mouth when they lie.
* Vampire: The Requiem has them, primarily used by the Covenant called Ordo Dracul, and referred by them as "Dragon Lines".
* Vampire: The Requiem has the Peregrine College, a collection of the vampiric underclass.
* Vampire: The Requiem has VII, a mysterious group of Kindred who, for some unknowable reason, kill other vampires. Their minds can't be read and they can't be interrogated. Most vampires regard them as an urban legend; however, they do have a book that offers three possible backstories.
* Vampire: The Requiem, have the weakness of being unable to enter a dwelling uninvited. If they try to, they take aggravated damage (equivalent to plunging your hand into fire or being exposed to sunlight). This isn't so much based on ancient tradition, as the fact that the bloodline's founder was horribly brutalized and tormented by a vampiric home invader.
* Vampire: The Requiem have three Traditions that they must follow or face the wrath of the elders:
* Vampire: The Requiem. If the recipient is sufficiently dedicated, the change becomes permanent.
* Vampire: The Requiem: Inflicting what would be mortal damage to a vampire merely sends it into a deathlike sleep called torpor, from which they eventually awaken... unless fire, sunlight, or extreme mutilation (think decapitation or woodchipper) is used to finish the job.
* Vampire: The Requiem. In the Second Edition of the game, this cycle is reinforced by their new Clan Bane, which makes them fall in love with victims, but only unto death (e.g., the Embrace).
* Vampire: The Requiem. It would be bad enough just with this description, but then we actually get to see her.
* Vampire: The Requiem lets a vampire communicate telepathically — and, unknown to mortal victims, read the minds of the people it's speaking to.
* Vampire: The Requiem manages to tone down the brokenness, seeing as multiple actions are no longer a huge part of the game system. However, the Discipline still does allow a vampire to outrace a car, jump up the initiative roster, and apply their Defense against firearms attacks.
* Vampire: The Requiem Mara, was noted for using the trick extensively in combat.
* Vampire: The Requiem, may not have flesh-crafting, but they do have the same pragmatic attitude. One of their common initiation rituals involves a student randomly selecting a mortal, horribly murdering them, and then tracking how the world is changed by their death.
* Vampire: The Requiem — the particulars don't matter as long as the

discipline lets them channel their obsessive search for transcendence.
* Vampire: The Requiem Nosferatu are less restricted in where they live, but their clanbook actually details how they can build a literal Necropolis for themselves. For that matter, much of the kindred population in ancient Rome lived in Nosferatu dug warrens.
* Vampire: The Requiem often maintain a whirlwind relationship with their childer, but the love quickly turns cold and the childe is abandoned.
* Vampire: The Requiem of them - something that weak and laughable could not be an accident...
* Vampire: The Requiem (or not!), but this does not dismiss the fact that they can still feel attracted to (or even fall in love with!) others and when this happens they become Abhorrent Admirers. To make the situation more aggravating they are supernaturally hideous it means that it is simply impossible to love them. The core rulebook does point out how dramatic the experience can be, for both sides (especially if you are the receiver of the affection).
* Vampire: The Requiem. Over there, the strix have the power to not only jump into human corpses (which will kill the host instantly), but to also possess vampires who are in torpor or whose souls are currently out of their body due to possession or astral projection powers.
* Vampire: The Requiem, Potence is replaced with Vigor, which does pretty much the same thing.
* Vampire: The Requiem power that affects plants. Trouble is, it doesn't let plants grow or move more quickly than they ordinarily could...
* Vampire: The Requiem, practiced by the Lancea Sanctum). A third example is the bloodline power of the Gethsemani bloodline, which allows them to make mortals spontaneously suffer stigmata-like wounds; the blood from these wounds has magical effects on a vampire who drinks it.
* Vampire: The Requiem, resulting in spontaneous homosexual pregnancies or male pregnancies in one (or both) parties.
* Vampire: The Requiem ruling a city, you're conniving and plotting to destroy and replace the current ruler.
* Vampire: The Requiem: Since they're not alive anymore, vampires only get a bit creaky in the cold and recover harmlessly from being frozen solid. In the latter case, the greater danger comes from being unable to feed or find cover from the sun.
* Vampire: The Requiem sleeps, the more their memories shift. A two-week nap is no big problem, but if you're asleep for decades, trying to recall your own memories is like trying to remember details from a dream. A number of bloodlines put a spin on this basic concept:
* Vampire: The Requiem's Obfuscate Discipline makes the target view the vampire as a person he knows or expects to see. What the target perceives is not communicated to the player. The example given has a Nosferatu use the power when entering someone's house; the owner's child sees his father, and the child's babysitter sees a man she assumes is the boy's father based on the available evidence.
* Vampire: The Requiem. So if a Ventrue Prince has to make the hard choices, and is able to rationalize them away, the crazy's going to start to leak through sooner or later...
* Vampire: The Requiem sourcebook on taking on vampires. They make a guy murder his girlfriend so they can ride the corpse.
* Vampire: The Requiem's "Tomb" Merit. They can only be found with careful investigation and can be sealed against intruders for extra protection, but, once breached, their Security bonus is permanently nullified.
* Vampire: The Requiem, the Carthian Movement, an attempt to modernize vampiric government and move it away from feudal systems, is known for forming unions in whatever territory it controls.
* Vampire: The Requiem the Invictus and Lancea Sanctum are Romanticist while the Carthians and Ordo Dracul are Enlightenment. The Invictus and Carthians are particularly opposed, being vampiric aristocrats and revolutionaries who seek to try out virtually every other form of government. Curiously in Invictus-run cities

the Carthians tend to be the least amoral vampires, while Carthian-run cities tend to run downhill at record speeds.
* Vampire: The Requiem: the Oberlochs, an inbred family descended from cruel mine owners who cling to the backwoods and readily recruit; and the Mabrys, who bring the prey to them by running back-road watering holes and roadhouses.
* Vampire: The Requiem, the vampiric government of the Roman Empire. It wasn't perfect, but it was the one time when there was an overreaching body of vampiric politics that oversaw the span of the "known world"... and it fell when Rome did, making modern vampiric politics almost entirely local with occasional feuds between covenants.
* Vampire: The Requiem. They're still one big, happy, inbred, necrophiliac family. You don't want to know how they got into the vampire business.
* Vampire: The Requiem truly felt in life, severe cognitive dissonance will ensue.
* Vampire The Requiem types who are enormously obese vampiric cannibals, gorging themselves on their enemies as they conquer the Requiem. In an odd twist, the Macellarius leader invites two potential converts to dinner, selects one to join the bloodline and has the other killed and eaten as a welcome feast.
* Vampire: The Requiem, vampires have the Beast within, which compels them to feed.
* Vampire: The Requiem: Vampires of the Melissidae Bloodline can bend swarms of bees and wasps to their will, sometimes hosting them within their own bodies.
* Vampire: The Requiem. What makes dhampyr truly dangerous to the Kindred is that they act as often unwitting psychic booby-traps for vampires, leading them down the path to self-destruction.
* Vampire: The Requiem when it finds out it's going to be shackled to this plane again. Hollow vampires can't appear in reflections or on tape, and their voice doesn't carry over the phone; the Ka gets all that, and if it's not properly sated, it will use those abilities to terrorize the vampire and turn people against it.
* Vampire: The Requiem, who send prospective initiates to go find "the key to the midway" (an actual carny tradition). This is generally to keep the fledgling off their backs while they assess the fellow's worth. If the fledgling refuses, they can never join the bloodline... unless it's because they saw through the trick, in which case their odds of being allowed in shoot up. A similar trick is used to divert noisy vampires who might rat the Carnival out to the Prince.
* Vampire Vannabe a vampire (factually but not culturally) and resents/resists Doreen's efforts to make him act more like she thinks he "should".
* Vampire Vannabe: Because they want to become a bloodsucking fiend themselves.
* Vampire Vannabes lookalike to taunt "The nineties called, they want their vampire back!"
* Vampire Vannabes thinking they know how vamps think, act and dress. Cue one of the said vannabes walking by wearing the exact same outfit as Angel.
* Vampire Variety Pack: Different kinds of vampires from different mythologies appear in the same work.
* Vampire Vords, a vampire porn site, generally uses vampire like this. At least some elements are always kept. One artist especially focuses on the capes.
* Vampire Vords; initially memorizing his English lines phonetically, he tended to pronounce "w" as "wh".
* Vampire Vords spoke fluent English, and it was even a plot point that he wanted to remove his accent entirely.
* Vampire Warrior/Gangrel and his manager "Evil Queen" Kiara Dillon tend to be babyfaces since most of their 'evil' tends to be retaliatory towards those who crossed them first.
* Vampire Wars are said to have used entire galaxies as their battleground.
* Vampire Wars. For the last few thousand years, they've been at war with a race of technologically advanced atheists.
* "Vampire Weakened" was dedicated to Joe's dog Mishkeen, who appeared (along with his 3 other dogs) in a challenge in that episode.
* Vampire Weekend's song "Diplomat's Son" describes a one-night stand with the titular man. In the final verse, seemingly months or years after the affair, the singer sees a car, "all black with diplomatic plates." The song ends there, without

describing what happens next — or even if the car was real or just the singer's imagination.
* Vampire-Werewolf Love Triangle: A love triangle with a vampire love interest, and a werewolf one
* Vampire-Werewolf Love Triangle choices are a vampire and a werewolf.
* Vampire-Werewolf Love Triangle: Someone has a vampire and a werewolf competing for their affection.
* Vampire Willow and Vampire Xander, much to Cordelia's exasperation. Besides killing people, their relationship involves Xander watching Willow brutally torture people.
* Vampire Willow seems interested in turning her doppelgänger into a vampire, believing the two of them could be quite the formidable pair. She is also implied to have
* Vampire Xander happily watches Wishverse Willow torture Wishverse Angel with a fond look on his face.
* Vampire, you can even come upon the journal of a vampire who was locked in a cellar by his wife. The first entries before he becomes trapped he's well-spoken, loving, friendly, and opposing the local prejudice. As his entrapment continues, though...
* Vampiric Corruption became this with the Aye-Eye! Patch due to how quickly it spreads, particularly in Mortal Empires. Not only do the Vampire Counts spread it, but Heinrich Kemmler was moved to the mountains south of Bretonnia with his own faction (the Barrow Legion), which also spreads corruption, and of course, the then-newly added Vampire Coast also spreads said corruption from their pirate coves thanks to being a hybrid of normal and horde faction. Many players noted that late-game Mortal Empires tends to devolve into the Old World and the coast of Lustria being overrun with Vampiric Corruption, making traversing the areas a hassle as it causes attrition to most other factions. This was eventually addressed in the Doomsayers Update, which remedied the issue by making Vampire Coast factions more prone to razing and sacking as opposed to making huge empires. Vampire Count factions are still just as bad, though, as sharing a border with them means constant corruption-related rebellions due to how much they can push into adjacent provinces. If you ever share a border with a vampire faction you're almost forced to exterminate them just to get the corruption under control.
* Vampiric corruption is spread by the Vampire Counts and pirates of the Vampire Coast. It causes attrition to living armies moving through it, but moving through areas without it causes undead armies to decay the same way.
* Vampiric Draining: Sucking blood or draining life in a vampiric fashion.
* Vampiric Draining: The ability to suck blood or drain life in a "vampiric" fashion.
* Vampiric Draining. Their ruler, the Demon Spider Lord Ishral is twice the size of a man.
* Vampiric Draining: The superpower to pull life force out of other people and use it to repair the user.
* vampiric qualities; they obsess with drinking blood from their mother's breasts, and if the mother is dead or moved out of region, they may attack women indiscriminately. Although the spirit is that of a dead newborn, they are usually described as pale white toddlers, instead.
* Vampirina: Edgar shouts this word-for-word when getting scared in "Vampirina's Surprise Party" and is caught on camera doing so. To his credit, he's the first to return after almost everyone freaks out and leaves.
* Vampirina episode "April Ghoul's Day" , the first prank that Vee plays on Poppy and Bridget is to dump a bucket of slime on them.
* Vampirina Frankenstein and Bride of Frankenstein, a married couple, voiced by Skylar Astin and Anna Camp, who are married in real life.
* Vampirina has to keep her monster life a secret in the company of most humans, as they are said to be "jumpy" and "screamy" around things that aren't familiar to them and doesn't want to scare them. The only ones who know are her friends Poppy and Bridget, and later Edgar as of the Season 2 finale.

* Vampirina: In "Vampire Weekend", a magical pendant causes Vampirina and Poppy to switch lives, making Vee a human and Poppy a vampire. Demi, the household ghost, says the trope word for word, including making goofy guesses up to and including "...braces?"
* Vampirina: in "Vee Goes Viral", Vampirina and her friend learn a dance called The Spine Chiller from Gregoria, who can't remember why it went out of style. Vee's father Boris does: if 100 people or monsters do the dance at the same time, the greatest vampire dancer will emerge and challenge someone to a dance battle. Loser can never dance again. It's up to Vee and her friend to defeat the dancing vampire.
* Vampirina plays with this. Behind the scenes footage does show the cast together. However, Ian James Corlett, voice of Chef Remy Bones, has houses in both California and Canada (he does work in both Los Angeles and Vancouver as of circa 2014), meaning he can join the voice actors in one session, and record separately another time.
* Vampirina: The Hauntleys must learn to fit in with human society while keeping their identities as monsters a secret from all humankind.
* Vampirina usually has to remind him that he's a ghost, and can do it himself.
* Vampirina, Vampirina in her bat form pretends to be a collectible bat knick-knack in order to hide from the collector who has bought Gregoria. It works, but then a bit afterwards when she moves and talks, she gets caught.
* Vampirina, Vee gets a visit from the Great Esmeralda, a fortune teller who is never wrong. When she predicts Vee is going to "lose a friend", Vee assumes she and Poppy won't be friends anymore and spends the episode trying to impress her. As it turns out near the end, the friend Vee really lost was her dog Wolfie, who escaped into Poppy's backyard after forgetting to bathe him.
* Vampirina, Vee's Uncle Dieter passed away before the events of the series, though he temporarily returns in the episode "Dia De Los Muertos".
* Vampirina was adapted from a series of picture books written by Anne Marie Page.
* Vampirism are actually diseases (though divine in origin) which can be spread via any wound inflicted by a carrier of the disease. In the case of vampirism, it starts off fairly innocuous (fatigue, insomnia, nightmares) and is easily cured within the first few days of being contracted. Porphyric Hemophilia, Sanguinare Vampiris, and Noxiphilic Sanguivoria are a few of the disease that develop into full-blown Vampirism. Lycanthropy functions similarly, although in some cases, consuming the blood of a lycanthrope can cause the disease to immediately take effect.
* Vampirism in the Buffyverse consists of losing your soul, needing to drink blood, getting reversibly ugly, and spontaneously becoming a hand-to-hand martial artist, even if you were the uncoordinated nerd who'd never even seen
* Vampirocracy. Convinced that if humanity didn't straighten itself out and quick all that would be left of Earth is a radioactive asteroid belt, the vampires saw fit take over the world. So far, they're not doing too bad a job.
* Vampirocracy had a bad one before the vampires decided to take over the world. Fully half the population thought supernatural creatures were just myth. . . the other half could take college courses about them.
* Vampirocracy, mostly) drives vampires to take over the world for their own safety.
* Vampirocracy not only has vampires who've taken over the world and werewolves as high-ranking police officers, but Wiccan healers, mentions of demons, and the debunked possibility of the main character being a rakshasa.
* Vampirocracy, others were aware that science was just a means to understand something, and could be applied to magic.
* Vampirocracy: This is why the vampires felt they needed to take over the world. Humans would eventually destroy themselves, and with no humans, there's no vampires.
* Vampirocracy to work for the police investigating supernatural crimes.
* Vampirocracy turned PI with the ability to sense vampires. He's a werewolf detective working for the vampire government. They fight supernatural crime!
* Vampirocracy until the vampires decided that humanity definitely needed to be

supervised, and conquered the world, ripping the mask to shreds.
* Vampirocracy: Vampires take over the world because they're convinced humans need adult supervision to avoid blowing themselves into a radioactive asteroid belt.
* Vampiros do Rio Douro, but that is because Sétimo was his biological brother when they were humans.
* Vampiros do Rio Douro is an college student that takes up arms against the Seven vampires when they are unleashed from the slumber, in addition to being the main protagonist.
* Vampiros do Rio Douro is the only black member of the Seven, a vampire group of all white Portuguese men (Espelho is an former African slave). Lobo in the other hand, is the only Spaniard.
* Vampiros do Rio Douro: The titular vampires were seven men that made a deal with the Devil to gain immortality and demonic powers. Five of them were Portuguese (two aristocrats, three commoners), one of them was a Spanish merchant and the other was an African slave. In spite of his background and race, the latter is still treated as an equal by his "brothers" since becoming a vampire transcends all races as they are all one of the same kind that preys on humans.
* Vampiros en la Habana revolves around the creation of a vampire sunscreen.
* Vampiro was regarded as nothing special in Canada, but in Mexico, he was a major draw for every enterprise he worked for, with the exception of Lucha Libre Internacional, where he was rejected fiercely.
* Vampirs of High Cromlech. Because the uppermost regions of society are occupied by undead liches, vampirs are regarded as weak for their semi-living status and dependency on blood; surviving as junkies and beggars, they're even lower on the hierarchy than the human populace.
* Vamp is a subversion. Vamp had a boyfriend in the form of Scott Dolph before said boyfriend was killed in the tanker incident. Although it's never outright stated that his relationship wasn't for some sort of underlying, self-centered motive, nothing about it ever gave him any kind of gain. His boyfriend was his best friend's
* Vamp managed to wrap Skyhawk around her little finger with the same tricks she uses to make her johns think she's a 21-year-old prostitute who is great in bed (despite never actually having sex with any of them). This proved invaluable in getting her out from under the Necromancer's thumb, as he was able to get the evidence needed to clear her of a murder rap to the DA.
* Vamprah never says a word in any of his appearances (misplaced word bubbles in the comics notwithstanding). According to
* Vamps: Blonde-haired Goody is arguably the nicest character in the movie.
* Vamps: Cisserus beheads and dismembers one of her victims fairly early in the film. Later she's killed by beheading herself.
* Vamps: Danny agrees to have Vadim turn his wife, who's dying of cancer, so that they'll be together longer. This not only cures her, she's left looking much younger than him.
* Vamps: Despite the film's title, only Cisserus qualifies for this. She hypnotizes or seduces men to feed on.
* Vamps: Dr. Van Helsing is short, elderly and balding. His wife is at least twenty years younger, tall, blonde and attractive.
* Vamps: Little Goody at the end is apparently a dhampyr, perhaps because being conceived when her mother was still a vampire left her half one.
* Vamps: R. Van Helsing isn't aware at first that not all vampires are killers, so he's after them equally. He later learns the error of his ways, however, on meeting Stacy and Goody. They ally with him to destroy their maker, who really is a killer.
* Vamps: "Sanguines Anonymous" is a support group for vampires who pledge not to feed from humans. They also organize for overall protection against the government finding out they exist.
* Vamps: Stacy (as Krysten Ritter plays her, whose look really is this), and it makes the elder Van Helsing suspicious that she's really a vampire. At first, Dan just thinks they're paranoid, but of course it's true.
* Vamps. Stacy takes this badly since Goody never revealed her true age until that

moment. As time quickly catches up to Goody, her friends take her out to Times Square for a last bit of fun. As Goody enjoys a baked pretzel, she reminisces about her life. As the sun rises, Goody crumbles to dust.
* Vamps: Tepes, who avoids harming humans, provides good advice to the others, and has quite the impressive historical reputation.
* Vamps: The vampires all stay underground, with no IDs, using only cash, dummy credit cards and making sure to not do things which draw attention. However, in modern times this has become difficult, as most are on social media or use various electronic devices that the government has taken note of. They're starting to be drawn out with things such as being called for jury duty, which they can't do with it being during the day. In the end, they all band together and hypnotize government officials during an eclipse into erasing them from all records.
* vamp story "A Dame to Kill For" is most sexy when posing next to her dead husband whose death she caused, all the while faking stories of the guilty of her crimes on the phone and smiling all the way.
* Vamps uncommon of a name. Goody is quick to tell her that, yeah, it is.
* Vamp, the narrator goes to great lengths to describe Watt's sunglasses.
* Vamp, where all the characters are foreign to the Japanese author, but it's the Japanese character, the Magic Man, who is treated this way.
* Vamp You, both with the porn-like desire for sex, and with an actual relationship. Subverted somewhat, in that the vampires are always evil, and that often it's a rather open relationship.
* Vamp You has included a few instances of people trying this trope, but it generally never works out. Usually, there just ends up being two vampires.
* Vampyr (1932). The hero is woken from his sleep by a loud and slow knocking on the door. He turns and sees how the key in the keyhole slowly twists around. The door opens and an old and confused man stands in his room.
* Vampyr (a game about British vampires): "A blood sucking, pasty, stiff Englishman reviews a video game".
* Vampyr and has to come to terms with his new condition. He is forced to confront religion when advised by his closest friend to confess to the local Vicar and the player can select how he will answer.
* Vampyr and its protagonist is a genius doctor who gets involuntarily transformed into a vampire.
* Vampyr any Mesmerize attempts. These sort of abilities are unheard of in this established setting and Jonathan suspects that Usher might belong to some unique and exotic vampire subspecies. With that said, Usher can still be drained like any other civilian in the game.
* Vampyr as punishment for mankind's sins and the only way to save it is to torch it to the ground, so it can be reborn stronger and purer than before. What makes him qualify for this trope instead of the average crazy is that he is willing to kill himself alongside all the others since "God will know His own".
* Vampyr a supernatural plague that turns people into hate-fuelled, usually only semi-cognizant, vampire-zombie creatures.
* Vampyr doesn't judge him too harshly, it's noted that it's still a crime in Britain during the years the game's set in, and seeking help for his depression could, ironically, doom him.
* Vampyre juvenates cannot be harmed by anything except silver or blisterwood weapons, but you cannot kill them without a Rod of Ivandus, which is an enchanted staff made of a silver alloy that has the power to restrain vampyres and a Guthix balance potion, which has silver dust as an ingredient. This potion will either kill the vampyre, turn them back into a human, or turn them into an angry vampyre, otherwise they will turn into mist and escape. Elite vampyres, known as Vyrewatch, lose the ability to escape by turning into mist and are not affected as much by the Guthix balance potion, but are immune to all silver weapons except for the Ivandus flail, which is an upgraded version of the Rod of Ivandus, made by combining it with a blessed silver sickle attached to it with a chain. This is because vyrewatch have mind reading powers, which the flail counters by being unpredictable. Blisterwood weapons are the only other thing that can harm them. Feral vampyres,

angry vampyres, vampyre juveniles, and other vampyres outside of Morytania can be killed without silver weapons.
* Vampyres and Vyrewatch, instead until you have a silver weapon, good luck fighting these guys. Even then, merely silver weapons will only work on Juvinates, the weakest form of the species; anything higher than that has limited mind reading and impossibly good reflexes, meaning any weapon with a predictable pattern (that is, all of them except a flail) can't even hit them to begin with.
* Vampyres of Hollywood, Douglas Fairbanks, etc. are actually vampires who used their abilities to mesmerize audiences on film. Many of them are actually responsible for popularizing false myths about vampires being vulnerable to garlic and holy symbols by depicting vampires that way in films so humans would underestimate them. Many of these old film stars faked their deaths and are trying to get back into the film business without being recognized as their old selves. Since the books were written by Adrienne Barbeau, they give a very detailed portrayal of Hollywood and the film industry from an insider's perspective, as well as a very detailed "what-if" scenario that shows Hollywood as being created and run by vampires from the beginning. There are a lot of humorous throwaway lines about various celebrities, such as a brief description of Joan Crawford as an out-of-control werewolf.
* Vampyr has this as one of his vampiric weaknesses, requiring him to convince others to allow him into their abodes before entering.
* Vampyr, is cursed with a Horror Hunger, lives in a time just after the Victorian Era, possesses mesmerism, is affected by crosses, and is chased by vampire hunters. In fact, Most Ekon vampires are inspired by Dracula.
* Vampyr is eliminated. For a game whose strength is its story and worldbuilding, it's just all around irritating.
* Vampyros Lesbos (1971): Lesbian vampire film directed by Jesus Franco, notable for its cult soundtrack.
* Vampyr. She is unwillingly turned due to her sire's madness, and she immediately despises what she has become. She blames her sire for this, in addition, because being a vampire means she can hear her sire's voice whispering in her ear, driving her crazy.
* Vampyr that forbids the admission of women since he views them as "fickle beings, specially if they are immortal".
* Vampyr the district rather than make it worse - yet, the only people capable of loving him is his own mother Stella. Sadly, she is also deeply burdened by the fact he is a monster and is unable to turn him over to the police because he is still her son.
* Vampyr, the main character sees shadows living independent of their owners. This wasn't due to their being vampires, however; the movie simply had a very, very dream-like quality.
* Vampyr: The main protagonist Jonathan Reid served as a field doctor during World War I with one flashback showing him treat a patient in the middle of combat and after saving his life, he prepares to fight off the enemy soldiers.
* Vampyr (unlike most vampires in the setting, who are paralyzed when confronted with cross).
* Vampyr was also a vampire warrior himself. An annoyed Jonathan then rhetorically asks if Shakespeare, Isaac Newton, Alfred the Great, Francis Drake, Thomas More and Guy Fawkes were vampires too. His sire replies that at least one of them was.
* Vampyr) when he fought against a Disaster, and he only defeated her by locking her up inside St. Paul's Cathedral and setting it on fire to make sure she was dead.
* Vampyr who was fighting the witch responsible for the Black Death from the previous year. He was forced to lock her inside St. Paul's Cathedral and set it ablaze to make sure she was dead.
* Vampyr with turning Dawson into a vampire as a reward for his services, Dawson makes it clear that he will use his newfound condition to do pretty much whatever he wants and crush those that stand in his way. He also looks down on Jonathan's humble position as a doctor, letting him know that even though he would be his

progeny, Dawson will not refer to him as "master" (he is too high class to do such thing).
* Vanadys: Tales of a Fallen Goddess go barefoot, largely because they have big, clawed feet and shoes would be impractical.
* Vanadys: Tales of a Fallen Goddess there is "The Light," who created the gods at the beginning of time and who is literally shown only as a large sphere of glowing light.
* Vanadys: Tales of a Fallen Goddess: The world is not only flat, but also broken into two separate pieces, thanks to the actions of the titular fallen goddess.
* Vanamonde, his grandson and successor, was dispensed from skepticism even earlier, once he had a sip of Agatha's special coffee brew and had a
* Vanamonde von Mekkahn is seen looking disheveled with stubble after spending days prepping for an inevitable follow up attack on Mechanicsburg.
* Vanamonde von Mekkhan (and before him, his grandfather Carson) is the Seneschal of Castle Heterodyne, and his power is
* Van & Munter stealing the "smoking gun" for Jethro. Rushed, made to look like a normal robbery so it doesn't get back to Jethro.
* Van Auger, a member of Blackbeard's crew, is extremely cold and obsessed with fate, armed with a sniper rifle, and is able to pick off seagulls from a distance that the island isn't even visible from.
* Van Beuren Studios (1928-1936): Created several animated series from the late 1920's up to 1936.
* Van Beuren Studios cartoon "Dinnertime", the puppy does this to another dog before running off.
* Van Beuren Studios cartoon shorts "Hot Tamale", The Gay Gaucho", "In the Bag" and "Redskin Blues" are all set in this time period.
* Van Beuren Studios cartoon titled "A Little Bird Told Me" depicts birds operating a newspaper. They get a scoop and decide to print an extra edition. The news consists of a (live-action) human boy eating jam out of a jar with his hands.
* Van Beuren Studios clone, Milton Mouse, briefly becomes his during the end of "Circus Capers" when his girlfriend has an affair with the ringmaster. He even addresses himself as a sad clown in his brief song number, only for his girlfriend to have second thoughts and come back to him.
* Van Beuren Studios Cubby Bear cartoon "Opening Night" and also appears in the Little King short "Pals / Christmas Night".
* Van Beuren Studios likewise used this, but ditched it around 1934 when Burt Gillett arrived at the studio and overhauled the art direction.
* Van Beuren Studios (literally — the studio was right across the street from Fleischer's building) had very wildly animated and surreal cartoons, although that got toned down around 1934 once Burt Gillett got on board as director.
* Van Beuren Studios made three of them, and two of them were based on comics; one based on Otto Soglow's newspaper comic "The Little King" (with two preceding shorts based on its companion strip, "Sentinel Louie"), and another was based on Fontaine Fox's comic "Toonerville Trolley".
* Van Beuren Studios made two shorts based on the Little King's companion ("topper") strip, "Sentinel Louie", which were both released as part of their Aesop's Film Fables series of shorts.
* Van Beuren Studios"Plane Dumb", the opening has a live-action waterfall superimposed behind it, for reasons unclear.
* Van Beuren Studios "Rainbow Parade" short "Bird Scouts", the cat that's attacking the birds ends up getting one of their bugles stuck in its throat, which unintentionally rallies the young scouts against it.
* Van Beuren Studios recycled footage from previous shorts several times, including;
* Van Beuren Studios short "Scottie Finds A Home", the eponymous terrier knows right away that the vagrant who arrives at the grandmothers house is up yo no good. After barking at him, the hobo hangs him by his sweater on a nearby tree as he goes off to pester the grandma cat for food.
* Van Beuren Studios shorts have live action openings and endings, with the cartoon

segments inbetween that provide the "morals" of the cartoons.
* Van Beuren Studios sound cartoon "Dinnertime", a dog with a bottle of beer has this reaction when he sees a cat climb into the air to collect its lost nine lives. He throws the bottle down and runs off in fear!
* Van Beuren Studios "The Sunshine Makers" was originally made as a promotional film for a long forgotten product called Borden's Milk, which is used in the cartoon as "Sunshine Milk" to make the evil gnomes happy.
* Van Beuren Studios Tom and Jerry short "Swiss Trick", Tom briefly gets his head knocked off as a gag. He quickly puts it back on.
* Van Beuren Studios. While he's not really incompetent, he acts very eccentrically and childish for someone in his position.
* Van Buren would have had "born ghouls," children born into ghouldom. To Drs. Sebastian and Clark, the masterminds of the breeding program, the born ghouls represent the future of the ghoul "species."
* Van calls it a "killer smile". Reba's description is a lot more accurate.
* van Canto. You think you've explored all genres of metal and suddenly, A Capella Epic Power Metal outta freaking nowhere.
* Vance Astro/Astrovik: Marvel Boy, Justice, Major Astro, Major Victory
* Vance Joy podcast. Afterwards, the song hit the Top 10 in several countries and netted Vance a deal with Atlantic.
* Vancian Magic. Since an ability like Cast from Hit Points fits in so much better with a spell-point system, the 2nd edition had "Cannibalize", a power that allowed mid-level psionicists to get extra power points from damaging Constitution. The 'Death Field' power causes to everyone in the area of effect damage proportional to the sacrificed Hit Points 1:2 (or 1:1 for users of evil alignments).
* Vancian Magic they get what they need right now). Has checking "credit balance", admin account and all that.
* Van Cliburn was given a ticker-tape parade through New York after winning a piano competition in Moscow in 1958, the only time such an honor has been given to a classical musician.
* Van Cortlandt Park, North Bronx, NYC: This was where the infamous "CAAAAN YOU DIG IT?!" scene in
* Vancouver Animation Festival. It was done 100% using nothing but what was available for animation in the early 30's, right down to the painted backgrounds and the grooving.
* Vancouver Canucks Final were marked with millions of dollars in damages. Conversely, their getting swept in the 1982 Finals at the hands of the juggernaut and massively-favored New York Islanders had no such disturbances.
* Vancouver Canucks in 1985, before removing the V-stripes altogether (and going back to a white jersey) in 1989.
* Vancouver Canucks versus Calgary Flames, January 18, 2014 as Calgary started the game with their fourth line, leading them to respond in kind, expecting dirty play. Similar events happen often enough for there to be a term for it, "line brawl".
* Vancouver hosts "Fright Nights" during the last two weeks of October, during which time half the games are turned over to haunted houses, and "roamers" wander the park dressed as all manner of horrifying abominations. They even have a diabolical circus built into the park, for a two-in-one.
* Vancouver Olympics graphics. There's spray paint, clip art, and origami-style patterns in them. The colors are springtime-y, but Vancouver's actually like that in February so that's understandable.
* Vancouver Planets — Planets noted for a striking similarity to the pine-covered, mountainous oceanfront regions around the Canadian city of Vancouver (which, by an odd coincidence, is the filming location of many sci-fi television series).
* Vancouver's SkyTrain initially had a third platform and a series of switching tracks built for the planned Evergreen Line. The line was eventually completed and opened at the end of 2016 as the "Evergreen Extension", extending the existing Millennium Line to Port Moody and Coquitlam; Coquitlam Central station includes an extra track stub for a potential future expansion to Port Coquitlam.

* "Vancouver! This is it! This is it!" have been described as being said with as much awe and excitement as shock.
* Vancouver, Washington is just 300 miles from the much larger Vancouver, BC, so it's not uncommon to hear residents of the Pacific Northwest refer to the American town as Vancouver, USA. (Ironically, it was originally a British fort.)
* Vandal Hearts actually gets angry when another tells her to speak louder. The main protagonist of Vandal Hearts 2, Joshua, is an aversion.
* Vandal Hearts also has a train battle level. The villains start releasing the back cars (very slowly) after a while, so any of your characters that are lagging behind may find themselves ejected from the battle prematurely.
* Vandal Hearts (by letting your childhood friends die), you make good on the promise you made to Clive to take care of Rosaly, your adopted sister, and the ending is that she gave birth to your child. In a semi-justification, Joshua (main character) was adopted when he was almost to his teens and was separated from Rosaly for a long time over the course of the plot.
* Vandal Hearts has what feels like several of these, as the party eventually numbers out at thirteen members. Ash, Clint, Diego, Huxley, Eleni, Zoha'ar, Kira, Grog and Dolan all get their own plotlines, if not development. On the other hand, Sara and Amon just join with Dolan and contribute nothing to the plot though most egregious is Darius, who joins a little before the halfway mark because he was in the same cell, tags along with the party for a reason that's never even given and only has one him-centric scene after he joins where he's revealed to have been from Huxley's village and doesn't like him. After that, he only gets the odd line that anyone could give.
* Vandal Hearts II, main character Joshua is an intelligent and competent fighter and leader, able to stand toe to toe with the fiercest of knights and shows an intelligent mind from time to time. He'd rather live a life of freedom and not get involved in politics though.
* Vandal Hearts one childhood friend, and that means you will live alone.
* Vandal Hearts, the boss is at the head of the train, while the player's army starts on the last car. Once the boss notices them, he orders his men to unhook the cars one by one, which they do every other turn. Any characters still on a car when it detaches are removed from the fight.
* Vandal Hearts. The only exceptions are mechanical enemies and living statues, who die with a high-powered geyser of...gravel?
* Vandal Hearts. While it does hold more spells/skills than other weapons, it has a second-highest ATK power of all Special-Type weapon, even described "the edges of this book is a deadly weapon."
* Vandalism Backfire: A person attempts to get to someone else by damaging something they assume to belong to their target, but it turns out the object destroyed wasn't even theirs.
* Vandalism Backfire: Destroying someone's property backfires because what was damaged didn't belong to that person.
* Vandalism Backfire: Someone tries to get to a person by destroying something they assume to belong to that person, but it turns out that the destroyed object wasn't even theirs.
* vandalism incidents, the Christmas hype slid back to coming after Halloween.
* Vandal Savage. According to Scandal, her legitimacy is down to the fact Vandal married her mother.
* Vandal Savage, after having lived up to the 853rd century, Savage goes back in time to the 20th-century and arrives in Montevideo, Uruguay just in time to get caught in a nuclear blast that devastates the city...an attack that is ordered by 20th-century Savage.
* Vandal Savage, as well. He's smart, but his level of culture varies from episode to episode;
* Vandal Savage. Before that, he had to transplant organs from his descendants into himself as they wore out. Yes, this has scientific problems.
* Vandal Savage for this is that Vandal is probably a common ancestor for most of humanity by this point.

* Vandal Savage found his immortality had been shut down. The only way to restore it was to kill and devour one of his genetic descendants. He didn't even think twice about it.
* Vandal Savage. He has a crooked nose, ridiculously high cheekbones, and dark skin but perfectly straight hair. It makes sense his ethnicity would be hard to place since he's more like a cromagnon than any modern race.
* Vandal Savage holds the world hostage with an asteroid-firing railgun. In the central control room, they are unable to stop the asteroid that he fired but are able to change its destination.
* Vandal Savage: In an early post-crisis story, he laments how much advanced medical knowledge (from forgotten civilizations he used to rule) he has lost over the ages. When a modern geneticist hesitates in assisting him with some human testing, he bellows that he has 'forgotten more than you'll ever learn!'
* Vandal Savage interacting with two of his daughters: Cassandra, who is a young adult, and Olympia, a senile old woman who could probably pass as his mother. Of course, the episode reveals that he's outlived countless children over the millennia.
* Vandal Savage is an astute intellectual who is thousands of years old. He also hunts down his descendants so he can eat them.
* Vandal Savage Kill Sat owned by the kingdom of his intended bride...and is promptly crushed (but not killed, thanks to his regenerative powers) by a shot from the weapon after his plans are foiled.
* Vandal Savage possesses is that it prevents him from removing the agonizing intestinal cancer he was suffering from at the time he became immortal. He won't die from it, being immortal, but his life is one of constant pain.
* Vandal Savage's conquest of Earth takes place on the year 2166, exactly 150 years from the first season's present.
* Vandal Savage to constantly sharpen the blades so they could "cut out your very soul".
* Vandal Savage would emerge from their protected base and rule over the survivors.
* Vandals were famously accused of doing this when they swept into North Africa. The Vandals were Christians, but they belonged to the Arian sect that the Catholic Church deemed heretical; when then-Catholic North Africa was conquered, some of the locals began to mock them. Not wishing to kill more fellow Christians than strictly necessary, they cut out a bunch of Catholic tongues.
* Van Dam's is more about his lack of selling a story rather than lack of selling an attack. A case in point would be his match with
* Vandarei books describe a nomadic people, the Khentorei. They ride large, powerful unicorns whom they call horses. ("Khentor" is possibly derived from "centaur" but that's neither here nor there.)
* Vandenreich, which invaded and conquered Hueco Mundo (which was being run by a Vasto Lorde level Arrancar at the time) and then proceeded to lay siege to Soul Society. Among their number are the Sternritter (Star Knights), which seem to be their answer to the Espada and Gotei 13 Captains, and the Soldaten (Soldiers), which are obviously their grunts but are noticeably more powerful than counterpart Shinigami or Arrancar.
* Vanderbeam later saves the universe by recontextualizing a piece of artwork, "calling attention to its dual nature as object and objectification".
* Vander Decken IX has this trope as a superpower: He ate the Target-Target Fruit, which allows any projectiles launched via his actions to always head toward their mark. The only ways to get them to miss are to either put something in the way that will stop the projectile or to knock him out before the projectile reaches its destination.
* Vander Decken IX is another odd case, not fitting cleanly into either the "Cold" archetype in that he's energetic and loud; nor the "Friendly" archetype in that he's a nasty, evil individual, but he does have the pragmatism and lack of empathy to fit this trope. Like the example above, he is also not an ordinary sniper—having the power of the Target-Target Fruit, he can cause anything in midair propelled through his own energy to home in on his targets, giving him

uncanny accuracy for someone who doesn't even bother to aim.
* Van der Graaf Generator and generally shies away from swearing, and so the word bolded out is unusual enough to make the listener do a double take:
* Van der Graaf Generator covered the subject in their song "Still Life" from the eponymous album.
* Van der Graaf Generator, due to a one-two punch of global warming and the shift of the polar axes.
* Van der Graaf Generator songs have Peter Hammill doing this, including "Afterwards", "Refugees", "House With No Door", "Pioneers Over C", "Lemmings" and "A Plague Of Lighthouse Keepers".
* Van der Graaf Generator to explore the cosmos, and when they finally break the light barrier, they enter infinite nothingness, losing all sense of time and awareness, unable to return to reality as we know it.
* Van der Graaf Generator, which, like "Space Oddity" deals with space exploration gone wrong:
* Van der Valk: First two series only, where the exterior location footage was shot in and around Amsterdam while interiors were taped at Teddington Studios. Subsequent series were shot entirely on film in the Netherlands, except for one episode that was shot on location in London.
* Vandread actually has all scenes of mecha as 100% CG and all scenes with humans cel-shaded. This means that the jarring disconnect of 3D CG and 2D characters interacting is very successfully avoided.
* Vandread: All non-Earth humans are supplies of "spare parts" for the hyperadvanced Earthlings. Each is actually dedicated to a specific body part, to the point where their societies are set up specifically to nourish that particular part. Inevitably, harvest time comes before the end of the series...
* Vandread almost every episode have space battles, and it features most of all the examples mentioned above.
* Vandread. And broadcasts the security camera feed to the entire ship. A red alert interrupts things before anything really comes of it.
* Vandread and could even protect an entire planet. The super Vandread used it as a personal shield as well.
* VanDread, a nervous Hibiki gets out an "I like y—"/'omae ga su—-' to Dita, before the attack alert sirens go off.
* Vandread body language is eventually revealed to be a gender-bent mole. She often looks like she's posing like a runway model because that's exactly what she's doing.
* Vandread Both planets speak Japanese, but the Majarrians write only in kana, and the Tarakkians write only in kanji. It's a backhanded reference to a popular treatise on the Japanese language published in the 1950s; in one passage it compares instances of male and female writing that approach this extreme, and remarks that to look at them you'd scarcely think they were in the same language.
* Vandread, but a notable example of this trope occurs when the crew visits a space station filled with refugees from the Harvest.
* Vandread doctor Duelo. The idea is that since both sexes are re-learning about each other, the normal social divide that would say he's out of her league doesn't exist.
* Vandread especially because they both grew up in societies that shunned the other gender as subhuman, leaving them unable to come to terms with their feelings.
* Vandread fighters, with the comedic/fanservice twist that they mostly lack second seats. When Hibiki's Vanguard merges with Meia's Dread, he becomes the "Guy In Lap". With Dita it's reversed. Jura remembers to bring a chair.
* Vandread first aired with 13 episodes, but managed to get a second 13 episodes and resolve the story. There's rumors of a third season, but aren't there always?
* Vandread follows this to a degree, in that each of the different human worlds has been created/genetically altered for specific organs or traits, and whilst the main villains are robot swarms in the anime, in the manga they're human brains wired into vehicular bodies.
* Vandread. For bonus points, they specialized each colony to harvest a single

part. The protagonists come from the male and female reproductive organ farms, which also explains the Sexism War between them.
* Vandread guild. A later episode one guy is shocked the baby grows inside the woman as all men are test-tube grown.
* Vandread Halo than he seems, the women still can't stand what would happen if they tried to pick on him. Fortunately aside that, they are savvy enough to avoid this trope.
* Vandread handles a mean whip during a fight with the leader of a space station and when defending against aliens.
* Vandread has a planet filled with these. The male population has villainized women and the main character Hibiki has a hard time dealing with the females he shares a ship with. At least at first.
* Vandread has this for the Human Race of Earth, who kill entire planets of people that have colonized elsewhere so they can harvest them for their organs.
* Vandread. Hibiki walks off, then accidentally bumps his face into Jura's breasts. Happens again in the cockpit of Vandread Jura where both pilots fall over in fatigue (Hibiki keels over first, then Jura falls over him, boobs on his head). The first time Hibiki and Meia combine their rides into Vandread Meia, Hibiki leans backwards, accidentally pressing back on Meia's chest. Then Hibiki climbs up a ladder quickly and accidentally smooshes his face into Dita's behind in Season Two. Towards the end of Season One, this unfortunate tendency of Hibiki to collide with the female pirates sparks off a massive protest after he accidentally stumbles through a door into one of the girl's quarters and faceplants into her behind; they eventually get over it before the Harvest fleet could destroy them.
* Vandread: Humanity has split into two factions: Men and Women, who are continually at war with each other. Our story starts with a shipful of women and three guys, all thrown together and having to cooperate to stay alive. As a metaphor, the technology of the two factions combines together to become far greater than the sum of the parts, barely keeping them alive and fueling the story line.
* Vandread is full of this. Ezra, one of the female side characters, was pregnant with the child of Rebecca, another female crew member, via technological gene-mixing. In fact, this is how all women from Megele reproduce. The men on the other hand, use a less personal but otherwise similar factory setup.
* Vandread is like this. The only remaining activity is from an automated defense system left by the people who destroyed the colony there.
* Vandread. It turns out, the pod has just been picked up, and Meia didn't notice until she walked out.
* Vandread leader can communicate telepathically and crush things/people with telekinetic powers.
* Vandread, several girls including Dita compete for Hibiki's affection by cooking meals for him. This works exceptionally well, since Hibiki comes from a dystopian planet where all food are tasteless nutrients that look like hamster pellets.
* Vandread: The heroes come across a planet in the second season which had this done to them by Earth. Needless to say, they cure it.
* Vandread. The Nirvana crew descends upon an aquatic planet who mistakes them for their "God" and prepares for sacrifices for them. They don't mind the crew too much when they mentioned that they weren't the Gods, but they do mind when the aforementioned crew was "hurting their true Gods". The Gods that they refer to? The machinelike Harvesters.
* Vandread: the Nirvana (or more accurately its power source, the Paksis) is alive, but communicates more through feelings rather than words.
* Vandread, the Vandreads. This is very important due to the message of unity between the two planets as Vandreads are made up from both planets' technology (albeit heavily modified by the Paexis Pragma). Not too long after, several elite squads from both planets defied their planets' order to standby and reinforces the Nirvana fleet followed by the most epic act of drawing the first blood by a Tarrakian wizened elder warrior.
* Vandread. They don't mind when the crew mentioned that they weren't Gods, but

they do mind when the aforementioned crew was "hurting their true Gods". The Gods that they refer to? The machinelike Harvesters, the same ones that the Nirvana crew have been fighting for at least 5 episodes, who came there for the people's spinal cords (which they knew and willingly offered as part of the religion).
* Vandread this is true of themselves, but they're actually just ordinary men and women whose societies are completely separate, such that neither group ever meets members of the opposite sex (reproduction is achieved via cloning). They were set up by the humans of Earth... to be harvested for spare biological parts.
* Vandread, though normal breeding could be resumed. Note that these are not the only colony worlds left, just the main ones we see.
* Vandread together. Although they thoughtfully installed cameras beforehand and broadcast the feed live across the whole ship.
* Vandread under condition that she fully becomes a she once again—with which she is only too happy to oblige.
* Vandread wears her costumes constantly, complete with head gear, even while on bridge duty. It's later revealed that she does this to keep the men from touching her.
* Vandread will often perform this role for the Dreads and Hibiki's Vanguard while fighting the Harvesters.
* Vanellope gets her own when she sees Ralph hammering away at a seemingly indestructible Jawbreaker.
* Vanellope has the power to teleport, which is incredibly handy in a racing game like
* Vanellope is treated with disgust by all the other racers due to her glitchy state, though to be fair, it's because
* Vane Pursuit, in which various (but connected) crimes are committed in a variety of locations separated by hundreds of miles, and the law enforcement personnel are all happy to cooperate with each other and agree to let their superiors sort out who will actually have jurisdiction.
* Vanessa adapts her father's catchphrase in another episode when she says "Thank you, Perry the Platypus!"
* Vanessa Amorosi- "I Thought We'd Stay Together.", "Sleep With That".
* Vanessa Amorosi: "Somewhere In The Real World" was a jazz (Something Emotional), rock (Kiss Your Mama!), pop (Perfect), swing (My House) and contemporary (Who Am I?) album...to say the least.
* Vanessa Carlton, bisexual singer known for her hit "A Thousand Miles".
* Vanessa Carlton. His nephew suggested a new title: "A Thousand Miles." The result? A #1 hit on the pop and adult contemporary charts, a platinum-certified debut album, and the single becoming of the biggest radio hits of the 2000s.
* Vanessa Carlton: In 2002 and 2003, this singer and pianist had two top-40 hits. "A Thousand Miles" was a #5 hit, and "Ordinary Day" was a #30 hit. Because "Ordinary" was quickly forgotten because of its low peak, she's still commonly regarded as a one-hit wonder for the former.
* Vanessa Carlton's "Carousel" is an unusual example. It's a third-person song advising people who've broken up not to dwell on it and to move on.
* Vanessa didn't get a larger role in "Whose Friend Are You Anyway?" as she only appears in one scene along with Armando and Marisol. She made one cameo appearance at the beginning of "Family Day".
* Vanessa is the same height as Candace, is bustier, and wears leather all the time.
* Vanessa Marshall had no idea she was voicing Hera for the series. When auditioning, she did so for a different project.
* Vanessa Marshall is fluent in a French accent, hence why she uses the accent for Madam Toussant, the leader of the Sables.
* Vanessa Michael Munroe series by Taylor Stevens chose her alternate (male) name as part of a disguise she once took up, for which she shaved her head and crossdressed. She's been called Michael by associates and clients ever since.
* Vanessa Morgan, and while she didn't get the role, she left enough of an impact to be cast as Toni Topaz starting with season 2.

* Vanessa Redgrave (1969), with Vanessa playing his daughter in the former.
* Vanessa Redgrave. Lynn even wrote and performed a highly acclaimed one-woman play, "Shakespeare for my father", on the subject.
* Vanessa sleeps in Ethan's room after she (possibly) hallucinates the witches in her room. Ethan sleeps on the couch.
* "Vanessassary Roughness" focuses on Doofenshmirtz's daughter Vanessa trying to obtain a rare chemical to impress him. Said episode could also count as one for Ferb, who, despite being a main character, is usually overshadowed by his brother
* Vanessa tells Noelle that she specializes in magic control, which is seen in how she fights. Her magic isn't powerful, with even her fate manipulation only used for evasion, but she controls her threads to bind enemies and wrap around their wrists and ankles to make them her puppets.
* Vanessa to Doofenshmirtz. Their father-daughter relationship is somewhat strained, Doof being an incredibly embarrassing
* Vanessa Williams actually sang "The Way We Were" in Season 1 while reminiscing over her time with Marc. However, this was only in voice-over.
* Vanessa Williams, tells a similar story from the viewpoint of the one who's always been there for the searcher.
* Vaness deliberately doesn't smile as part of her public persona as the (former) Child-Empress, though she's not much given to grinning in private either.
* Vangers set in an alien universe, where your caterpillar-like protagonist drives "mechos": various ancient relic cars (well..there is one helicopter) that can be armed with various weapons and have bizarre names like Oxidize Monk and Last Moggy.
* Vangers. With the "technology" born from occult arts, they were able to build permanent portals to unknown worlds which they eagerly rushed to explore "while culturally remaining knee-deep in their own issues". This ended exactly as well as you think.
* Vanguard Bandits and continue to war with them to the current day. They're the most consistent enemy on every path in the game.
* Vanguard Bandits Bad Ending; the Empire path resembled a two-girl dating game, and the one with the higher relationship value would end up with Bastion at the end; and the Ruin path (which had only one ending) didn't care a whit for them.
* Vanguard Bandits, she finally manages to work herself out to say it though.
* Vanguard Bandits. The Second, also has this effect, having been going on since before the game starts, and despite still going on most of the backstory for it exists in a single flashback.
* Vanguard Mutual Funds has aired a couple of these to symbolize their no-load mutual funds versus the competition's loaded funds. There's one with two hurdlers racing, and Vanguard's hurdles are much lower than the competition. Then there's the toy tugboat race in which a giant hand keeps putting little boxes on the competitor's tugboat...
* Vanguard Princess Kanae can summon washtubs to help assist your fighter.
* Vanguard when the player gets a power-up. This slipped pass both Paramount and Universal somehow.
* Van Halen, after reading it, realized that they hadn't actually made a song about cars.
* Van Halen claims he boned more than one of his teachers in real life as well.
* Van Halen contract, requiring the band to be provided with a bowl of M&Ms, from which all the brown ones had been removed. This served as a quick way to determine whether the host had actually read the contract. Since the contract was mostly about technical issues to ensure Van Halen's epic concerts could be performed correctly, lack of M&Ms, or the presence of brown M&Ms, inevitably meant there were serious safety hazards.
* Van Halen Eddie (lead guitar) and Alex (drums), inspired by Santana, below.
* Van Halen, Eddie's son Wolfgang joined the band as a bassist after Michael Anthony departures in 2006.
* Van Halen features an animation of three figures pulling this stunt with the subtitle "Right now, our government is doing things we think only other countries do."

* Van Halen had on "Why Can't This Be Love": "Only time will tell if we stand the test of time".
* Van Halen has also used car horns ("Runnin' With the Devil") and car revving ("Panama").
* Van Halen. He wanted it to be less of a concept and more of a straightforward interpretation of the lyrics, since he had worked hard on them and wanted listeners to hear them. In fact, he was so angry that he refused to sing most of the lyrics in the video, even when the titles say "right now, we should pay attention to the lyrics." The director liked that take anyway and kept it.
* Van Halen, making it one of the band's more forgettable Diamond Dave-era releases.
* Van Halen of the band coming out of hiatus with Wolfgang van Halen, Eddie's son, in his place).
* Van Halen's banter with "Come on Dave, give us a break!" ("One break, coming uuuuup!").
* Van Halen's "Ice Cream Man" was first performed by blues musician John Brim.
* Van Halen's members were in their late twenties when they came out with the song "Hot for Teacher", where David Lee Roth describes himself not as a college student, not as a high school student, but what sounds like an elementary school (an American school for pre-teens) student, lusting after his teacher. The video averts this by having scenes depicting the band as actual children, as well as being blatantly comedic in the first place.
* Van Halen song "Right Now", is a guy holding a sign saying "I will wrestle you for food" with the caption "Right now somebody's got the wrong idea."
* Van Halen's "Poundcake" opens with a guitar being played with a drill. The video has a butch woman in a dressing room attacking a voyeur by drilling a hole through the door.
* Van Halen. The concern wasn't for a substandard show either; they were using so many lights, flying harnesses, and so much pyro, that people (band members, crew, or audience) could be crippled, burned, or killed if their equipment was set up incorrectly.
* Van Halen was known for offering tour contracts requesting a bowl of M&M's with all brown candies removed. If they found a brown candy, they would proceed to trash the whole place. This had a stealthy purpose: failure to get the bowl of M&M's right implied not reading the contract or failure to get power and safety requirements right.
* Van Helsing (2016); after he's sacrificed to serve as a portal for the Dark One to escape her imprisonment, he burns up, leaving nothing but ash and a skull fragment behind.
* Van Helsing (2016), as Julius notes that even a vampire shouldn't be able to just walk away from a fall of that height.
* Van Helsing (2016): At the very least, the West Coast has been overrun by vampires in the years since Yellowstone erupted and blotted out the sun, leaving all humans not kept enslaved as cattle either holed up in isolated sanctuaries or reduced to scavenging for survival. Season 4 reveals that other parts of the country, though, are still operating in pre-Rising conditions, with the federal government even still operating out of Washington DC.
* Van Helsing (2016): In a flashback, Julius was a boxer who reluctantly took a dive for some gangsters who bet on his opponent, all to raise money for his ailing mother. Unfortunately, when he demanded his payment, the gangsters stabbed him in the stomach and left him to die instead. The vampire Dimitri, who found the endurance he displayed in the match impressive, then showed up and saved him by turning him into a vampire.
* Van Helsing (2016) in order to infiltrate the vampire-free safe zone.
* Van Helsing (2016): In this series, vampires have taken over the world and regularly hunt down the surviving humans. In "Wakey, Wakey", Axel and Scarlett come across a bank's armored car full of money. Axel comments, "Remember when this shit used to mean something?" He later uses duct tape to turn the money into makeshift armor, as the wads of cash prove thick enough to block blades.

* Van Helsing (2016): In "Wakey, Wakey", a teenage Scarlett Harker pulled a knife on a boy who wouldn't keep his hands to himself, and he wet himself.
* Van Helsing (2016), Jack had a close friendship with classmate Shelley, who constantly told her how awesome and hot she was, but whose hints she rebuffed because she wasn't sure if Shelley's feelings were genuine or if she was just teasing. Unfortunately for her, Shelley was bitten by a vampire during the Rising and chose to kill herself in order to avoid becoming a vampire... after confessing her love and kissing Jack.
* Van Helsing (2016): Solicyte, an artificial compound developed to repel vampires, is also highly narcotic when ingested by humans.
* Van Helsing (2016) starts surrounding herself with vampire Delta Force commandos for security.
* Van Helsing, a bunch of wicked, sharp-toothed dwarf-like creatures called "dwergi" reassemble Dr. Frankenstein's equipment for Dracula.
* Van Helsing: According to her actress, Verona is the oldest of Dracula's brides and is the most dominant one of three as shown when she demands to have the first bite on Anna Valerious, the younger bride Aleera snarls but ultimately backs off.
* Van Helsing. After Anna stops Van Helsing from shooting her brother-turned-werewolf, he shouts, "He's not your brother anymore!" She asks if he knew before or after she stopped him — thinking he would not have shot if he didn't realize it — and he answers that he knew before she stopped him.
* Van Helsing (and probably a few other incarnations, being the badass vampire he is) does get burned by Van Helsing's silver crucifix, but just grabs it and melts it anyway.
* Van Helsing Anna gets kidnapped by Dracula right before Halloween night, so the climax of the second act takes place at a masquerade ball in Budapest.
* Van Helsing. Another one of those handy traps that work on regular folks too!
* Van Helsing as apparently the costumes for the dwergi had an unfortunate tendency to catch fire for real so the crew just decided to run with it.
* Van Helsing: Before getting into the final battle, Anna Valerious and Van Helsing finally let out their sexual tension and both kiss with great passion.
* Van Helsing, but they at least made an effort to make him more like he was in the book.
* Van Helsing. But when he was persuaded to send her agent the script, she immediately signed on. Likewise, the three actresses playing the brides signed on because they wanted to fly - even Silvia Collocca who is terrified of heights.
* Van Helsing develops weapons for Van Helsing to use against Dracula.
* Van Helsing: Dracula and his wives can turn into a werebat. Their children are also bat creatures.
* Van Helsing: Dracula is the ancestor of all vampires. He's himself said to be the devil's son, but whether that's true or just propaganda is anyone's guess.
* Van Helsing: Dracula's vampire brides are Aleera, Marishka, and Verona. Though Verona is the senior and occasionally gives orders to her sisters, Aleera and Marishka tend to do what they want anyways. The only person they obey without question is their lord and husband.
* Van Helsing, Dracula tells Dr. Victor Frankenstein that he provided Victor with a castle and lab equipment, not for scientific advancement, but because he wanted to use Victor's creation for his own ends.
* Van Helsing ends with the death of Anna Valerious. But Van Helsing gets to see her reunited with the family in heaven as the sky opens to show them. She lingers a moment longer to smile him goodbye.
* Van Helsing features big muscular werewolves that rip the skin off their former human selves when they transform. When they turn back into a human they tear off their werewolf skin.
* Van Helsing fight, if only due to the participants wearing slightly more than gold bikinis.
* Van Helsing gets bitten by the Baron in the climax of the movie and find the marks after he wakes up from being choked out from their fight. However he manages to cure himself by burning it with a hot poker then splashing it with holy water.

* Van Helsing has hidden his castle. Literally. His castle is inaccessible unless you enter through a painting.
* Van Helsing Hate Crimes a murderous freak, why should I care? It's still a carrier of the disease that might yet doom us all.
* Van Helsing Hate Crimes: Killing monsters just because they're monsters, regardless of if they're good or evil.
* Van Helsing Hate Crimes: Killing vampires who aren't hurting anyone.
* Van Helsing Hate Crimes monsters as evil beasts the minute a single rogue monster acts out while ignoring the fact that humans can be just as bad. Mizore even explicitly tells them in disgust that the HDA themselves are more of monsters than the gang. This reaches the HDA director, who agrees to negotiate with Moka and Akasha peacefully.
* Van Helsing Hate Crimes: Someone tries to kill monsters who aren't intending to harm or kill anyone.
* Van Helsing Hate Crimes: To save humanity, all monsters must be destroyed. And why should we care if they're evil or not? Every single one of them deserves to die!
* Van Helsing Hate Crimes who were never actually hurting anyone else.
* Van Helsing have a rather large explosive device in it on a timer set to go off about halfway down the gorge.
* Van Helsing identifies a vampire is on the prowl in the village he arrives in when he sees the puncture marks on a recently deceased village girl during her funeral. And once more finds them after Gina is later found dead at the local charm school. When both women revive as vampires, the marks are still visible on their necks.
* Van Helsing-killing weapons, Van Helsing notices a prototype Gatling Gun being tested elsewhere in the room and quips 'Why can't I have one of those?'
* Van Helsing. Marishka is killed off pretty early but Verona and Aleera really prove to be quite the thorn in the protagonist's side.
* Van Helsing plays this straight but also kind of lampshades it since the whole movie is a deliberate mash-up/tribute to Universal Horror Classics.
* Van Helsing says this, when the hot female ally and the Q of the hero try to force Igor into giving them the Werewolf antidote:
* Van Helsing's custom revolvers are Taurus Model 85s with plastic shells to give them a resemblance to a Webley-Fosbery Automatic Revolver.
* Van Helsing sealed inside his own part of the world, but circumventing it by developing wings, which he passed on to his other kin.
* Van Helsing takes Anna to his masquerade ball and forces her to dance with him while waiting for Van Helsing to arrive. No ropes used, but it's clear he's using some kind of mind control or muscle control.
* Van Helsing that is carrying her off, which results in her landing on him with her legs around his neck.
* Van Helsing, the title character and Mr. Hyde are conversing about their previous encounter, particularly the hole in Hyde's arm courtesy of Helsing.
* Van Helsing. They're also given the handy little power of turning into harpy-like creatures whenever they feel like it.
* Van Helsing to the angry mob at the beginning of the movie, stunning all of them into silence.
* Van Helsing, Van Helsing pulls both his pistols just as Hyde throws him across the belltower: firing them in unison at the monster.
* Van Helsing, werewolf Gabriel leaves claw-marks on a stone statue during his brawl with Dracula.
* Van Helsing: When Van Helsing arrives in the village and tries to tell Anna he has come to help her, she asks him to prove it. He responds by suddenly points his crossbow at her. As she ducks, he pulls the trigger and fires at the incoming vampire brides.
* Van Helsing, where VH gives the heroine a cutting implement and tells her to clip off one of the evil henchman's fingers, should he fail to cooperate. Subverted when she replies that she'll clip off "something."

* Vanica is completely indifferent to the 90% of people on the continent who would die if the Dark Triad creates the Tree of Qliphoth. She states that the humans weak enough to die don't interest her and she'd only want to fight those strong enough to survive.
* Vanica uses Blood Magic, forming a giant Red Beast out of blood to fight for her and congealing blood into attacks.
* Vanilla and Jim meet for the first time when she's 10 and he's 16. He proposes to her not long after and they remain engaged while he is away. They officially start acting as a couple when she is 15 and he is 21.
* Vanilla Edition: A home media release of a series or film with little or no extra material.
* Vanilla Ice. After failing in his suicide attempt, he turned his life around, gave up drugs, and went on to have a very productive music career.
* Vanilla Ice), and "Ice Ice Baby" is usually one of the first songs people associate with the tag "one-hit wonder."
* Vanilla Ice and not his "three-oh-two". Globalized supply chains also meant that a lot of other products are manufactured in rounded metric units.
* vanilla.ice forgot to formally introduce Robert Edward O. Speedwagon during the Phantom Blood spoofs in
* Vanilla Ice in his circle of friends. Most of the actual examples of this trope with him either came later or weren't even of his doing.
* Vanilla Ice"? Nope, it was a rap remix of "Play That Funky Music", which Wild Cherry blacklisted into obscurity.
* Vanilla Ice's first hit "Ice Ice Baby" has the line "Ice is back with my brand new invention". Somewhat justified in that the song was originally the B-side to "Play That Funky Music" (so he was "back" from the A-side).
* Vanilla Ice's "Ice Ice Baby" was originally the B-side to his cover of Wild Cherry's "Play That Funky Music," which was also a top five hit but not as big as "Ice Ice Baby" and is today forgotten to the point where he is usually considered a one-hit wonder.
* Vanilla Ice's "Ninja Rap 2" contains the line "Juggalo love!" Not only that, his other song "Cadillac Ninjas" is clearly a reference to Juggalos, who sometimes refer to themselves as "Ninja". Ice also throws in a "whoop whoop!" as well.
* Vanilla Ice's stand Cream is capable of this — and indeed does wind up doing this to
* Vanilla is expensive because each vanilla orchid takes a long time to reach maturity. When it does, it produces flowers that are only open for one day, and it doesn't have a lot of natural pollinators. (And if it's being grown
* vanilla, native to Mexico. It contains a mixture of several hundred compounds, including vanillin, the most powerful chemical one can taste in vanilla. Extracting it is even harder than usual because it is very labor-intensive (and the vanilla beans are thus stupid expensive), so there are a few different ways to get around this:
* Vanilla raid boss Nefarian had a special ability to screw over each class (switching warrior stances, messing with shaman totems, etc) and an accompanying quote. Each time a new class has been added, he's been given a new quote to address them with.
* Vanilla Sabotage Bad End of the already existing Oregonverse, where several of the few human characters gain abilities. "Fan Verse" might be a stretch, considering it is primarily written by the original creators of the characters.
* Vanilla Sky is framed as David telling his story to a psychologist while in prison. Much of the narration even sounds muffled due to David wearing a mask at the time.
* Vanilla Sky is shown by being told from David, the main character, to Curtis, a psychiatrist from prison.
* Vanilla Sky The film also toys with the perspectives of light, as in certain scenes the sunlight illuminates the set from impossible angles.
* Vanilla Sky, the main character has a "Fuck Buddy" relationship with a model. The "buddy" in question takes things a little more seriously when she finds out the

true nature of the relationship, it doesn't end well.
* Vanilla Sky, Tom Cruise realizes that he is dreaming at the end of the movie when he finally removes the mask he wears to hide his disfigured face to find that his face is perfectly fine underneath. This prompts him to start shouting that he wants to wake up.
* Vanilla Sky, Tom Cruise's character does this but with only one eye.
* Vanilla Sky, when David, after his accident, is given a facial mask, but is told it's an "aesthetic regenerative shield".
* Vanilla, the gruff and short-tempered sheriff is revealed to have been struggling to earn enough money to buy a new body for his mother
* Vanillaware's games almost always utilize this trope in their art designs:
* Vanille all but skips through the game. She's easily the motivator of
* Vanille and Fang for 500 years and revived just before the start of the game.
* Van in Black: We're watching criminals and dissenters from a distance.
* Vaniru is probably the most famous Atsushi Sakurai clone yet - to the point that it is widely rumored the two are father and son.
* Vanished helping and... we've got a lot of the puzzle pieces figured out.
* Vanished hung a lampshade on it: an FBI agent investigating a missing senator's wife tells a reporter that they don't want the same thing: while he wants the victim found safe and sound, she wants her missing for as long as possible to drum up her ratings.
* vanished on the issue is "you don't want to look in Jon's basement".
* vanished, presumed dead reboot. This put enough of the seed of doubt in people's minds that when Starbuck did reappear, it was actually a bit of a shock.
* vanishes from the plot not long after. By some accounts, that scene (where he causes a bunch of explosions) was the most expensive one in the whole film.
* vanish from a locked room. The painting is returned, but Jonathan refuses to tell them where it went or who took it, partly because he sympathises with the culprit, and partly just to annoy the critic.
* Vanishing Act", circumstances lead to Autolycus confronting Tarsus again. This time he decides that robbing Tarsus isn't enough and resolves to kill him to avenge Malacus. Xena talks Autolycus down by asking him if this is really what his brother would have wanted him to become.
* Vanishing Acts, Andrew does this when he runs away with his child Delia. Their real names are Charles and Bethany, however they manage to acquire birth certificates and identification under the names Andrew and Cordelia Hopkins, who were a father and daughter that died in a car crash. However, this happens in the late 70s and early 80s.
* Vanishing Acts uses the word "linn" in Scrabble, which the the other players call him out on. It is a word that means "waterfall". After this, Delia and Eric read the dictionary so they can beat him, and their scrabble board is filled with words such as larum, girn, ghat, revet and valgus. Fitz eventually wins the game by using the word "fungible" on a triple word score.
* vanishing completely when viewing Groups search results.) The other links are also randomly jumbled.
* vanishing for a year. During the escapades, they took a man with them, who had gone missing from Earth for months, but no one seemed concerned about the missing time, not even his mother.
* Vanishing in a puff of logic is a consuming peril for the witches in
* vanishingly small amount of screen time of "A Canterlot Wedding" and asks if she's missed anything.
* Vanishing on 7th Street he whimpers feebly for help before the lights go out and he vanishes as well.
* Vanishing on 7th Street, Luke is wandering through the abandoned streets when a plane suddenly crashes behind him. It's shockingly loud after the silence, but one can see the plane nosediving for several seconds beforehand.
* Vanishing on 7th Street, manifest as human silhouettes when they do manifest.
* Vanishing on 7th Street shows the girlfriend of Luke vanishing on air when the lights go out. It's thanks to this and a single radio message about light that Luke

even manages to survive as long as he does.
* Vanishing on 7th Street the entire apocalypse seems to have been precipitated by shadows and darkness becoming sentient and malevolent. People left in the dark vanish, leaving behind a shadow that also starts trying to vanish people. They're capable of mimicking speech, cries and other human noises, as well as causing hallucinations in those they're about to vanish. Only light keeps them at bay, and they're somehow able to make the day shorter and shorter.
* Vanishing Point: Kowalski's suicide crash at the end. Not only does the car explode before hitting the roadblock, but the Challenger is replaced with a Camaro for the explosion.
* Vanishing Point towards a huge police roadblock, complete with bulldozers. Flash back to two days previous to discover how he got there.
* Vanishing spells in the world of the series are shown to be rather complicated affairs, not taught until at least the fifth year, and pulling one off was considered part of an exam. Did students fourth-year and under just leave piles of human feces in every hallway, or need to ask for help?
* Vanishing Village: A location that only appears or is accessible for certain periods of time.
* Vanishing Village that wasn't there yesterday and won't be there tomorrow.
* Vanish stain remover uses a variation, where the first Chick spills something, and the second appears out of nowhere in a way that would suggest "Who the
* Vanish: The game over screen has the protagonist get dragged down a hallway while retaining their POV.
* Vanish: The game will never spawn more than one moleman at a time in order to prevent getting stuck in one area or cause an unwinnable situation. They also will not follow you into the smaller tunnels, making them safe spots. Finally, they are blind, so they can walk right past you if you stand still and stay close to the walls.
* Vanish: The glow sticks. They're limited in number, last for only fifteen seconds, and only illuminate things in a three foot radius around you.
* Vanish: The monsters are implied to be blind and use echolocation to track you down.
* Vanish: The monsters cannot be attacked in any way, making them this.
* Vanish: The tunnels are constantly rearranging, implying this is in effect. The description of the game even implies this to be the case, suggesting that the walls in the tunnel are alive and are trying to keep you from escaping.
* "Vanish," to give up absolutely everything and everyone in your life.
* Vanitas considered her a possible "backup" for Ventus, should the latter not become strong enough to join with him. This means that her heart is, or can become, pure enough to be considered "pure light"
* Vanitas paintings, about the transitory nature of life, are usually still lives of the most incongruous objects, all chosen to reflect some aspect of it.
* Vanities: A New Musical. Ironically, it takes place right after Mary's mother's funeral.
* Vanities: A New Musical, the second and third versions of "Mystery"(so far only used in ACT's version) name various cosmetic and fashion brands. In "I Don't Wanna Miss a Thing", Mary mentions a "Troll doll wearing a pillbox hat" and a "Ford convertible". That song's predecessor, "Hey There, Beautiful", also had several, including Maybelline, Ultra Lash, the Flintstones, and the aforementioned Troll doll.
* Vanities follows three women from high school in 1963 to college in 1968, and adulthood in 1974, and the musical version adds a fourth act set in the 1980's.
* Vanities, Kathy's boyfriend Gary cheats on her and ends up impregnating and marrying that girl.
* Vanities. Played straight with Joanne and Ted, who are divorced by the musical's finale.
* Vanities). The first act/scene is in 1963, the second in 1968, the third in 1974, and the musical's finale is sometime in the mid 80's-early 90's.
* Vanities: The Musical. Also, the closing song "Letting Go" from the Pasadena

Playhouse and ACT Theatre productions.
* Vanities; The Musical, the intro melody of "Fly Into the Future" is a vestige of the cut song "Nothing Like a Friend". Likewise, the coda of "Looking Good" from the Off-Broadway production and cast album has the line "Hey there, beautiful", the title of another cut song.
* Vanities: The Musical was planned to be staged on Broadway at the Lyceum Theatre in 2009, but due to the recession, this was "postponed indefinitely", and thus its New York debut was relegated to a short run at the off-Broadway Second Stage Theatre.
* Vanities trio. In turn, the ACT Theatre production in Seattle switched Joanne and Kathy's hair colors to better correspond with their personalities. Oddly, a promotional shot of the finale from the Pasadena Playhouse version has Joanne and Mary's hair colors switched, as they were supposed to change their hair colors in-story, but they ditched the wigs and kept the actresses' normal hair colors for the actual production.
* Vanity and personalized license plates for vehicles. In most places, symbols aren't allowed, but numbers are, and every Department of Motor Vehicles (at least in the US) has a list of plate combinations that are not allowed because of what they spell. Using a number instead of a letter most likely won't get past them if you're trying to get one of those forbidden combinations.
* Vanity Fair Becky Sharp murdered her companion Joss for insurance money. When the solicitors from his insurance company raise suspicions, she sends in her own solicitors from the film of Burke, Thurtell, and Hayes—all named after infamous murderers.
* Vanity Fair "documentaries" on the Furry fandom, complete with supposed explorations into a furry convention.
* Vanity Fair mourns her dead husband George for years, ignoring the feelings of another suitor and eventually driving him away. It isn't until Becky tells her that George had been planning to run away with her (Becky, that is) just before he died that Amelia finally gets over him.
* Vanity Fair, the narrator mocks the obsession of women who want to be My Lady Crawley and marry Sir Pitt. The house itself and his position in society are really enviable and he mentions how wonderfully are women risen to nobility respected by their old acquaintances, but Sir Pitt himself is a rather disgusting and crude man. But a nobleman nonetheless. Becky Sharp is one of them; though she happens to marry his younger son instead. At the end of the book, Becky calls herself Lady Crawley, though she never was — she is supposed to be Mrs Crawley.
* Vanity Fair to accompany the series of photos taken, complete with casting and set descriptions in the captions.
* Vanity Fair tried to cheat his children out of inheritance owed to them.
* Vanity Is Feminine care about nothing else than their potential to be objectified. If they don't, they're not real women.
* Vanity Is Feminine: Femininity means being shallow, envious, and obsessed with beauty.
* Vanity Is Feminine: Girly girls are identified by the way they take care of their appearances.
* Vanity Is Feminine: I'm a woman, therefore I will always make sure all the other women stare at me in rage and jealousy when they see just how prettier than them I am and will always be!
* Vanity License Plate "4NS CHIK." The car before this one was a hearse.
* vanity of three goddesses (the winning goddess awarding Helen to Paris as a reward, neglecting to check whether or not Helen was married or even aware of the deal), which, in turn, was started by Eris, who was angry for not being invited to a party. In short, going by this story, the long, bloody conflict was started out of spite and jealousy.
* Vanity Plate after the end credits has the real faces of creators John D. Beck and Ron Hart superimposed on their drawn bodies.
* Vanity Plate and then it explodes, revealing the words "Wild Brain".
* Vanity Plate features a brief bit of Angrish as she crumples up the logo card.

* Vanity Plate" for the finale doesn't even happen, but instead a repeat of the final scene before Ally continues her line from the last part of the last scene of the previous episode.
* Vanity Plate has the ending theme accompanied with a loud thunderclap edited in with rapid flashing, nearly drowning out the music.
* Vanity Plate of the Russian TV company VID had five scare chords to go along with.
* Vanity Plate so over-the-top that it could only be described as a Scare Chord — the plate is affectionately known as the "Closet Killer". Ironically it was considerably less scary than other vanity plates of the era, just a bit startling if you didn't know what to expect.
* Vanity Plate the background and logo both flash black and white rapidly while loud screaming can be heard (the scream being a shortened version of "Bite Me", mentioned elsewhere on this page).
* Vanity Plate: These are shown to make it look like a fictional company made these videos, or are receiving interruptions.
* Vanka definitely qualifies, as her usual methods of escaping capture tend to involve sex with captors, guards, random bystanders....
* Vanka-vzvodny lit. "Johnny Platoon", platoon command being the stereotypical new lieutenant's billet). On the other hand this doesn't necessarily mean the inexperience, but rather the lowly, underappreciated and overworked status of the position.
* Van Kleiss, the nanites of Abysus go berserk, and when Rex is brought in to solve the problem, he's coerced into activating a machine designed to resurrect Van Kleiss. This time, however, the resurrected Van Kleiss' Evo condition is curable, and Rex is able to strip him of his powers.
* Van Kooten En De Bie and essentially the same format: the duo discussed what was in the news that week and then showed sketches or pre-recorded interviews with their characters in between.
* Van Kooten En De Bie: De Vieze Man, a character played by Van Kooten, who wears a shabby coat and constantly gets aroused whenever he talks about filthy stuff like dog turds.
* Van Kooten En De Bie: Dutch comedic duo satirizing Dutch society from 1964 until 1998.
* Van Kooten En De Bie: Many of their sketches were based on events that were in the media during the week of broadcast.
* Van Kooten En De Bie: Mother and son Van Putten. Van Putten is a neurotic 40-year-old man who, to his frustration, still lives with his mother.
* Van Kooten En De Bie: The duo's comedy was very verbal and they enjoyed playing characters who used very complicated words and expressions. As presenters, they also used formal language.
* Van Kooten En De Bie: This Dutch comedic duo inspired several words and expressions which are difficult to translate in English.
* Van McCoy's The Hustle is a subversion, since it's just an instrumental with occasional shouts of "Do the Hustle!".
* Van Morrison-fronted R'n'B group Them had a big UK hit in 1964 with their cover of "Baby, Please Don't Go" but its Morrison-penned B-side "Gloria" became just as popular and enduring, perhaps even more so. It also became a single in its own right in the US and other places.
* Van Morrison generally stays within the bounds of blues/jazz fusion, but has at one time or another dabbled in just about every musical genre imaginable, with the exception of heavy rock and reggae.
* Van Morrison, he had developed a large pimple on his forehead — the photographer, therefore, used a series of closeup shots where his forehead was out of frame entirely.
* Van Morrison in her eyes is unmistakable and very obvious. Morrison has not improved with age.
* Van Morrison just barely qualifies, as his signature song, "Brown-Eyed Girl", was edged out by "Domino" on the charts by one spot.

* Van Morrison. Morrison didn't particularly like the latter album, either (although he later warmed enough to it to have performed it live in its entirety).
* Van Morrison recorded an entire album of deliberately unreleaseably awful songs ("The Big Royalty Check", "Ringworm", "Here Comes Dumb George") in order to get out of his contract with Bang Records. This ended up backfiring on him in the early '90s, when the cash-strapped rights-holders began licensing them out... on "Greatest Hits" compilations, no less.
* Van Morrison's career took off after he left his original band Them. The band had a respectable number of hits with Morrison as lead singer and songwriter; after he left they struggled for a few years and split up.
* Van Morrison's producer Bert Berns, Morrison was still contracted for an album to his Bang Records company, owned by Berns' widow Ilena, with whom Morrison didn't get along. To get out of his contract, Morrison recorded an album worth of desultory, sometimes intentionally offensive "songs" such as "Ring Worm", "Here Comes Dumb George", and "Blowin' Your Nose". They sometimes get released as "rarities" to hoodwink completists.
* Van Morrison will sell as many copies this year as it did in 1968 and has every year in-between". It finally went gold in 2001.
* Van Morrison). Yet the fans still expect to hear it at gigs, which does not help his legendary curmudgeonliness.
* Vanna White played Venus in a forgettable 1988 romantic comedy TV movie titled (what else?)
* Vanoss and his crew account was indefinitely banned in February 2021, and he went through a large loss of subscribers on his developing YouTube channels. When he made his return to YouTube in June of that year on his second channel, Craig Thompson, he proceeded to abandon and tear down all of the videos from the main channel altogether, most notably all of the videos made after the allegations, besides "clearing the air" and his apology, not to mention all of the tweets have been deleted. Another member of the crew, Lui Calibre, also went through this.
* VanossGaming & Company's animated adventures, LuiCalibre is made into one of these due to his "squeaker voice".
* Van Pelt and Rigsby. Forbidden inter-office romance gets mentioned and lends most of the drama. After two seasons of
* Van-Pires is notable for the impressive number of car and vampire puns they cram into every episode. It's really quite something.
* van plow into her kitchen window. She luckily escaped with only minor glass injuries.
* Vanquish and some gruesome deaths for humans during the cinematics (particularly in the opening).
* Vanquish consists of a red core and pieces of robotic junk that assemble into various shapes.
* Vanquish cutscenes, with Sam being able to run and jump far faster and farther than he can in-game, and there are certain special attacks against bosses that take it to almost ludicrous levels, i.e. stopping an Argus 'mech's stomping leg, shooting it in the core with his off-hand, then leaping on top of the stunned machine and drilling down into its core with his feet.
* Vanquish in the Playstation 3 version, but completely deleted from the Xbox 360 version to save disc space.
* Vanquish is a massive dude with cybernetics up the wazoo touting a big ol' minigun as his main weapon.
* Vanquish is kicked off when Russians hijack the orbital colony of Providence and use its microwave emitter on San Francisco.
* Vanquish, so hardly anyone knew about it until it was released for PSN's games on-demand in 2013.
* Vanquish takes place aboard a giant space station, and the middle has a corridor so big that shuttles the size of battleships barely fill up half the diameter.
* Vanquish to kill all the baddies on board, or else the trains collide at the intersection and you die.
* Vanquish View Hound UAV's, which have a helicopter-like aerial mode, and a

bipedal robot mode wielding the chopper blades as swords, which can deflect bullets.
* Vanquish was a critically acclaimed game and received high marks all around, but it was absolutely savaged for its short playtime, ranging from 4-6 hours. This trope was basically the reason it failed to garner 10s across the board.
* Vanquish, where you ride a slow monorail car and have to snipe searchlights and turrets to avoid being detected.
* Vanquish, which basically allows the user to go crazy awesome. Comes with a shapeshifting gun!
* Vanquish, which when you defeat its first form, will fill the sky with missiles in order to kill anything and everything not currently cowering behind a large piece of concrete.
* Van Richten's Guide to Ghosts, but not as the antagonist of the story.
* Van Richten's Guide to Ghosts monster hunters help non-malevolent ghosts to complete their Unfinished business in order to end a haunting. For Evil ghosts, a standard ass-kicking is the preferred means of disposal, but discovering what Unfinished business they'd left behind can provide clues to their vulnerabilities.
* Van Richten's Guide to the Lich, there's even a high-level spell Ghoul Lattice that makes the work easy by digging a maze of tunnels that connects to all graves and other underground pockets in an area that may be a mile or more wide.
* Van Richten's Guide to the Vampire home in his domain. A person's tomb is also out of bounds, since it's their ultimate "home" and they won't be in any state to give an invitation, though a vampire can use necromancy on the interred remains and have their new minion bring out whatever they need. Vampire dragons are also bound by this convention, but have a simple solution — reduce the home to a pile of rubble, then pick what they want out of the debris.
* Van Richten's Guide to Werebeasts gives exhaustive details on all forms of lycanthropy.
* Van Richten's Guide to Witches campaign), the good doctor claims that he wrote the book with the help of a greenhag who despised other members of her species and was all too willing to aid him in publishing a book that could be used against them. (Why? According to Van Richten, she refused to say.)
* Van Richten's Guide to Witches Van Richten himself admits in his narrative that the ghastly story is likely apocryphal, and a sidebar confirms this view.
* Van Richten's Guide trope often comes into play. Sometimes literally.
* Vantage Master 2, where you play a spirit summoner fighting other summoners for artifacts that let you summon new spirits, one particular spirit is Zamilpen, an ancient demon who apparently was trapped in a never-melting shard of ice. He takes the form of a man-sized penguin. With the ability to incapacitate foes by freezing them. Despite his high cost and reduced land speed (as Zamilpen is a water-element spirit, and has half movement on land) usually outweighing his combat value, he is quite popular.
* Vantage Master is based around this, since it's a tactical RPG where you start with a summoner that has to call forth allies as the battle continues.
* Vantage Point (2008), where Sigourney Weaver played the also originally male TV producer Rex Brooks.
* Vantage Point covers roughly 23 minutes, shown from 8 points of view throughout the movie.
* Vantage Point For a movie about different points of view, they sure didn't bother explaining any.
* Vantage Point has a bizarre example, as the Secret Service agent confiscates a vehicle while in another country where he has no jurisdiction.
* Vantage Point has President Ashton being placed in a bunker and replaced by a body double—both are played by the same actor. Hilarious in that the body double looks totally fake thanks to his mannerisms and overzealous acting, which the real President comments on.
* Vantage Point the reporter at the start is right at the scene when the president is shot and frantically reports the event and the sound of a distant explosion right before being killed by the bomb in the podium exploding.

* Van Von Hunter and can never remember what her name is, so everyone calls her "Van's sidekick/associate/partner/whatever" or just don't call her anything.
* Van Von Hunter has zombies that crave brains, but are actually intelligent. After they have tasted some really good brownies made by gnomes, they changed their chants from "braiiins" to "broooownies" instead, and raid gnomes for more brownies.
* Van Von Hunter's perpetually amnesiac sidekick, whose outfit consists of a vest that covers her up top to the diaphragm, low-cut trousers with panty-flash splits, boots, and of course The Gloves of Lifting.
* Vanwatech. Created by former 8chan users, they offer much more freedom of speech solution than Epik does. This company has been controversial in hosting Qanon-related sites.
* Van Wilder: After the football team finally win a game, they grab the Gatorade coolers, pass the coach and dump them on the scantily clad cheerleaders.
* Van Wilder Freshman Year, throwing a party that's so fun, almost the entire other team defects to partake in it.
* Van Wilder shows the titular character apparently receiving a blowjob from an elderly Asian woman. Turns out she's a tailor measuring him for new trousers. (While enjoying a lollipop).
* Van Wilder, the main character's love interest gets a story published on the front page of the school paper chronicling Van's expulsion hearing. That's not the poor news judgment. That comes into play when you consider that the "story" is more of a trashy gossip column, filled with embarrassing sexual details about the writer's ex-boyfriend. Those sort of pieces do get published, but even a student paper isn't going to stick that on the front page of the graduation edition. Or any other edition, really. Then there's the framed front-page story about the difference between light and dark beer... by a journalist who goes on to win a Pulitzer.
* Van Wilder when you see him race through his med school test (utterly failing) and when he gets stopped by his professor and introduces him to his future bosses, he's forced to drop trou and defecate in his professor's wastebasket.
* Vanya and Sonya Masha and Spike. He even does a reverse strip tease and puts on his clothes on in an incredibly sexual way.
* Vanya spends seven years lying on his home's stove, living off seven sacks of sunflower seeds and relying on seven sheepskin blankets to keep himself warm. After leaving his home, he travels through sevent countries and seven kingdoms during seven times seven weeks until he crosses the White Mountains.
* Vanya, who has earned the ire of her siblings with an autobiography spilling their most painful secrets, painting herself as the constant victim of their cruelty, and casting them as the villains of her story, has quite a sizable and vocal fanbase, some of whom go out of their way to absolve her of all responsibility for her more harmful and self-centered actions.
* Van Zant and Smitty's initial reason for killing people during the Majin Buu Saga of
* Vanzilla, the family van, is often covered in bird poop. When Lynn Sr. got a new van, he became obsessive about keeping birds from pooping on it.
* Vaporization. This is regarded as melting, but looks like it didn't just stop with turning the victim to a liquid. In fact, often, the liquid isn't even seen. It's as if they skipped a step, steaming and sublimating from the ground up.
* vaporize anyone who so much as approaches him, making him a workable carry as well.
* vaporized and literally splattered all over a warehouse's wall of the "Metal Storm") to foreign enemies.
* Vaporizers are common, including McCree, Reaper, 76, Tracer, Bastion, Torbjorn, and Roadhog.
* vaporize the frost giant king Lauffey, whom he double-crosses after having allowed him passage into Asgard.
* vaporizing their critically-injured target with point-blank laser cannon shots.
* Vapors. Aiko is rather traumatized when her painkillers wear off enough for her to realize that being kidnapped by Sasori is not a fever dream.

* Vapors doesn't even bother with a disguise, she walks in with her real face and name as the representative from Rain, because no one except Aiko knows who the leaders of Akatsuki are, and she can't tell.
* Vapors Don't Shoot Back are fighting in the warehouse boxes will break open and spill ball bearings all over the floor, which will make slipping and falling very likely.
* Vapors Don't Shoot Back the Troubleshooters got to make a parachute jump. Pity they weren't given adequate instructions on how to actually use their parachutes, which results in an approximately 2/3 chance of being killed.
* Vapors is held captive she is denied food not as punishment, but to prevent her chakra levels from restoring themselves, which would help her escape.
* Vapors is titled "In Which Danzo Is Blamed for Something He Did Not Do (for Once)." It deals with exhuming Sasuke's parents to find that their eyes were stolen. Tobi did it, but no one else knows that.
* Vapors partly out of convenience, and partly as an attempt to help them cope with what happened.
* Vapors repeatedly shows that during the times they are doing different things, Naruto is continuing to have his own missions and adventures off-screen while Aiko has hers.
* Vapors self, loud and friendly with unbelievable chakra reserves and frontline combat experience despite still being a genin. Aiko is a socially inhibited genius who graduated the Academy two years early, made chuunin before Naruto put on his headband, and generally works as a tracker and support fighter. Also, while Naruto is a big believer in redemption, Aiko does her best to follow his ideals, but can easily be ruthless for the sake of her mission or goal.
* Vapors, she blows her top at him when he tries to teach her the Rasengan, which was her father's jutsu.
* Vapors the Fourth Raikage is held up as an example of why using combat ability as the only requirement for leadership is a bad idea.
* Vapors when it comes to Aiko. He is physically uncomfortable with seeing her naked or immodestly dressed, practically flinching away from her bare chest when he needs to examine a seal there.
* Vapors where Naruto's problem is described as potentially being dyslexia that gives him reading troubles. Unfortunately, dyslexia hasn't been discovered in the Elemental Nations, so they have to make do as they can.
* Vapors with the impression that 30+ Kakashi is sleeping with his fifteen-year-old daughter.
* Vapors would make it ridiculously easy to have an affair with someone in another village. When Temari finds out that Gaara has a seal that would let him instantly summon a nubile teenaged girl (Aiko, an original character who is Naruto's sister and the Hiraishin user) she explicitly refers to it as "Booty Call no Jutsu".
* Vapor Trail: A hero uses the gas spilling out of a vehicle's gas-tank to ignite a trail back to the vehicle and destroy it.
* vaporware. After seeing the hero enemies would drop the loot and run away.
* Vaporware: A work that's always Coming Soon! without ever actually arriving.
* Vaporware is not a new phenomenon. Way back in the 8-bit days of 1984,
* Vaporware: Plenty of old ones, since graphics killed the text-game stars. Production of vaporware is ongoing, since text games can be produced by single artists, and coding is a huge project. The IF archives are full of half-finished orphans.
* Vaporware, would later found Pixologic, the developer of the digital sculpting software ZBrush.
* Vaporwave in the titles and frequent sampling of Japanese pop songs, especially in the subgenre of Future Funk.
* Vaporwave is popular online for the '80s inspired aesthetic it's meant to invoke but hasn't caught the attention of mainstream media.
* Vapor Wear: Another '70s trend that returned. Many women went braless or wore bras with material thin enough for nipples to be visible. Some even used fake nipples!

* Vapor Wear: A woman wears clothes that make it blatant they do not have underwear.
* Vapor Wear: Common in the first part of the decade, as the braless fashion of the 70s lived on and bras didn't become fashionable until a few years into the 80s. Backless tops were very popular in the early eighties and off-the-shoulder tops were common through the entire decade.
* "Vapos" versions of Corpus enemies, appearing in the Jupiter gas cities.
* Varanae. Cerberus are a type of three-headed dogs. Parents will fight to the death to protect their young.
* Varangian Guard, as they were Vikings and later Anglo-Saxons employed by the Emperor as his personal bodyguard. The guard frequently went to the battlefield as well as being the palace guard.
* Varan TV. While hunting a man wearing a deer cap, one of the hunters accidentally shoots a REAL deer (no, seriously!) who of course dies. While he is overcome with guilt, his buddies try to cheer him up, which leads to the following dialogue:
* Varda by Agnes, which premiered at the Berlin Film Festival a month before her passing, but went into general release afterwards.
* Varden is the Disney type. While he's grumpy and prejudiced and makes clear that he's not there to be anyone's friend, he's a good guy not-so-deep down and it doesn't take him long to start genuinely caring about Acheron and Lei'ella, becoming more of a
* Varekai gives you two for the price of one with the very hunky, very shirtless twins.
* Vargard Obyron of the Necrons has the distinction of being perhaps the single most loyal character in the setting: when he and his master Zahndrekh awoke, it quickly became clear that Zahndrekh had gone completely mad over the millennia of slumber, believing himself to still be alive and reliving his time as a Necrontyr. Even after it was apparent that it was impossible to convince his master of the truth, rather than defecting to one of the many in Zahndrekh's court who wished to use his madness to usurp him, Obyron remains unflinchingly loyal and proves it by ensuring any attempted usurpers are violently disassembled and seeing that the prisoners of war Zahndrekh feels compelled to take are 'killed attempting to escape' after a short while. And on the battlefield, he has a special rule that teleports him to Zanhdrekh's side should his lord be threatened at all. His character quote says it all:
* Vargas, a boss from the beginning of the game, has two bears for no apparent reason other than making the fight slightly more challenging.
* Vargheists and the flightless, tank-sized Varghulfs are degenerate vampires who have lost themselves to their bloodthirst, the first through centuries of imprisonment and the second willingly.
* Vargo Hoat wears a horned helmet shaped like a black goat. He's from Qohor, their main god is the Black Goat and their armor is the finest in the Known World. He also wears a chain of linked coins taken from all the places he has fought, they come in all shapes and sizes and desgins include kings, wizards, gods, demons, and all manner of fanciful beasts.
* Vargr were genetically engineered from Earth wolves to be sapient and humanoid. They're for the most part ferocious, fractious raiders, pirates and barbarians.
* Vargr: wolf-like humanoids, named from the Old Norse word meaning "wolf".
* Varg Veum story has a child abduction mixed with a murder and a plot to illegally sell hazardous chemicals. They all intersect in the worst possible way when it's revealed that the abductor couldn't possibly have known that he had the child.
* Varg Vikernes goes into more detail on how neo-Nazis have latched onto paganism, particularly "reconstructionist" pagan faiths that attempt to recreate ancient pre-Christian religions.
* Varg Vikernes of Burzum deliberately used the cheapest microphone he could find to record "Filosofem"
* Variable Geo and spread outward along the ground at high-speed. Which she used to end her match with Yuuki.
* Variable Geo: As hot as the VG warriors are, you'd think they'd have guys lining

up around the block for the chance to be with them. Yet, none of them have boyfriends, nor do they seem to have any interest in dating. The subject never even comes up.
* Variable Geo, following her loss to Yuka, the crowd liked what they saw — muscles and all.
* Variable Geo is the primary example, as she's a former Olympic wrestling champion and has the height and physique to show it.
* Variable Geo: It's never said whether Jun's complexion is her natural skin color, or a really deep tan. None of the others seem to find anything unusual about her appearance, even though she looks like a foreigner; including having green eyes.
* Variable Geo latent fighting potential is one of the highest on record, they manipulate her into entering the tournament to that end.
* Variable Geo on her left cheek. She's also shown to be honest and a hard worker, having two jobs to support herself and her kid brother.
* Variable Geo, prompting Jun to ask if they've "broken up". To which Yuka dejectedly replies, "Yes".
* Variable Geo receives the medical treatment he needs is left uncertain.
* Variable Geo ruins it for her, by interrupting them during her escape attempt. Which annoys Reimi, sparking an improptu match between her and Chiho.
* Variable Geo since childhood. Right down to both being combat waitresses and both strive to test themselves in the VG ring.
* Variable Geo, since it immediately cuts to the credits, just as the match begins.
* Variable Geo Such as when Chiho found Reimi straddling him while they were making out. A later scene has him deliver a brief report to Reimi, which concludes with this exchange:
* Variable Geo Then walks away laughing that she wasn't "half-bad". Whether he was referring to the punch or her breasts is left unclear.
* Variable Geo They've drifted apart over the years, but their bond remains as strong as ever.
* Variable Geo when she unfastens her hair ribbon... it spills out like a curtain and nearly reaches her feet!
* Variable Geo, which becomes integral to the plot, once the latter goes missing during the VG Tournament.
* Variable Geo Which is why she originally wanted to enter the VG tournament in hopes of winning the prize money and real estate.
* Variable Heart manga, Kagura comes across the girls of the Torifune Military Academy (which includes Makoto, of course) and offers to show them around town in a manner that implies he is trying to hit on them all. He doesn't even get to finish before Makoto crunches his nuts.
* Variable Mix: The running background music has parallel parts that fade in and out with the rising and falling action level, rather than a set track.
* variable speed of light cosmology would greatly increase maximum speed (both for light and for ships) when traveling along cosmic strings, and reduce relativity as well. Of course, any ship leaving the string would slow down considerably.
* Variable Star farm deck as well as some genetically engineered drugs. Opium is still illegal though.
* Variable Star has Brasil Novo (New Brazil). The native-born Brazilians on the colony ship aren't very happy when other people start calling it "Bravo."
* Variable Star, Joel carefully considers how to bury the body of a colonist who died in an accident. The soil on the farming deck isn't deep enough for a proper burial, and he worries that the goats will dig it up and drag it around. He ends up burying it as deep as he can, and placing bent springs and broken glass around the body to keep the livestock away. Later, another character shows considerable disrespect to a dead body by punching it in the face. Granted, this was because the man was a suicide who had just condemned them all to a slow death in deep space.
* Variable Star, the protagonist refers to this trope by name when describing his initial encounters with various women.
* Variable Terminal VelocityWhen the velocity at which things fall seems determined by the plot and not by physics.

* Variable Woman's House, which makes a big deal out of how fickle the previous owner was, to buy a house and then immediately change her mind and resell it. It doesn't mention that she actually changed her mind because
* "Variable Word Running Gags", like Homestar's use of the phrase "Best/worst x bucks I ever spent!" and Strong Bad scolding The Cheat with "The Cheat! I told you to...".
* Variant: Butchering a Fire Imp corpse occasionally sprays clouds of boiling fat everywhere, setting anything flammable in the room ablaze.
* Variant Cover: A comic book issue has limited printings of a different cover.
* Variant Cover: As a ploy to get people to buy more copies of the same issue, comic book issues have variants where the issue has a different cover.
* Variant Cover: Comic books have limited printings of an issue where the issue has a different cover to try and get people to buy multiple copies of the same comic.
* Variant Cover, which mostly portrayed a man in a swamp fighting off animals in order to defend a woman who is falling out of a red blouse.
* Variant: For some time between 2005 and 2007, the then-CEO of NBC, Bob Wright, used
* Variant, for vocal powers instead of stamina ones: in Brazilian biopic
* Variant from the 1980s: If you're American airlines, it's 3:15 pm, if you're Pan Am, it's 1515 hours, and if you're Delta, it's Tuesday.
* Variant: Hank, Bill, and Boomhauer steal Dale's new lawnmower as part of a revenge prank for Dale's previous jerk behavior (especially when borrowing Hank's mower), and escalate it by sending him photographs that they know will drive him nuts. One of the photos is a close-up of Bill's ass on the mower with his pants partly pulled down. It's confirmed to be Bill later when Hank thinks about ending the prank, and Bill comments that it's easy for him to say since it's not his butt in the picture.
* Variant in 136.6, where it's not food that causes it - instead, Twilight gets a reminder of why it's a bad idea to watch
* Variant in issue 8. When Fin Fang Foom attacks Hill's helicarrier, Laura uses her own body to shield her and Gabby from Foom's Breath Weapon. Fortunately, her Healing Factor allows her to shrug it off.
* Variant: In the first film, Optimus Prime and the Autobots learned English from the Internet. Thus, you have Optimus Prime saying "My bad".
* Variant: "Night Game" had a site where ancient Native American spirits fought a war every five hundred years. In the present day, a minor-league baseball stadium was built over the site, so the latest skirmish between good and evil took the form of a baseball game... with
* variant of chess called Alice chess. A piece on Board A moves to a space on Board B.
* variant of this ad the Coneheads we are talking about, so it doesn't go quite the way the normal version does.
* Variant: Only one wrestler's blindfolded and at the complete mercy of the one who can still see. This is another one almost exclusively set up by evil boss types to punish faces, though on WWE Smackdown heel Jamie Noble had a blindfold to punish him for all the abuse he put
* Variant Power Copying: The copier can't, or won't, use the EXACT original ability but learns some new form of it.
* variants of Inanna and Ishtar, particularly Astoreth, who are in turn possibly syncreticisms between unrelated deities., usually translated as "lord." This title, more famously, became applied to the Biblical Yahweh.
* Variant Strain cross-fic, taking place in a combined setting. Peter Parker is the protagonist.
* Variant: The Magician Humfrey was a serial monogamist, but all of his wives meet up with each other in death and strike up an agreement to come
* Variant: Watson asks someone who claims to be looking for Sherlock, "Are you a friend of his?" "He doesn't have any friends" is the right answer.
* Variant. When the Galra fleet attacks, Commander Holt tries to scramble the fighters and weapons he's been designing specifically for such an attack. However,

there aren't many of them and they haven't been properly tested, so the admiral sends out the conventional (and much more numerous) fleet instead. They are completely annihilated without so much as scratching the enemy. As Commander Holt says, the whole
* Variant with the Black Marvel. His real name is changed from Daniel Lyons to Omar Mosely, but Lyons did still exist in this universe
* Variant with the Valyrians prior to the Conquest, where there was a standardised policy of arranging a marriage between...
* Varian Wrynn as well as his son Anduin Wrynn (the latter using magic).
* Varian Wrynn, the "leader" of the Alliance, that hates the Horde so much he would rather let an
* Variation: A BBC journalist once claimed to have gained access to a sensitive facility behind the
* Variation after an internet exclusive tryout match pitting QT Marshall and Ta'Darius Thomas against The C&C Wrestle Factory. After Thomas was pinned, Marshall berated and attacked him but put the real blame on
* Variation: A man who had a pair of forceps left in him after surgery to
* variation; a tomb-robber is cursed to have an illusion of the mummy following him around, constantly announcing what he's thinking to all in earshot.
* Variation by talk show host Bill Maher regarding whether it's necessary to report when a bomb goes off in Iraq; "Let's just assume that Iraq is like
* Variation: Cucuvea the mystic believes she would have had this attitude... had she been able to spend her immortality anywhere other than Transylvania. Living in an extremely damp hole under a tree, obligated to defend the local villagers, and under constant threat from roaming vampires and werewolves, she's not exactly having a good time.
* Variation; Diana usually tends to be intrigued by "Man's World," given how different it is from her home island. She experiences both the good and bad of it, helping her to grow as a person and better helping her in becoming an effective heroine and teacher.
* Variation: Eric Jacobson was nominated for Outstanding Character Voiceover Performance in 2019 for his performance in
* Variation: Hawaii was a member for women's sports only from 1984 to 1996. The Rainbow Wāhine
* Variation: Homer's life coach persuaded him to quit his job at the nuclear plant and apply for a better position at a copper piping company. He didn't get it, but couldn't bear to tell his family and spends all day hanging out at Krusty Burger, filling out the map mazes on the back of the kid menus.
* Variation: In a mid-70's issue of Marvel's humor comic "Splat!," a page drawn by Batman artist Carmine Infantino has the Caped Crusader detailing the Batmobile, shining it up, when a white blotch drops down onto the hood. The final panel has Batman shaking his fist at the bats up in the stalactites.
* Variation in one episode where Rachel accidentally does this to Ross by mistakenly bringing up every single one of his failed marriages to the father of his date. Ross has already mentioned Carol and their son, and Paul replies, "I just didn't know you were married." At this point Rachel returns from the bathroom and assumes they were talking about his marriage to her, and she clarifies that it was just a big drunken mistake. Then she realises her mistake and asks if they were talking about Emily.
* Variation: Inori tries to get Akane's opinion on the relationship between his sister Seri and Ikutidaru the Oni by referring to a hypothetical situation without names or details; predictably, Akane's answer doesn't turn out to be something he hoped for (and she figures out right away that Inori is talking about a particular person).
* Variation in that it's a fictional character rather than a "friend": in one of the final issues of
* Variation in "When She Was Bad" - Giles is discussing Buffy's alienating behavior with Willow and Xander when she walks up behind him:
* Variation: It has been used many times, but it was a long time ago, the machine

is long gone, and the hero is the
* variation: It's possible that Truman is the Virgin, this being his first time around, and the Director is the Athlete, being the most powerful in terms of authority. This interpretation would make the staff's deaths invert the sacrificial pattern, with Truman the Virgin
* Variation: may include at least one dissimilar addition alongside the subtractions (see Jack Handey quote above) or consist entirely of them.
* Variation: New Mexico State joined in 2000, with the Aggies moving football into the Sun Belt in 2001, and left in 2005. The football team (but not the rest of the athletic program) returned in 2014 but was effectively kicked out in 2018.
* Variation occurs in an episode where Turk (black) tells a story to J.D. about how a white patient offended him by offering him some of his fried chicken. J.D. then points out that Turk loves fried chicken and Turk admits to going to town on it while still being offended.
* Variation: One wrestler may be forced to "run the gauntlet" in which wrestlers will keep coming at him one at a time until he defeats them all or is defeated himself. Sometimes the run will end when the wrestler forced to run it is beaten (if that's the case then the person who beats them is usually the last one they're expected to face), other times he must continue wrestling until he has faced everyone no matter how many of them beat him. Most commonly setup by evil bosses.
* Variation on the above: Commanding officer in the Gurkha regiment is called in to see the top brass. TB say "Now look here, we need to insert your squad behind enemy lines. In order to do so, you'll be deployed from aircraft flying at 200 feet to avoid radar. Can you do it?". Gurkha CO shakes his head. "The planes must fly at 100 feet." Top brass look baffled. "If they fly at 100 feet your parachutes won't have time to open." Gurkha officer perks up. "Oh, we get parachutes?"
* Variations include "HALT! STAY WHERE YOU ARE! YOU ARE A PRISONER OF THE DALEKS!", and so forth.
* Variations include the popular "yippee-ki-yay, Mr. Falcon," which makes very little sense
* Variations of the splash include belly flopping into an opponent in the corner, the running avalanche or the jumping "
* Variations of this happen in several episodes since Future Ted doesn't want his kids to know too many of the details.
* Variations on a Theme Song: The theme tune gets changed up for an episode.
* Variations on the phrase "People sleep peacefully in their beds at night only because rough men stand ready to do violence on their behalf" have been attributed to
* Variations on the same joke refer to lawyers, politicians, and other
* Variations on the technique are used against Number Six in several episodes, most notably in "
* Variations on this lyric have turned up in a few later blues songs, such as
* Variations on this theme were a favorite tactic of Murgo infiltrators in the
* Variation: The object itself need not be emblematic of the church or God, it just needs to be something the wielder places his faith within.
* variation. The Wraiths proceeded to use it to impersonate him, with original flamboyance intact, over holographic communications.
* Variation: when Luann Van Houten forbids Millhouse from playing with Bart, whom she thinks is a bad influence, we get a quick scene of Millhouse in his back yard, sitting alone on one end of a see-saw, dejectedly pushing himself up and dropping back down.
* Varicella. In order to get rid of him, you need to present evidence of his deeds to someone willing and able to put a stop to him.
* Varicella Primo Varicella means "chickenpox". His final enemy is Modo Variola, whose last name means "smallpox".
* Varicella whose main target is the young prince). So of course, the player is most likely to sympathize with Varicella and go along with his plans because the player wants to see those monsters punished.
* Varicella zoster virus (aka Chicken pox), while mostly harmless to children, can

be fatal if contracted in adulthood, which is why before a vaccine was available, parents would often try to get their children infected while they were still young so they could develop immunity, and those opposed to vaccination still do. Since there are still minor risks in childhood (approximately the same risks one would have from a case of the flu, plus the obvious danger of passing on the virus to a non-immune adult), the development of the vaccine has been quite welcome. And if that's not enough, even if you get it as a child it can turn up again when you're adult in the much more uncomfortable form of Herpes Zoster (shingles).
* Varied by episode, really. On at least one occasion - well into the 1970s - he was portrayed as not knowing that World War Two had ended.
* varied from episode to episode. In one "Cow and Chicken" episode, Red Guy himself ends up in jail, and meets the warden — who, as pointed out, looks exactly like him. Sadly, this was the end of the episode, so the gag didn't go any further. There was also the theme song which shows the Red Guy showing off his personas which are separate characters, although this could just be a gag.
* Varied in an episode where a beautiful woman has drawn a perfumed, candlelit bath, not just for relaxation but to entertain her married lover. They have a quarrel, she threatens to tell his wife about their relationship, and he drowns her in the bath.
* varies depending on the episode", and "Weirdmageddon Part 2: Escape From Reality" has Bill saying "I'M WATCHING YOU" much more angrily. The final episode, "Weirdmageddon Part 3: Take Back the Falls", has the whisper say "Goodbye Gravity Falls," because it's the end of the show.
* Varies. When you're a vampire, werewolf, mage or changeling, you can expect to be inducted to your respective secret society, in which, generally, everyone knows who is who. Thus it's a rare occurence that a vampire is in town without the other vampires knowing (and this is the way things should be— masquerade breach is deadly for the vampires as a whole).
* Varies with Space Marines from Chapter to Chapter. Chapters like the
* variety of such experts and expect to do just about as well—and that's without dipping into things magic can do that mundane approaches would have trouble matching in the first place.
* Variety Show includes mocking dubs over footage from two different silent shorts (or, as host Jack Paar dismissively calls them, "flickies").
* Variety Shows. The latter was the first show to be broadcast live from coast to coast in 1951.
* Variety Shows, which opened in 1981, closed in 2016. Newer attempts at "Vegas-style" shows are really straightforward variety showcases — they might bring out showgirls for a few numbers, but as equals to the acts that once played second fiddle to them at best and as window dressing at worst.
* Variety starts off with the main character in prison for murder. The majority of the film is his account of how he ended up there.
* Variety stated: "Dunaway does not chew scenery. Dunaway starts neatly at each corner of the set in every scene and swallows it whole, costars and all."
* Varik's intrusion upon Dr. Andonuts' Magicant was corrupting it, since there were places and people only Varik/Ness would remember. Toby also said this just sort of happened.
* Varimathras, a member of a race that has been Always Chaotic Evil to this list, to the surprise of absolutely no one. The spoiler tag probably isn't even necessary.
* Various ads have shown prototype versions of the ponies. The differences range from subtle to glaringly obvious. Most blatantly, some ads for the original six ponies show all of them with identical patterns of white dots on their flanks - the released version of Cotton Candy has those dots, but the other five which were shown alongside her have different imagery on their final designs
* Various African myths and legends include shapeshifters (almost invariably
* Various albums have cats or other animals singing Christmas carols.
* Various alien races were far too eager to engage in this type of combat. Naturally, Starfleet actively shunned it, because swords lack a stun setting. But

this didn't stop a preposterous amount of crew members from engaging in an ancient ritual combat to avoid offending said aliens' culture.
* Various antagonists also qualify. Chief among them are jovial mercenary swordmaster Inuyaka, the deadly Shaolin Tsujigiri Ukon, and Kariya Kagetoki — a peerless swordsman of such great talent that he is known widely as the 'Hand of God'!
* Various architectural styles like Neoclassicism or Gothic Revival. Amusingly, the latter was a reaction to the former: Neoclassicism was seen as "Enlightenment" and "liberal" (in the old sense), so Romantics and (old-sense) conservatives
* Various artistic-based organizations have festivals designed to test the flexibility, speed, and improvisational skills of those who enter, giving them a limited amount of time to complete a project that normally takes weeks or months. Theater groups have 12-24 hour festivals to write and develop a scene for the stage. Film societies have 48 Hour festivals where groups have two days to write, shoot, and edit a short film. Game jams are 24-hour festivals where game devs have to
* Various artists on Tumblr have Eren paired up with Peko Pekoyama from
* various attractive color schemes The development of radar means that visual camouflage is no longer as critical as it used to be, but it can still be useful in a dogfight, with both pilots relying on the Mark 1 Eyeball.
* Various Australian Aboriginal languages avert this by simply not having words for "right" and "left" in the first place, relying entirely on cardinal directions: "Turn north here."
* Various automobile companies, such as "Nissan" and "Ssang Yong", are apparently unaware that the "ssan" syllable means "covered in piss" in Russian.
* Various Billboards and Print Ads for Vault feature things like a Lumberjack carrying an entire tree over his shoulder, and a man catching an enormous fish.
* Various books have several characters who refuse to believe in Jesus despite personally witnessing his miracles, prescribing them rather to him
* Various books mentions Seattle having about 1000 to 2000 Shadowrunners (illegal wetwork mercenaries that will do any job deemed illegal for anyone who'll pay). Though this future Seattle does have a huge population, how much work can there be in a single city for so many mercenaries to find work?. It kind of helps that
* Various cancers and skin diseases that affect the face can result in this. Such as tumors, which, if left unchecked, can grow to the point where a part of a person's face is swollen to the size of a balloon.
* Various characters do this; it's not always clear if it's another use of
* Various characters, especially Stannis and Davos, finding out that
* Various characters with healing factors, e.g. Wolverine, Deadpool, Sabretooth. Most notably, Wolverine is blown up leaving nothing but a skeleton behind, and regenerates his entire body from part of his brain which survived inside his skull.
* Various child abuse scandals, especially those with supposed Satanic cult connections and multiple alleged perpetrators, result from this: one suspicious parent, teacher, or social worker questions a child (who may or may not be an actual abuse victim) and soon worried parents are questioning their kids and the number of "victims" and "abusers" starts expanding dramatically.
* Various city-dwellers make mention of seeing her near the cemetery with a strange smile on her face.
* Various coastal cities around the US (New York, San Francisco, San Diego, Seattle, etc.) pull this off yearly, with annual "Fleet Weeks" in which the Navy parades their ships.
* Various Cockburns (usually pronounced "Co-burn"), including the real name of actress
* Various colonial wars in the region of Southern Africa were also treated in the same cynical way.
* various color schemes, are as famous for their paint jobs as they are for their achievements in the war.
* various contradictions stating Clover the Clever was male (as opposed to Captain Hurricane being the sole male of the Founders). As a result, the sisters'

backstories are vaguely defined at best.
* Various difficulties lead to stunt doubles and quick cuts being used in fights in
* Various earlier drafts for the show and the pilot show a much more dystopian future. These various aspects were dropped as the series continued, and the world of
* Various early Christian writers, discussing pagan charges that their secret rites were sexual, countered that actually Christians are obviously more scrupulous than pagans in sexual matters, since they do not expose their children, knowing they will be taken up and raised as whores, and they do not frequent brothels — and the pagans do both, and must often commit this.
* various earth broadcasts. But then again, it is the result of the trope being played as straight as possible. It never was the idea that Dave should take residence in the room; its function was merely to calm him by placing him in a familiar environment, in order to prepare him for his transformation into the Star Child.
* Various Electric-Type Pokémon often have parts of them glow whenever they attack, such as Pikachu or Xurkitree.
* Various elite Imperial Guard formations referred to as Stormtroopers fit the bill; they're elite well-equipped rapid-response units with strong identities and a
* Various enemies, beaten into submission or just scared silly by overwhelming firepower, will surrender or even seemingly turn against their own side. Don't be fooled. About half of these will grab a weapon as soon as the Punisher's back is turned. Canon-wise, this makes sense as the Punisher is rarely willing to leave a mook alive.
* Various eras of the show saw BBC executives shoot down any suggestion of a
* Various events can directly affect Brad's playstyle as a character. Early on, he can get knocked out by an ambusher and lose some of his stats. Later, if he loses his limbs, his dial combos will change and he'll lose some of his skills; in addition, his stats will drop and he'll become more reliant on Joy.
* Various examples: Rogue Squadron 1 through 3 (N64/GC/PC), it depends on the exact game/level, but it hits practically ALL of the above.
* Various factors make this Wei Wuxian the weakest of all his incarnations when it comes to demonic cultivation in terms of raw power and control.
* Various famous people past and present have developed significant gay admiration today, and often believed to have been gay or bi. Examples that are either straight or of
* Various fan attempts of fleshing out companions into more rounded and complex characters than presented in the show; Tegan, Nyssa, Peri, Mel, and other underdeveloped companions get this treatment in fan fiction (and the
* Various fans have naturally created varying replicas of the lightsaber. Physicist Michio Kaku went one step further and created a design for a functional replica of the lightsaber using real world materials and processes still in development. It's essentially a powerful plasma torch with a portable power supply using a theoretical super high capacity carbon nanotube battery. It's expected to be out in 50 years. As of January 2016, a functional lightsaber
* Various folk tales or urban legends can be attributed to aliens, Inhumans, or HYDRA.
* Various gems from Blue and Yellow's court (like Aquamarine) grew to like him for his magnetic personality and his creative (yet still effective) ideas.
* Various gimmick runs exist, such a Necromancer run where the player avoids clicking on monsters as much as possible, instead just letting an army of skeletons and the odd golem do all the dirty work.
* Various Girl Scout trefoil designs, the fleur de lis, Ronald McDonald....
* Various Greek heroes were often depicted naked in art, to display their heroic proportions. And that's not a double-entendre. Greeks thought
* Various hand-to-hand striking sports, including all the various forms of boxing, kickboxing and traditional martial art sparring are basically fist fights with rules.

* Various Happenings: According to a snippet of lore, placing magically imbued objects near one another can create this effect (be it intentionally or not) as demonstrated in the corresponder's home.
* Various Happenings and intense interest in Cassandra don't help matters.
* Various human societies around the world (most often the Iroquois and the Mosuo) are sometimes misleadingly referred to as "matriarchies" by the media and non-anthropologists. They are usually societies in which women have greater societal power or influence than usual, rather than being actual examples of female-dominated rule. Thus, they are not true matriarchies. In addition, people sometimes erroneously identify matrilineal societies (societies where kinship is passed down from women rather than men) as being matriarchal. Specifically:
* Various Imperial Guard regiments get in on the trope as well, such as Cadians teaching their children to field-strip a lasgun before walking, or the planet of Krieg conditioning its people toward a culture of self-sacrifice and conformity (making perfect soldiers for
* Various Inquisitorial Assassins: Six Temples each with its own breed of assassin dedicated to one of six major fields of murder: Sniping, Impersonation, Terror-Attacks, Anti-Psyker, Poisoning and Electronic Warfare. They are the Vindicare, Callidus, Eversor, Culexus, Venenum and Vanus. These assassins have profiles in-game that rival/exceed that of most army leaders, are implied to be trained from birth (very little of their training procedures is ever alluded to) and can only be deployed by authorization from a sanctioned Inquisitor, and even then the Inquisitor is never allowed to deploy more than one. The Eversor stands out among them, as he is usually only deployed when the inquisition needs to make an example of someone. His modus operandi usually results in the immediate area receiving a very visceral redecoration.
* Various insurgent groups comprised of remote ethnic minorities, most notably the Montagnards and Hmong, sprung up during the war and came to be supported by the United States. After communist victory in the war, many of these insurgent groups continued to fight, with some forces holding out into the 90s. Tragically, communist authorities in Laos and Vietnam responded with campaigns of collective punishment against the Hmong and Montagnards, which sometimes reached genocidal proportions.
* Various in-universe lines and such, which are made even better because the main character rarely gets them, include
* Various island chains also represent Japan (Izumo) and the East Indies (Apojii). There's even an
* Various language deprivation experiments were carried out by powerful leaders throughout history on unwitting children in order to ascertain the natural language. The Greek historian Herodotus in
* Various legends and folktales from the Eighteenth and Nineteenth centuries about Countess Elizabeth Bathory provide the origins the
* Various legends have told about human sacrifices being made over the cornerstones to ensure the stability of the building being erected. This tradition eventually morphed into the current practice of burying a few coins and pictures (which have the faces of people) under the cornerstones.
* Various lines from Maria and the Professor himself in the flashback levels of
* Various Lion-types (such as the Guarlion, Calion, Astelion, Alterion, and Vegalion) are able to ram their enemies using the Sonic Breaker/RaMV weapon systems.
* Various literature tried to explain how this was averted by the fact that plastoid armor could
* Various little side-quests when you get too frustrated with the main game, like beating past levels in record time, collecting bandages to unlock new playable characters, or playing through retro-styled "warp zones".
* Various locales in India formed of women have formed in response to how poorly many women are treated there, taking revenge on rapists that
* Various locations around Cardiff have been recycled time and again across all three series of Nu-Who.

* Various Luchadore costume pieces are available for unlock as PvP rewards in
* Various Lunar Exalted also display catgirl traits, particularly Cult of the Illuminated
* Various micro-car manufactures have made adds about how deceptively strong the frames of their cars are. SMART ran an add where an SUV was placed on top of a SMART car doing very little cosmetic damage. The SMART car was then placed on top of the SUV and did serious damage to the roof. However, few manufacturers mention that this wouldn't really be a good thing in a standard sized car, the modern theory of accident survivability being geared toward introducing weak points in the car frame to decrease deceleration. The problem with micro-cars are that there is very little, if any, room for these crumple zones. As a consequence, micro cars
* Various militaries with air assault troops have been using this technique since its debut in
* Various militarys also employ this tactic when breaching a room, only their tools are typically a bit more lethal.
* Various minor characters may, or may not be. Melon, a recent minor character, doesn’t appear to be, and is quite happy walking about wearing only a sweatshirt. Officer Roko, no information. Seven is more of a
* Various minor groups are present in the background. One group consisting of a couple dozen armed thugs, the Grim Skulls, are wiped out by Saren Arterius in the
* Various modern incarnations of former paramilitary organisation the
* various. Most of the fighters are young men and teenage boys either coerced into it or kidnapped for the purpose of fighting. Since it's obviously not regulated and brutality attracts customers, deaths in the ring are a very common occurrence.
* various Nate for most of his history. Unencumbered, his powers at their height are easily Phoenix class.
* Various Nintendo characters, but especially the Mario Bros and company usually function as heroic mimes during play. The humorous extremes occurs in
* Various non-comic versions of the Batmobile are in the Film and Western Animation sections.
* Various non-Homeric sources state that Odysseus fathered children by Circe (a goddess) and/or Calypso (a nymph) when he was held prisoner by them. According to the most common version, Telegonos, son of Odysseus and Circe, in the end accidentally killed his father. According to some Italic authors (but not Virgil), Circe then married Telemachus (son of Odysseus and Penelope) and gave birth to Latinus, who eventually became Aeneas' father-in-law.
* Various NPCs on the Silversun Strip can be heard discussing the game's multiplayer, often humorously echoing fan complaints or comments.
* various; of these, Black Rod is responsible for the oldest one (the Order of the Garter) and is thus considered most senior. They began as personal servants to the Monarch, which is why they serve as Her Majesty's personal representative in Parliamentary ceremonies.
* Various other celestial bodies in the Alpha Centauri system are also given names related to Greek centaurs and their complex relationship with
* Various other impact sports include lacrosse, hockey and water polo. While the intent of the game is not fighting, players impact and injure each other through the natural process of playing the game. In many instances, actual fighting between players is an unofficial facet of the sport. The name for Lacrosse in some Native American languages translates as "younger brother of war."
* Various other space stations make very brief appearances, including two previous Babylon stations and a space station near
* Various other stories mention new denominations such as Reform Baptist, and paganism has apparently made enough of a resurgence for a recurring character's mother to have been raised Norse.
* Various other Zombies and Vampires would fit if 'cool' could be used to describe them.
* Various people throughout history have noticed that if you disrespect nature, particularly the sea or storms, then you will get hurt or killed. Sailors in particular were superstitious about the sea and how one should not curse at it.

Whether or not there
* Various people with U.S. security clearance have taken polygraph tests and passed, despite being foreign spies. From 1945 to the present, at least six Americans had been committing espionage while they successfully passed polygraph tests. Two of the most notable cases of two men who created a false negative result with the polygraphs were Larry Wu-Tai Chin and Aldrich Ames. Ames was given two polygraph examinations while with the CIA, the first in 1986 and the second in 1991. The CIA reported that he passed both examinations after experiencing initial indications of deception.
* Various perks for the thief and warrior tree skills (which are non-magic) come very close to full blown superpowers. These include being able to slow time by concentrating while aiming a bow, vanish in plain view, steal people's clothes while wearing them and being able to resist magic simply by being good with a shield. All of these can be achieved through training or experience.
* Various perpetual motion devices based on magnets appear on first inspection to violate conservation of energy, to the point that people have attempted to patent them. In actual fact such devices extract energy from the domain ordering of the magnets and are no such thing.
* Various Philippine Wattpad short novels (often written in urban Taglish)
* various philosophers and literary figures. There are dozens of variant versions online. One example:
* Various places avoid the normal restrictions on the sale of certain goods by operating out of the boundaries of Citadel Space, such as Noveria and Illium. It is lampshaded that certain dangerous products, such as Red Sand, which are considered contraband in Citadel Space, are actually perfectly legal on Illium and thus aren't actually Black Market.
* Various plays he uses in the ninth are illegal; the pitcher can't be on the pitching rubber during a hidden-ball trick attempt (and play is not resumed from a timeout until the pitcher is on the rubber with the ball), and Henry's
* Various points indicate that while it hardly seems devastated, it would have been more of a bustling city had the Ishvalan civil war not happened.
* various points, Whedon named Spike, Willow, and even Riley Finn as his favorite character from the show.
* Various political opponents asserted that either the medals he threw in 1971 or the medals he wore in 2004 must have been fake. (The medals are not the awards, they are symbols of the awards, and replacements can be obtained.)
* Various popular websites have frequently been banned or censored in numerous countries around the world for political reasons. They include
* Various portions of the HUD literally shatter during the final boss fight of
* various possible event chains reveal that the species' homeworld was annihilated by the same disaster that caused their fall.
* Various psychics claim to possess this, and may also offer services to "improve" or "repair" your aura.
* various races, although they have acquired a flesh and blood physique somewhere on the way, instead of the stone of the Thel Akai. Also, most of the Tartheno Thelomen Toblakai races have bodies adapted to their size by having multiple organs, such as two hearts and four lungs. They are also mostly longer-lived than humans.
* Various regions of New York State have argued for partition into new states, such as the secession of New York City and its suburbs as their own state separate from Upstate New York (one proposal said that they would remain "New York" while Upstate New York gets renamed "Buffalo"), the reverse secession of Upstate New York from New York City (with one proposal to become the state of Niagara), or Long Island (half of said suburbs) as its own state. The State Legislature has prevented these from going beyond being ideas due to issues over taxation or red/blue politics.
* Various romance animes may involve this as a float/parfait with an elaborate glass to serve it on for lovers.
* Various saber-toothed predatory mammals also, although in their case it was

inflict-deep-gushing-slashes-and-wait, not inflict-infectious/toxic-bites-and-wait.
* Various scenes and lines from the original volumes onward make it clear that elves who can
* Various seasons are afflicted with this to different degrees, such as 2 and 5, but the granddaddy of them all must be Season 4. We're repeatedly taken away from the A-Plot of the series to concentrate on LaGuerta and Batista's relationship. It's particularly galling because there's no build-up to this romance: they're already lovey-dovey by the time we see them and Batista's previous relationship is merely handwaved away. Oh, and this plotline affects the A-Plot in precisely
* various sergeants... Up until the battle starts, at which point they'll use their vast experience to get the soldiers to win the day or at least come out alive:
* Various special forces units in law enforcement and in the military.
* various stage adaptations. Some additions that are particularly notable:
* Various Team Rocket members (not just the trio) have demonstrated machines that hypnotize Pokémon with radio waves, forced an entire city's Pokémon to obey them, send Pokémon into a powerful rage, and make them either weakened or forced to evolve. None appear more than once after Pikachu blows them up. The worst was a nigh invincible tank that only Charizard could stop. Charizard promptly left Ash's team 1 episode later, and wouldn't return outside of tournament arcs (where Team Rocket typically doesn't antagonize Ash during) for over a decade's worth of episodes. Yet of course Team Rocket never uses the tank again, even though the only thing Ash had that could stop it was gone.
* Various technology duopolies wage their arms race over consumer dollars. Intel vs. AMD, ATI vs. Nvidia,
* Various technology in the series can create these. Like Azaka and Kamidake. the Sword Tenchi can do it as well.
* Various theories in modern physics predict that baryons have a limited lifetime. Considering that everything is made with baryons this would mean that given enough time the whole universe will simply fall apart no matter what happens.
* various things, with some nice burns in there. The last one in the article is "NICKELBACK DESERVES ALL THE GRAMMIES CHANGE MY MIND". To that one, Crowder replied, "This is now beyond poor taste."
* Various times Marinette admits that it was her attraction to Kagami that made her realize that she was also into girls.
* Various training simulations for prospective pilots involve the instructor randomly turning things off in order to simulate piloting a heavily damaged or malfunctioning plane. If the instructor so wishes, he can "break" so many of the plane's functions that all the pilot can hope for is a crash landing with a slim possibility of passenger survival. The latter is almost
* Various types of magic can be used to make a person effectively this trope. However, it generally comes with complications...like being enslaved to cosmic powers, or going completely insane. Certain very powerful individuals however, have managed it.
* Various undead supplements have provided more normal-sized brains in jars, like
* Various 'unusual' interfaces exist the allow people with disabilities to interface with computers, or their wheel chairs, or other people. The most unusual of all would probably have to be a tube in the mouth manipulated by the tongue.
* Various versions of the Amazon myth invert this, with the isolated community of
* Various versions of the triangle of Jean Grey with Cyclops (ice) and Wolverine (fire) in different realities.
* Various villains call out to this trope on how their enemies keep insisting that they are not gods, but otherwise fail to mention anything on
* Various Vytal Ventures is that the final chapters are intended to be 'Rise and Fall' and then ‘Dusk and Dawn’, set long after the end of the RWBY main series.
* Various wars is notable for having no casualties, with no shots fired.
* Various weapon gadgets such as biometric locks, tracking devices, ammo switching mechanisms and targeting sensors (which go from assisted targeting up to "build-your-own-

* Various worlds are Quarantined by the Imperium for a number of reasons, ranging from Chaos or Necron outbreaks to matters of Imperial security.
* Various wrestlers have praised Manchester United whenever WWE visits Manchester, UK. This usually backfires, as WWE crowds tend to be disproportionately comprised of Manchester City fans.
* Varjak Paw: A kitten must save his family by venturing outside his home.
* Varjak Paw and its sequel, written by S.F. Said, are good examples of this. The cats are sapient and able to communicate with each other (and dogs), but otherwise are very feline cats. Also, the Way, the secret cat martial art, just wouldn't work with humans, even super-powered ones.
* Varjak Paw can hunt for food. Pigeons are too fast for them, so they scavenge off of human scraps instead. This is unlikely for cats. At least some of them should be able to hunt.
* Varjak Paw has never left his home so when he is forced to leave it he ends up clueless about the outside world. He originally mistook cars for dogs and thought they were living beings.
* Varjak Paw, humans are referenced but they don't appear outside of the gentleman. The characters are all cats.
* Varjak Paw is repeatedly referred to as a kitten but already looks like an adult cat (albeit smaller). Due to how cats age, it's unknown if this means he's a preadolescent or a teenager. Cats are considered kittens until they are one years old and six-month olds can be almost as large as their parents.
* Varjak Paw is the youngest in his family and is described as a kitten. He doesn't however look too young, so presumably he is more of an adolescent than a young child.
* Varjak Paw Julius snidely says that he'll always be a kitten to his family.
* Varjak Paw some cats practice a mystical martial art called the Way. Jalal teaches the Way to Varjak in his dreams.
* Varjak Paw when she falls off of a building and onto the street below.
* Varkon features a stone gate through which the monstrous Varkon can be seen. Playing well on the main table enables the lower level, allowing players to attack Varkon on the other side.
* Varkon, who has small fangs and a rounded, brutish face filled with wrinkles.
* Varley also uses this trope in his short story "The Funhouse Effect": a large comet in a close solar orbit is partially hollowed out, has engines mounted on it and is being used for exclusive pleasure cruises 'round the Sun.
* Varmints do this to get into a bar where kids aren't allowed. Ned acts as the head and refers to himself as "Casual Joe".
* Varmints has the Crooked Butte Dirtbag Derby. The prize is a meeting with the local crime king, Pa.
* Varmints is a revenge story chronicling the misadventures of young kids Opie and Ned trying to find the man who shot their mother.
* Varmints: Opie's motivation for the story is to confront the man who killed her and Ned's mother.
* Varnae is the first vampire, created by dark magic; various demons like Chthon and Set are the progenitors of monstrous races like the N'Garai and the Serpent Men; and the demonic villainess Lilith, who resembles her folkloric namesake in having a legion of supernaturally-powerful children called the Lillin.
* Varney the Vampire, from the gothic horror novel by James Malcolm Rymer. The story is perhaps the first to treat a vampire sympathetically.
* Varney the Vampire; one cover uses "vampire" while the title page reads "vampyre".
* Varney the Vampire, while protective of his family and a generally decent guy, acts like a complete lunatic in most situations.
* varnishing it with linseed oil varnish and then burning the varnish.
* Varon/Valon from the Dartz arc in favours an Armour deck, attacks his opponents himself, and is extremely violent.
* Varosha, cordoned off with barbed wire. It remains empty to this day because of a stalemate over a UN resolution passed in 1984, which mandated that only the city's

original inhabitants can repopulate it.
* Varosha. It's hard to thrive when your economy's based on tourism and tourists can't get in because of barbed wire and the whole place is sealed off to everyone.
* Varric also has this in his backstory, although it doesn't become readily apparent until the comic
* Varric and Dorian might be best described this way. They snark at and denigrate each other periodically, and play ridiculous over-the-top pranks on one another — but they also look out for, help, confide in, and respect each other a great deal. Eventually, they jokingly refer to one another as "the brother I never wanted."
* Varric. By the last bit of party banter between them, Cole's gotten a little better about it, but not much. The resigned disappointment in Varric's voice indicates he's all but given up on the idea.
* Varric. He knows Victoria has a crush on Cullen and thinks (correctly) that it might be mutual, but his major motivation is simply that "these stories are no good for heroes" and maybe they can actually be something good for each other. Dorian later joins him.
* Varric idea how hard this was to write?" Since the whole point of the story is to comfort one particular student, whose parents are absent for an anxiety-inducing reason, the others realize they're being a little too hard on the resident author and back down.
* Varrick has a point about the right of the Southern Water Tribe to use military force to resist Unalaq and his Northern Water Tribe's takeover despite the refusal of other countries to get involved, and while his "Nuktuk" movers are hilariously propagandistic, they do a lot to create popular sympathy for the Southern Water Tribe in the United Republic.
* Varrick is a repeat offender of this trope. Varrick allied with Team Avatar against Unalaq, but he
* Varrick is well respected in the Southern Water Tribe and Republic City. However, he's very devious behind closed doors such that he
* Varrick's experiment with a spirit vine produces a similar blast of energy. His tech is weaponized against his will by Kuvira times during the series fianle two-parter.
* Varrick's, where it turns out in addition to being pardoned, he has his own company again, with all its profits going towards Kuvira's campaign, which he works for. And it's not like he can't conceal his money under "business expenses".
* Varric, so both he and the reader learn about it after the fact... which makes it worse.
* Varric. Unlike most conspiracy theorists, Cassandra is reasonable and objective enough to accept evidence that contradicts her original view.
* Varric, when he first starts telling the story, portrays Bethany (in a non-mage Hawke run) with
* Varric, who also is occasionally "Milady Sunshine" or "my Sunshine."
* Varrot plays it completely straight: she only becomes a captain because of a former love interest, and resolves not to go through with that motivation because of her current one.
* Varscona in the first game (better known as "that longsword +2 you can get early in the game"), whose combat bonuses are explained as possibly deriving from its vaguely
* Varsity Bars's current promotion is a £25 round of drinks for the boy and the girl at the top of the leaderboard of the
* Varsity Blood, a killer dressed as the school mascot stalks and murders and group of jocks and cheerleaders attending a Halloween party.
* Varsity Blood covers about 36 hours. The film starts in the afternoon of Oct. 30, and ends at what must be the early hours of Nov. 1.
* Varsity Blood Hannah. Hearing someone behind her, and thinking it is the killer, Hannah spins around and stabs Bubba in the chest.
* Varsity Blood, Robin drops the keys as she is attempting to unlock Bubba's truck. She manages to grab them, unlock the door, get in, and lock the door again just as

the killer catches up to her.
* Varsity Blood shows a hand plucking the carving out of the jack-o'-lantern in the farmhouse window and vanishing into the darkness.
* Varsity Blood, the killer carries a massive battleaxe as one of his primary weapons.
* Varsity Blood the most recent addition to the cheer squad, it was obvious she obvious from the start of the film that she would be the one to survive. Her love interest Jeff also survives, but he is unconscious at the point where she kills the slasher.
* Varsity Blood Tina has nicknamed her breasts 'Brad' and 'Brother', and talks to them; telling them they are going make her rich some day.
* Varsity Blood: When the lingerie clad Diane is attempting to flee the killer through the gymnasium, she sees that they have tossed someone's severed head in to the basketball net.
* Varsity Blues: Billy Bob threatens to do this to Coach Kilmer if he gives his teammate a pain-deadening shot of cortisone instead of taking him off the field. "If that needle goes anywhere near Wendell's leg, I swear to God on my mother's grave I will rip your arms off and beat you to death with them!"
* Varsity Blues by Kurt Vonnegut hidden inside the team play-book on the sidelines.
* Varsity Blues has Mox first and foremost, but also the likes of Billy Bob and Wendell Brown.
* Varsity Blues: In two games, Mox hits an obnoxious mascot on the sideline with the ball after the snap. The film treats this as a clever way to stop the clock (i.e. spike the ball). In reality, this would be ruled as intentional grounding and would result in a loss of a down and ten yards.
* Varsity Blues, some of which include naming member itself, including "Tall Tommy," "Mr. Morbis" and "Mr. Mushroomhead."
* Varsity Blues, who actually turns down a cheerleader because he prefers his girlfriend.
* Varsity U.S.A., a pilot for a show in which Bennett Cerf would go to a different college each week to showcase their varsity entertainment.
* Varya Akulova. Amazingly strong and has been lifting weights since a very young age. In her early teenage years, she could lift 350 kg (770 pounds) and herself only weighed 40 kg (88 pounds).
* Varyag series has an ex-commando end up in 10th century Kievan Rus' (the original Russian state).
* Varying levels of pain happen throughout the series to almost every character, not just to Diclonii.
* Varys and Doran Martell each plot (apparently unrelated) schemes to put a Targaryen back on the Iron Throne. While the Baratheon (or, for the King's Landing faction, "Baratheon") dynasty would consider that treason and rebellion, by the strict laws of succession, first Viserys and then Daenerys are indeed the rightful heirs.
* Varys disappeared for quite a long time and apparently fled, but his one reappearance at the end of ADWD proves in truly spectacular fashion that he is still a force to be feared.
* Varys is often referred to as "Lord Varys" as a courtesy for serving on the king's small council, though he sometimes reminds people he's not actually a lord, a title that is either inherited or signifies that one owns a castle or land.
* Varys notes that the main thing Robert had to recommend was that he wasn't as bad as Aerys II and Joffrey, being neither mad nor cruel. He simply didn't want to be king.
* Varys sells Ros on entering his employ by mentioning that his "little birds" are paid quite well for their services and not abused on a whim (they are certainly treated better than Littlefinger's prostitutes). There is some truth to it since it's shown they do miss him while working for Qyburn.
* Varys "The Spider" is the Lord of Whispers for the Seven Kingsoms. Having no title or wealth (being referred to as Lord out of courtesy), and being a foreign eunuch, he only managed to survive the overthrow of the Targaryen dynasty because

of his usefulness. However Varys has his own agenda so uses his position to manipulate others; for instance playing Cersei and Tyrion against each other, or passing off Daenerys Targaryen's dragons as just another ridiculous rumor.
* Varys, which is lampshaded when Ned asks why he did nothing to help, and he says that he can't do much against multiple armed soldiers.
* V Asari Rebels and Advent Rebels are more open to diplomacy. Yet in the actual gameplay, all six factions are equally capable of forging and maintaining alliances with anyone.
* Vasco da Gama, Botafogo, Palmeiras and Internacional became infamous in the 2000s for going far but tanking in at least one championship per year (Vasco was runner-up
* Vasco De Gama was sent around the Cape of Good Hope for instance; in his case the mission was botched through bad intelligence. They found India and found it had been almost as rich as legends painted. Unfortunately they hadn't planned for that just yet and had only trade beads in for gifts because they were expecting to meet local tribes; and of course beads were just insulting to the Grand Mogul. In this case they were able to settle for
* Vase de Noces, the church choir chanting of medieval composers Perotinus and Monteverdi supplies the soundtrack alongside electrically-generated bleeps and bloops. According to the director, it's about an alchemical quest for immortality.
* Vash also pours a bottle of whiskey off an observation platform in the anime version of Inepril. Not even clear just who he's honoring, but it's probably the dead. He has a lot of them.
* Vash and Wolfwood are both rather average-sized. But Wolfwood with Millie becomes this trope, while Vash becomes the
* Vash's brother suffered severe injuries from being blasted by the Angel Arm cannon from Vash, injuries which he doesn't fully regenerate from until 23 years after the fact. This implies that all of those injuries could be healed if Vash tried.
* Vash's chest is covered with old wounds and scar tissue and part of his chest is held together with steel mesh bolted in place
* Vashta. As such, when they advance in large numbers they blot out all light sources in their way, presenting the image of a spreading darkness creeping towards their prey.
* Vashta Nerada can move fast enough to strip someone to the bone in the blink of an eye.
* Vashta Nerada-possessed spacesuit of Proper Dave has caught up to them.
* Vashta Nerada that live in the shadows and devour meat. If they get inside a person's sealed spacesuit, though, the person will be devoured to the bone, and the Vashta Nerada will animate the spacesuit.
* Vash the Stampede always puts on his yellow sunglasses right before he stops
* Vash The Stampede is determined to be one. No matter what he sees, what humans or Knives or anybody do, to him or anyone. His traumas are simultaneously cases of
* Vash the Stampede supposedly responsible for annihilating July City.
* Vasili Golovachov) has a myriad parallel worlds some of which are similar to ours, while others vary wildly. And that's just those organized into a linked structure called the Worldfan, of which our world is a part, with the implication that there are countless other worlds. According to the protagonist's half-Japanese friend, some of these worlds may be familiar from folk tales or science fiction/fantasy novels, as information has a tendency to "leak" between the worlds, meaning all those stories are actually true in other worlds. There is a world where the mere act of moving alters the surrounding reality (making finding your way back extremely difficult), or a world made up of a gigantic tree.
* Vasili Golovachov to eliminate potential rivals by sending a device back in time that starts the process of shutting down a star. Humans receive a warning from another race facing extinction and start planning a mission into the Sun's core to stop the device from activating.
* Vasilissa the Beautiful" offers one of the rare instances where the witch Baba Yaga helps the main character, presumably because Vasilissa was respectful to her

and refused to make too many questions.
* Vasilis, the Sword of Light and Darkness, is a flaming, magical sword capable of killing demons, featured in the final book of
* Vasili Tyorkin notes that it would be a wonderful moment to say that the soldiers stood up and took the village easily and that Tyorkin personally killed eight Nazis with a wooden spoon... but nothing of that sort happened. The battle was hard, it lasted many more days and claimed many lives.
* Vasily Blokhin, member of the NKVD personally killed more people than anyone in history. His total was around
* Vasily Ivanovich Chapayev. He was a Red Army hero of the Russian Civil War, in the rank of Division Commander (roughly equivalent of
* Vasily Zaytsev, was very loosely based, pulled this off quite a few times.
* VASIMR / Electric Propulsion - a spaceship driven by VAriable Specific-Impulse Magnetoplasma Rockets, a type of electromagnetic plasma engine which heats propellant and ionizes it before accelerating it out through magnetic fields to generate thrust. This, of course, requires a source of electric power, which can be solar for inner system missions but would probably require nuclear reactors for outer system or manned missions. An alternative to the VASIMR would be the Magnetoplasmadynamic Thruster (MPDT), which uses different methods - combined electric and magnetic fields - to achieve similar effects. A prototype VASIMR module is slated to be installed on the International Space Station soon, used for station keeping (maintaining orbital altitude) and for testing the properties of plasma propulsion in an actual space environment.
* Vasquez Always Dies are the heroines, the masculine female ends up killed while the girly female lives.
* Vasquez Always Dies: One reason why women with lots of agency might be earmarked for death is that they are not helpless and vulnerable, thus have lower passive value.
* Vasquez Always Dies than feminine women. It could be because of the discomfort between agency and femininity, it could also be because the woman in question moves from the reactive-valued dynamic of femininity to the active-sacrificial dynamic of masculinity.
* Vasquez Always Dies, the tougher and less feminine one is killed or injured.
* Vasquez Always Dies, wherein the most badass and capable are taken out first in order to ramp up the tension.
* Vasquez carries a Smith & Wesson Model 39 as her sidearm in contrast to the H&K VP70s carried by her squadmates.
* Vassago Casals/PoH. He has very little screentime in Aincrad compared to Akihiko Kayaba but his actions have an impact that extends far beyond him.
* Vassalord. Also seems physically incapable of buttoning up his PANTS.
* Vassalord, Charley seems to think attacking Rayflo with assorted heavy weaponry counts as foreplay. Rayflo seems to agree. Fortunately, they're both vampires, so no harm done.
* Vassalord is a vampire who is dependent on blood from his master Rayflo because, due to Charlie's religious views, he refuses to drink from humans since he sees it as a cardinal sin. (Drinking from Rayflo is also a sin, but in Charlie's eyes it's the lesser of two evils.)
* Vasselheim Arc: The party is split into two groups, each taking on one. The first has Rimefang, a White Dragon. The second has Hotis, a Rakshasa from the Nine Hells who had infiltrated the city.
* Vast, as one player can take over its role, with the goal of collapsing and burying other players inside.
* Vastatosaurus of Skull Island seemed to find blonde heroine Ann Darrow an irresistible tidbit, eagerly pursuing her with intent to devour regardless of circumstances. One actually drops the half-eaten carcass of its reptilian prey (massing about as much as a human) to pursue her, and later a V-rex struggles to bite her while dangling by (industrial strength) vines over a canyon floor! (Maybe blonde female humans are "carnosaur crack" and just the sight or scent of one immediately addicts the poor brute.)

* Vast Bureaucracy: A bureaucratic entity is far more expansive than what we see in real life.
* Vast Clementine is dismayed by the way Nikko and Urban casually create and destroy instances of themselves.
* Vast Empire setting are about the elite stormtroopers of Phoenix Company.
* vast improvement) for its superior plot and character development and Mega Evolution side stories.
* vastly more militarized and organized Cabal of the Guardians, not to mention the even more esoteric and strange threats of enemies like the Hive and the Vex. As a result, while the Cabal are able to gain temporary superiority, they eventually always end up being mired in something akin to an endless Vietnam War-style slog on Mars, on board the massive Hive Dreadnaught, and later on when they attack Earth.
* vastly more powerful than category d, above. Granted, they don't seek worshippers, but neither do most of the others listed.
* vastly overestimates his own sex appeal. Oddly enough, Frylock has accidentally given himself away, a few times, as depressingly incompetent with women even when Shake and Meatwad aren't around to kill the moment.
* "Vast majority" here meaning that only three planets shown in the first game are safe for humans, in a game shows around a hundred. Most of the planets you visit require spacesuits and sealed environments for survival, and sometimes not even your
* vast majority of law enforcement officers, the first gruesome corpse they encounter in their career is the victim of a car crash, not a murder.
* Vast numbers of newlyweds dance to "I Will Always Love You" (mainly the
* Vastra is said in supplemental materials to have met Jenny by eating the Chinese gangsters who were about to gang-rape her.
* Vastus had a snake motif, with snake ornaments on his shoulders, a helmet based off a snake, and a snake-like staff with the fangs forming a blade that injects venom (in the story, not on the toy, duh).
* "Vast Wasteland" speech to television should be given maximum exposure.
* Vasudan ships look vaguely like alien creatures, particularly beetles. According to the
* V As (which is located in Fort Worth, Texas) in the first place, being that it's a Right-To-Work State, thus cheaper prices and in general a more open environment compared to LA and NYC (one of the advantages is that you can actually call up the company doing the casting auditions and have your name put on a list. Then, on audition day you go there and take your shot in person).
* Vasyugan Swamp, located in south-western Siberia. It occupies 53,000 km and is the largest swamp in the northern hemisphere. You don't want to get lost there, believe me.
* Vat19 LCD game features a man hallucinating that his boss is in a frog suit and is able to control him with the Frogger game.
* Vat19 sells a glass capable of holding a six-pack of beer. Also available is a glass that can hold an entire bottle of wine (5 glasses will empty a standard box of wine in one go).
* Vat19's videos involving Confection Perfection are examples of this.
* Vater und Sohn features one: Great-grandfather slaps grandfather, who in turn slaps father, who slaps son, whose reaction is not depicted. All of this is caused by the three younger ones ruining great-grandfather's photoshot and breaking a prop.
* Vathara is passed off as a girlfriend belonging to a very unfortunate gambler who had no money with which to settle his debts. Kaoru was not pleased.
* Vatican Assassins takes a break from the story every December to do an "Advent Calendar"—a short story told a panel a day for every day of the religious season of Advent. These short stories usually take place on Christmas and are much more lighthearted than the rest of the series.
* Vatican City (at least in theory) had a similar form of government as well.
* Vatican City has the famous Pontifical Swiss Guards, protectors of the Pope. While their colourful uniforms and old weaponry can make the tourists laugh, it is

one of the oldest military units in the world and every one is a professional trained soldier sworn to defend the Pope. They have been extra serious about their job since the attempted assassination of Pope John Paul II in 1981.
* Vaticus what his motivations are and how he became the person he is at present.
* Vatsy and Bruno are, respectively, a talking feline-like thing and a talking chimp.
* Vatsy and Bruno, is a chimp. Subverted somewhat in that, unlike most chimp characters, he's pragmatic, stoic, and content. To quote the work:
* Vatta's War: After being forced to leave the Slotter Key Military Academy in disgrace due to events beyond her control, Kylara's classmate and boyfriend sends her an extremely harsh one, essentially telling her that she is only one step up from a traitor and unfit to be romantically involved with a loyal officer like him. As a rotten cherry on top, he encloses her class ring, which she gave him, but with the academy insignia defaced.
* Vatta's War alive and in command despite severe damage to the ship, and proves durable enough to keep its occupant alive even with the complete destruction of the ship around it.
* Vatta's War. A tongue that can check the authenticity of precious gems? Extra-sensitive tentacle hands? Colored skin? You can have all that.
* Vatta's War bad books (and by assumed extension, Kylara's), is found later with suspicious injuries. He insists that he just fell down a ladder. The medics ask him if he pissed the ladder off first.
* Vatta's War is a privateer in Space, fighting pirates who are trying to conquer the galaxy.
* Vatta's War. Less scrupulous starship captains occasionally use these off-limits star systems as meeting locations off the beaten path to conduct illegal business or merely to shave time off their trips.
* Vatta's War of slack. The death sentence mentioned earlier was said captain's third count of felony contempt of court. That day. He had already committed a capital crime and been let off with a warning twice.
* Vatta's War (particularly conifers) - tree shaped space station, tree based vows and such, forest themed courtrooms, tree com badges, and so on. The present Vatta viewpoint characters (Kylara and Stella) both comment on the tree focus several times before hastening to say it's okay.
* Vatta's War series, Captain Ky gives the civilian-minded members of her crew not one but several chances to leave with full severance pay or transfer to a more peaceful ship as she shifts over the course of the series from a trader to an armed privateer to full military. Several do leave, many stay.
* Vatta's War series has humanity spread out to such an extent that Earth isn't even mentioned. Humanity is still the same species, but there is a fair amount of augmentation, both organic and technological, being done and baseline improvements are made to genetic code.
* Vatta's War series has Ky Vatta's aunt Gracie, who is a brilliant strategist, and who smuggles diamonds in her famously inedible fruitcakes.
* Vatta's War strict in who they will do business with, with their contracts spelling out certain actions their employers might take where they will consider their contract terminated on the spot and withdraw immediately, in order to avoid any association with this trope's negative trappings.
* Vatta's War uses implants that allow access to certain funtionalities not normally allowed, as well as allowing mental activation and use of some controls.
* Vattu is incredibly decompressed; the first couple of pages are just a baby being tossed over a fire.
* Vattu, Seri is expelled from the tribe because one of her lies caused Hunter's death.
* Vattu, the title character encounters another slave who reveres the Sahtan civilization and scorns the fluters that he came from.
* Vauban later wrote books on siegecraft and fortress-building, leading to a revolution in fortification. This led directly to the "star" fort (with low, immensely thick walls angled to minimize the effects of enemy artillery and make it

easy to bring friendly guns to bear) and made sieges and fort-storming a bloody business up through the 19th century's Napoleonic wars. Nevertheless breaching with artillery, then storming the breach remained the go-to solution for taking cities since it would be very hard to sustain a siege for any length, especially with the enemy's field army still around. Hence the Storm of Badajoz in the Peninsular War, and others.
* Vaudeville. Cohan, his mother, and his sister were all brought into the act, and encouraged every step of the way; Cohan spoke of how encouraging it was to see his father in the crowd cheering him on for his entire life.
* vaudeville joke: "My wife and I have been married 50 years, and I've never once considered divorce. Murder, on the other hand..."
* Vaudeville legend Sophie Tucker kept performing up until her death in 1966 and never abandoned her risqué humor.
* vaudeville scene, except it ends with June declaring she'd rather stay with her cow than go to the big city. This foreshadows a later scene where the boys bid an unromantic goodbye to Rose and Louise at a train station, with June already gone.
* Vaudeville stage magician turned supervillain"), saying "straight men like him just don’t come along every day.”
* Vaughan & Martin's Private Eye features an analog, privacy obsessed future where Marijuana is a brand of commercially available cigarette.
* Vaughn Bode's Cheech Wizard, whose floppy wizard's hat covers him down to his navel, is ordered to remove it by some police and a priest - when he does, they lapse into a comatose state at the sight. In a later strip he mentions this to a girl who wants to see what he looks like. She persists and he obliges her, warning "okay, here goes, but I bet you go blind!"...and the last panel is a total blank.
* Vaughn Kendalls from the City Elf origin. A brutish, unrepentant rapist and murder who's allowed to get away with terrorising the Elves in Denerim due to being the son of the local Arl. That is, until the City Elf
* Vaughn Monroe's '50s novelty hit "In the Middle of the House" ends this way, with the singer run over by a locomotive.
* Vault 108, a social experiment where the interior was pumped full of hallucinogenic gases to see how the inhabitants would react. Result: everyone had gone insane and killed each other.
* Vault 13 from the first game, which is plagued by many misfortunate events, from the water chip malfunctioning to the possible takeover by the Super Mutants.
* Vault 19 has a hidden back entrance via the Sulfur Caves northwest of Whittaker Farmstead.
* Vault 92 as well. Using the internal PA system, everyone was subjected to low-frequency white noise with combat suggestions hidden in it. After a while, everyone who heard it gone berserk and brutally killed the nearest person.
* Vault apparently also causes the drinker (always a guy, by the way) to develop incredible robot-scarecrow-building skills and to be able to use a
* Vault doors also have this in some cases as an alternative to time locks, with two sets of combinations and two dials. It has the advantage of allowing the bank to access the inside of the vault, which in one notable case was useful as thieves had tunneled inside the vault(a slight flaw in time locks as there is no way to look inside the vault if someone is thought to be inside, there is absolutely nothing that can be done).
* Vault has this in mind regarding his schemes for victory against the Seven Shields. Unfortunately, it never comes to pass as a result of the fanfic being discontinued.
* Vault Hunters. Multiple side quests will have the general gist of going somewhere, killing someone or something then getting paid (give or take some gimmicks).
* Vault of Endless Night (a giant feathered serpent called Nameless), who joins forces with them the moment he realizes they're not evil. The Shadow Hand still wins however, managing to grab the tablet and get away at the last minute.
* Vault of Horror alongside The Vault-Keeper for the last four issues of its run.
* Vault of Horror, a man finds himself in a diner where the staff and the menu are

a bit... odd. He realizes too late why when he notices that he's the only person in the diner with a reflection.
* Vault of Horror's character appears the second shortest out of the main cast in the framing story. Some elaborate scaffolding must have been used to achieve this, since he's the tallest out of the actors in reality, at 6'3".
* Vault of Horror story, "Silver Threads Among the Mold!", goes with electroplating (probably inspired by the Dorothy Sayers story below).
* Vault of Horror TV show, where the husbands are MMA fighters whose wives are their overcompetitive managers.
* Vault of Horror well - those who take the pill lose weight to the point of wasting away and dying. When the doctor returns to the town six months later and is chased into the mausoleum by its angered residents, he comes face to face with the thing that had killed his victims - a giant tapeworm.
* Vault of the Drow. Anyone possessing the idol of Lolth will, over 66 days, slowly turn into a giant spider.
* Vault of the Drow where Piffany's magic covered her with censor bars.
* Vault of the Traveler uses "Retrograde" by James Blake for its intro, and "My Silver Lining" by First Aid Kit for its credits.
* Vault of the Vampire upon defeat, where she goes from a drop-dead gorgeous vampire sorceress to a dried-up and plain dead old crone.
* Vääpeli Körmy) a young man tries to avoid draft by pretending to have so bad eyes he can't even see the eye test. When the doctor says he will be released from service and asks him to bring him a form from the third pile by the wall the man makes the mistake by walking to the papers and bringing in the right one.
* Vaurien Scapegrace is also bad at speeches, but he's a comic relief character, so that's to be expected.
* Vax and Vex didn't appear to have last names either... until Episode 59, which reveals their father's surname to be
* Vax'ildan after 30+ episodes of uncertainty, torment, and fear keeping them apart. It is not until after they discover Tiberius Stormwind's body in Draconia that she finally finds the courage to admit her feelings.
* Vax'ildan and Keyleth of Vox Machina, a cunning rogue and powerful druid, respectively, have sort-of-but-not-really been this since Vax's
* Vax uses these on occasion, although they don't tend to stick. He seems to be particularly fond of mangling Tiberius's name ("Tibber-hoods" got him magically silenced) and also calls Keyleth "Kiki" at least once. Vax is a nickname in and of itself, a shortening of "Vax'ildan".
* Vay, and all three of your party members need to wear gas masks before they enter her domain, or else they'll pass out and die, ending your game.
* Vayandil and Gheralf's doppelgängers grin all the time, except without teeth, because they are owls.
* Vay (in addition to being a lame-as-hell boss) doesn't even get the courtesy of having an "e" on the end of his name.
* Vayne is a straight man mostly by his background — and he usually ends up engaging in activities like being a "Superheroes" Sidekick, or popping said Alien's spawn. (
* Vay to create their massive robotic army. However, once the five magic orbs are retrieved and the Vay Armor's power is fully realized, it can stand toe-to-toe with almost anything Danek can throw at it.
* Vazelina Bilopphøggers. The officer doesn't buy it and confiscates his driving licence.
* Vazelina Hjulkalender. Inga fires Synnøve because Synnøve could have forced the wreckers to move, but refused to. Synnøve didn't have a lot of money in the first place, and having lost her job doesn't help her or her children.
* Vazelina Hjulkalender, revealing that his traditional look with a big belly and long white beard isn't how he really looks at all — he's actually skinny and has a thin, whispy, barely-there-at-all beard. For public appearances he wears a

fat suit and a fake beard so that he'll fit the public perception of him, otherwise nobody believes he's really Santa Claus.
* Vazelina Hjulkalender, with his famous look being a disguise he adopts so he'll better fit the public image of him.
* [V] Best Friends Forever?. This version of Aria doesn't have a cheating father but comes from a very traditional Indian family.
* V, big-government, nanny-state elitist who "knows what's best" for everyone (being a former schoolteacher and all).
* VBirds averts this; Planet V was where the VBirds had their first No. 1 single, implying that's there's enough music to maintain a record chart, and Bling says they had "millions and trillions" of fans.
* VBirds has King He:Lin, the tyrannical ruler of Planet V who exiled the title characters to Earth as punishment for refusing to partake in his energy-harvesting Dance Farms.
* VBirds were an animated girl group created by Cartoon Network UK. Their single "Virtuality" was heavily promoted for a while (the group even opening for a real-life boy band), but they faded into obscurity not long afterward.
* V.B. Rose: Fairly early into the story, we're told that Mitsuya hates being around Sekiguchi because they're somewhat alike. Much later, the truth comes out: Sekiguchi gave Mitsuya's love interest Tsuya a friendly kiss on the hand during their first meeting. Mitsuya's hated him ever since.
* V. C. Andrews (although they don't end up together, and there's that thing about Rain's own blood brother being attracted to her too — she doesn't end up with him either, thank goodness).
* V. C. Andrews and acts as if this is perfectly acceptable and normal.
* V. C. Andrews, but the publisher lied and told her there was printing mistake when the final cover showed the now-famous pen name. Interestingly, after Andrews' death in 1986, male horror novelist Andrew Neiderman became her ghostwriter.
* V. C. Andrews by the same author (a girl discovers that she was kidnapped as a child, and has to go to a new family who are by turns abusive and neglectful) were turned into a Lifetime-esque movie.
* V. C. Andrews dealt with incest all over the board in her books, including between parents and children.
* V. C. Andrews: Depending on who you ask, some sequels are worth reading, some are mediocre, and some should be tossed into an open fire.
* V. C. Andrews families were continued after her death by a ghostwriter, who then went on to write several more series along similar lines that were published under her name.
* V. C. Andrews, got this in a way; written sometime in the 1970s, it was supposed to be split into three books and published in 1986, but wasn't (presumably due to Andrews' death that year). It seems that her publisher and estate sat on it for almost 20 years, and when it was finally published, it was as an ebook in 2004, when ebooks weren't as widespread.
* V. C. Andrews having died in 1986, romance novels written under her name have continued to be published on roughly a yearly basis since then.
* V. C. Andrews Heaven and her siblings were on the verge of poverty and couldn't go to school every day because they had to work on the farm.
* V. C. Andrews is this. Cathy is amazingly beautiful, she can attract every man who even looks at her, and she is the only one who craves vengeance for being wronged, while the others who survived the same ordeal just want to leave well enough alone.
* V. C. Andrews. It being so different from other works her fans are used to seeing is probably the reason why it took almost twenty years after her death to get published, and only in ebook format.
* V. C. Andrews series looks identical to her late mother Leigh, aside from her dark hair.
* V. C. Andrews, she stated that her grandfather was a religious fanatic that forced Andrews' family to go to his church, which Andrews later saw in a negative light. In turn, this seemed to have influenced the use of sinister religious

characters in her work, notably Malcolm and Olivia Foxworth in the Dollanganger series.
* V. C. Andrews that many of her readers were unaware that she was a woman. This resulted in fan mail referring to her as 'Sir' and even female readers sending photos with little or nothing on! Inverted after Andrews' death with her ghostwriter Andrew Neiderman. While long time fans have known the truth, some newer readers are unaware that the books written after 1986 are written by a man.
* V. C. Andrews the biggest resource for any info on Andrews, her books, and the books written by her ghostwriter (including US and international book covers, timelines and family trees, and little known trivia facts).
* V. C. Andrews, the heroine correctly assumes that her father hates her because her mother dies in childbirth. But as the series continues, she learns that his resentment is heightened by the fact that she isn't even his daughter, to begin with. (She's the result of her mother's rape by her stepfather)
* V. C. Andrews, though not to the extent as other authors on this page. Allegedly, she was a very private person and even burned her first manuscript because it was unintentionally autobiographical. She was also reluctant to do interviews and other public events after People Magazine published an interview that she deeply disliked for being inaccurate and unflattering.
* V. C. Andrews, was originally the autobiography of a woman who had been sold by her father. The book was rejected on the grounds that the quality wasn't suitable for publishing, but Andrews' editor (who confirmed all of this) had bought the story for Andrews to write. The original author, whose identity is still unknown, ended up contributing notes for the story. The sequels are entirely invented, however.
* V. C. Andrews, where Garland Foxworth (in his 70s) married 16-year-old Alicia, who was genuinely in love with him and was more than a decade younger than his son Malcolm.
* V can obtain are customised versions of common weapons made for a specific character. They usually have a special look and abilities.
* V, Cid Previa is the inventor of the crystal amplifiers (something he is not proud of) and refurbishes several vehicles, including an ancient airship, for the party.
* VCR 221 B Baker Street, where players work as a third part of the detective team. Ten mysteries are available for players to compete in solving.
* VCR California Games hybridized a board game with videos of live-action sports maneuvers. Players competed to see who could earn $100 first, and buy a ticket home.
* Vdex Project once had goggles in the Secondhand Shop. Lampshaded in the achievement you get when you buy them.
* Večerníček (‘Little Eveninger’ in English) is a children's programme in which most of the following animated series were featured. Basically, every evening at 7 PM, it airs an episode. Once all episodes of said series are aired, it starts airing another one.
* Vecna Lives!, all the archmages end up dead, and the players must switch to a less-powerful backup team and still save the day.
* Vecna Lives, the avatar of Vecna is ready to weaken all the other gods and place himself as the only greater god of Grayhawk. When confronted by the heroes, he'll offer to make one of them a demigod in Vecna's service, if he will just slay the other heroes.
* vecols as members of society - cause him to be seen as strange to other Andalites. Although, by this time, he's enough of a legendary war hero to get away with it.
* Vector, and cannot be damaged by lightsabers. A strong-willed Force-user can resist Muur’s control, but then you have to deal with him constantly whispering in your head until you either die, go insane, or give in.
* Vector Game: Any game that uses a vector graphics display instead of pixels or polygons.
* Vector is built entirely around using parkour to move through a futuristic city

and evade an armed pursuer, with special moves that are accurate reproductions of actual free-running tricks.
* Vectorman, by the year 2049, the Earth has become so overrun with pollution that the human population has fled to the stars, leaving mechanical Orbots to clean the Earth for them.
* Vectorman easily gets the best, where you can play a minigame that might get your game started on later levels if you do well enough and, using an off-screen power-up, you can blow up the Sega logo.
* Vectorman had a drill powerup which was used to break through certain floors.
* Vectorman is the Spider Queen, a giant black widow spider with an exposed brain in her thorax.
* Vectorman. When Vectorman defeats them, they leave behind power-ups that briefly give him a scorpion tail to attack with, also making him temporarily immune to lava.
* Vector Prime from a particularly egotistical Jedi. Leia complains about him intervening to get a couple more kill silhouettes on his X-Wing, when they were trying to out-fly and evade the ambush.
* Vector Prime the war that's been going for millions of years got started. They don't even have faction insignias, since they pre-date their formations by eons (their toys notwithstanding).
* Vector Prime Vong warrior caste, debuting in the next book, are much more dangerous.
* Vector the Crocodile, who's 20, and has a crush on Vanilla the Rabbit (Cream's mother), who's at least several years, if not a decade his senior.
* Vector Thrust, an internationally-funded force of 200 pilots and associated political and military support that steps in to stabilise nuclear conflicts that go too far. They are widely regarded as the best aerial fighting force in the world.
* Vector Thrust boasts the EOS-04-01 Leviathan arsenal ship, which measures at just over 1,500 metres long.
* Vector Thrust boasts the PDU-17, which carries a small machinegun onboard that it uses to spray its target with before ramming into it and exploding after it runs out of ammunition.
* Vector Thrust, draws similarly from the glamour and glory of aerial combat. Its AI is also designed to closely resemble ace archetypes in Skirmish Battles.
* Vector Thrust has the EOS-14 fortress/bunker thing which starts vomiting MiG-29s out of its single aircraft lift without pause after you damage it enough.
* Vector Thrust has these plastered all over the Pause Screen and menu backgrounds. Ground targets are also denoted by a hexagon symbol on your HUD.
* Vector Thrust itching to make a profit by any means possible, there are just as many companies concerned with their ethical and social imagery in the public eye and maintain a strict sense of justice and discipline in their employees.
* Vector Thrust, it's practically begging for its fans to churn out remakes of the classic PS2 series.
* Vector Thrust, naturally boasts several Joke Characters. Examples include the F-15 Streak Eagle and P-42, extremely fast aircraft capable of our-climbing a rocket, but which carry no weapons of their own and go down in flames if so much as sneezed as. Other aircraft include the AFTI, a concept aircraft without any wings. It works as well as you'd expect it to.
* Vector Thrust, possibly the only example for this in a flight simulator.
* Vector Thrust, the battle conditions can change significantly. Aircraft can be hidden with a 'stealth barrier', mirrored to grant the illusion that there are more of them than there really are, receive targeting information from an allied scout, receive detection range boosts and take advantage of other electronic support systems. Negative effects can range from mild inconveniences like having your map taken out to catastrophic events during the heat of battle like having their missile targeting systems taken offline or their IFFs disabled.
* Vector Thrust, the remaining nations still maintain order to some degree.
* Vector Thrust with unplayable campaign and intermittent crashes. It was left at this state when the developer, Timesymmetry, had suddenly gone completely silent

around August 2016 to this day.
* Veda Scott Academy this way, initially living up to the good sportsmanship standards of both promotions. Eventually her cowardly nature got the best of her, though, and she began to familiarize herself with all loopholes, legal or otherwise, to make her pro wrestling career easier.
* Veda Scott wears glasses and sells a T-shirt designed to look like an Eye Chart that reads "Veda Scott Four Eyes Nine Lives."
* Vedek Bareil brain with a synthetic substitute would leave nothing left of his true self.
* Vedika later serves as this to the Magical Girl Power Training Club. Undine recognizes her right away as the top student at Future's Promise, and she often volunteers at a local hospital. Her powers as a magical girl tie into this role — as Mindful Eye, she has a basic form of
* Vedius Pollio, an ancient Roman equestrian, once executed a slave by having him thrown into a pool of
* Vedius Pollio executed a slave by throwing him into a pool full of lampreys— bloodsucking jawless fish.
* Vedo Nudo - probably one of the earliest examples of outward/inward variety of the trope.
* Vee is an escaped test subject who was tortured for most of their life, so being physically imprisoned (like with a snare or cage) will cause them to have a panic attack.
* Vee is a shapeshifter who is normally masquerading as Luz, so she's voiced by Michaela Dietz
* Veela can go from ordinary, if beautiful, women into etheral goddesses with glowing green auras and solid black/white eyes.
* Veela over the men who watch them. When angered they transform into birdlike, taloned creatures and throw balls of light.
* Veela, which is basically a creature with super-pheromones as a superpower. Which Tonks presumably cannot replicate. Besides, Tonks isn't interested in being gawked at by random males, her beloved loves her like she is, so why would she be interested in whether Ron considers her pretty?
* Veela, who is by no means ugly, but not supernaturally beautiful, and her Veela ancestry never gets mentioned.
* Veep at Selina's inauguration. Her staff has do redo the entire speech while its on the teleprompters, forcing her to ad lib, or as one of her staff puts it, "bebop speaking". It's rather impressive at how she manages to work her way around it. They manage to bring it back up... except it contains the previous president's immediate plans, so now Selina's just promised to do her predecessor's plans.
* Veep episode "Signals", when Selina is told that Congressman Furlong wants to meet her, she responds: "Okay, well, let's see. I'd rather set fire to my vulva, so that's a no."
* Veep, etc.) and even thrown her eternally loyal aide Gary under the bus to avoid jail time, all to ensure she gets elected President.
* Veep eventually reveals how the incompetent, unlikable Jonah Ryan got a job in the White House: His uncle basically controls all the politics in New Hampshire.
* Veep explanation" (or similar) of a political phenomenon is a common Beltway shorthand descriptor for "the explanation that assumes that the phenomenon is the result of overworked and/or incompetent staffers trying to make sense of their equally-overworked and/or incompetent bosses' pronouncements without any of it being part of a plot for anything more nefarious than temporary political advantage this news cycle.")
* Veep has a scene where Vice President Meyer is alone in her office and idly spinning in her chair, showing her frustration at having nothing to do in spite of her high position. The image was used in commercials for the first season.
* Veep: In "C*ntgate", Mike states to the press that the President is not planning on bailing out banks, she's just going to give them large infusions of cash.
* Veep In "The Choice" the characters have difficulty differentiating between the pro-life and pro-choice organisations because of their similar acronyms.

* Veep: In the Season 2 episode when the Vice President and her entourage visit Finland, Gary keeps introducing himself to people in Finnish as Selina's "bagman." Except it turns out that he's actually calling himself something vaguely like "man bag" — in other words, a scrotum. He's not happy when he's told this.
* Veep, is 5'3". This causes Vice President Meyer some embarrassment in one episode when it's revealed that her box is made of a special metal alloy and costs $1200.
* Veep Jonah runs for congress against Judy Sherman, his former second grade teacher. Jonah is abrasive, highly gaffe-prone, and possesses zero ability to connect with voters, while his opponent Judy, the widow of the former congressman, is a widely loved sweet old lady. Jonah looks certain to lose, until he shoots himself in the foot (literally) while filming a campaign commercial, and Judy is caught on camera saying "guns can be dangerous", causing the NRA to buy attack ads against her. On election day, Jonah eeks out a narrow win.
* Veep, Selina gets a congresswoman to vote for a bill she supports by threatening, among other things, to sic the IRS on her corrupt husband.
* Veep: The Season 7 premiere quickly reveals that the woman that Jonah married in-between seasons is his (former) stepsister from one of his mom's previous marriages. Neither of them sees anything wrong with this.
* Veep; this of course makes for compelling TV and gets him promoted to co-anchor.
* Vega$ episode "Lost Monday" has Binzer being hypnotized into constructing and detonating a bomb. The hypnotist instructs him to respond to the trigger word "superstar".
* Vega (a.k.a. Balrog in Japan) refers to himself as being incredibly beautiful to the point of being
* Vegan Artbook, anyone who is willing to tolerate those who eat meat is considered just as bad as the meat-eaters themselves.
* Vegan Artbook has done this, when comparing the eating of meat to a list of barbaric things that animals do, such as "animals steal from each other" "animals kill rival males" "animals rape their females" "animals kill their own babies". But then it contradicts itself with its more frequent messages of having compassion towards animals and scorn for humans.
* Vegan Artbook (including rape as punishment for wearing fur) against everyone who's not vegan.
* "Vegan" does not equal "vegetarian", so it's dangerous when you see a "vegan" product that really shouldn't be vegan (like "vegan
* Veganism seems common on Federation ships due to access to replicators that can create very convincing meat substitutes, avoiding the need to keep the real stuff in storage on long voyages. Attitudes about veganism vary widely, from disdain toward the concept of eating meat - like Riker claiming they don't enslave animals for food anymore, to acceptance - like Picard importing genuine seafood at what was implied to be great expense to eagerness: Dax and other patrons of Klingon cuisine complaining that their
* Vegans started to strike nearby cities he finally remembered he was an alien.
* Vegan Street claims there's more protein in 100 calories of broccoli (11.1 grams) than in 100 calories of beef (6.4 grams). While true, there are only 31 calories in a cup of broccoli, meaning you'd have to eat over three cups of broccoli to get those 11.1 grams. Conversely, three ounces of beef contains 25 grams of protein. Furthermore, not all proteins are the same; ones from most plants don't have as many of the amino acids the human body needs.
* Vegans will often refer to cow's milk as "breast milk" to attempt to invoke this in non-vegans, arguing that adults drinking milk is infantile.
* Vegapunk's rival, Ceasar Clown, is stated by all parties except his underlings as being evil
* Vegas (2012), a woman is murdered and her body dumped in the desert. The local sheriff is corrupt and the murder might be linked to the mob. Given this, the case would have probably been left unsolved, except the woman was the governor's niece. The governor threatens to send in the National Guard if Las Vegas cannot get a grip on its rising crime. This gives the mayor the political clout to appoint Ralph Lamb as the new sheriff.

* Vegas (2012) set in 1950s Las Vegas. On the one hand, the victim was disowned by her father, but Sheriff Lamb exhibits no problem at all with this relationship, regarding the decedent's partner no less sympathetically than he would any other grieving widow.
* Vegas and secretly dating after. The one is the younger brother of Sheriff Ralph Lamb and his right-hand both on the ranch and in the squad room, and the other is a senior finances manager at a mob-run casino and the daughter of a made man.
* Vegas Crossover: Two or more characters from different sources getting married while drunk in Las Vegas.
* Vegas episode "Exposure" has a couple moments of ribbing between Sheriff Lamb, a former Army MP, and the Air Force investigator assigned to his Case of the Week.
* Vegas Pro was intended for video editing professionals to use for post-production. However, it is also a standard tool among people who edit videos as a
* Vega's quite unattractive father murdered his own wife on suspicion of infidelity. Vega returned the favor, and now you understand why he's completely nuts when it comes to beauty.
* Vegas Ralph Lamb is appointed as the new sheriff of Las Vegas and immediately hires his brother and son as deputies despite them having no policing experience. He is taking on the Mob and he needs deputies he can trust explicitly. He does get called out on this a few times by other law enforcement officials.
* Vega Strike and sensory-motor system. The colors are "off" because their vision is different from that of humans, and they use gravitics instead of thrusters. They don't vary their design approach much because it works for them and they have very conservative mindsets.
* Vega Strike". And yes, there are defence and hit missions — against pirates and whatever factions trouble locals.
* Vega Strike a NPC pod assaulted by vengeful opponents and deliver the pilot to a nearby planet or base.
* Vega Strike a shield-piercing laser flash at point blank. Each shot consumes energy needed to charge the warhead and deteriorates with range, but less than disruptors, and it's still more energy-efficient than lasers.
* Vega Strike better than anyone including superhumans. Highborn are noticeably decadent, but there's enough of high-end jousting forces to back up their claims.
* Vega Strike, but ignores most lifeforms and non-construction nano scale devices.
* Vega Strike drives — though lockable ranges are still relatively tame.
* Vega Strike, especially efficient if their weapons are more powerful but yours are shield-piercing.
* Vega Strike has jump points network. Another form of FTL travel is limited to in-system use as relatively slow.
* Vega Strike has several in game and flavor materials, each has a faction consisting primarily of them.
* Vega Strike — potentially dangerous, but hard to take too seriously.
* Vega Strike. Most space stations has pretty rough-and-tumble design style too.
* Vega Strike of "Shmrn Medical Consortium", along with medical stuff, presents these with a list of models for several species.
* Vega Strike scripting for things like non-cockpit GUI,generation of dynamic universe and missions logic, XML-customizable AI, and XML+Python stock missions.
* Vega Strike section). Proper missiles are used by almost everyone and many heavy fighters have 4 launchers or so, but with default parameters AI doesn't launch much.
* Vega Strike: their low-caliber mass drivers aren't very deadly, but almost guaranteed to make the player pay for armor repair.
* Vega Strike theology", whom Purists barely tolerate, and everybody else hates and calls simply "Luddites". They aren't against high technology as such, but associated changes in human life.
* Vega Strike, these aren't going to spawn any hereditary aristocracy.
* Vega Strike" (very sluggish, not much ammo, but have a shield-piercing weapon, explode when approached and fit in normal missile launchers).
* Vega Strike with a weak plasma weapon shooting slow red bolts named "Laser" which

according to its own in-game description is "not a laser by any stretch of the imagination".
* Vega Strike with the attacked ship's faction and its friends, expanding through fights with them until shot at sight by almost everyone.
* Vegas when Sheriff Ralph Lamb confronts corrupt film mogul Barry Silver, he is surprised to discover that Silver's bodyguards are actually active-duty LAPD detectives. Ralph was previously warned about how rich and connected Silver was but he did not think that Silver actually had the LAPD on his payroll. The detectives are later shown willing to shoot Ralph and his deputies in order to prevent Silver's arrest.
* Vega, the artificial intelligence in charge of the UAC's Mars Base in
* Vegemon Farm that serve as the player's front lines against monsters and are residents of the player's farm.
* Veger. He's got a long, regal-looking coat, but isn't actually seen doing anything really badass.
* Vegeta, after a ridiculously long, grueling battle, lays nearly crippled on the ground at the mercy of Krillin, who is holding Yajirobe's sword to his neck. After Goku pleads with Krillin for several minutes to let Vegeta go, he throws the sword away against his better judgment and allows the half-dead antagonist to escape. Which totally saves their collective asses during the Frieza and Cell sagas. Vegeta's
* Vegeta also did this against Buu, sacrificing himself, but it wasn't enough.
* Vegeta also does not let us forget that he's the "Prince of all Saiyans".
* Vegeta also gets a hole blasted in his chest by Krillin in a gamble to get Dende to heal him so he'll become strong enough to beat Frieza. In the manga, he's literally seen walking with a hole where his spine should be. In the anime, however, he is simply left with a sizeable wound in his gut.
* Vegeta also has a case of this when he has a breakdown on Namek and starts arguing with the (possibly real, possibly hallucinatory) ghost of Nappa
* Vegeta also indulged in this as a villain during the Saiyan Saga, when he decided to wait for three hours for Goku to return to Earth so he and Nappa could crush the hopes of Earth's warriors.
* Vegeta also refers to the Androids with a variety of insulting names including “rust buckets”, “tin toys” and even “junkyard robot trash”.
* Vegeta also turned Super Saiyan the same way he did in canon - rage and anger and despair over never being as good as Goku - though the process by which he did so was... far less refined.
* Vegeta, always eagerly snatching the chance to pound his rival's doppelganger.
* Vegeta and Bulma both have this moment when they realize just who the lilac-haired youth Trunks happened to be.
* Vegeta and Piccolo Jr's voices were much lower and growlier in the first series. By the third, they become less like
* Vegeta and the other Saiyans (and everyone else in Frieza's army) in
* Vegeta and Trunks ended up getting into this as the former plans on letting Cell absorb Android 18 for his perfect form while the latter has plans on stopping that.
* Vegeta, at least in the beginning. When he first hears of his home world's demise and near-extinction of his race as a child in the
* Vegetable Game opens with an ominous screen which cryptically states: "WARNING — Do not play Vegetable Game."
* Vegetable Lamb of Tartary, known sometimes as Barometz, in Central Asia.
* Vegetable Lamb of Tartary; medieval Europeans couldn't conceive of any other way for cotton to exist.
* "Vegetable oil" can mean any of the thousands of different oils of plant origin, but mostly soy, corn, or sunflower oil. More often than not, they're made from seeds, which are botanically fruit rather than vegetables. And another common ingredient, canola oil, is a recent innovation.
* "Vegetable" protein doesn't mean tomatoes and spinach. It means soy.
* Vegeta copies the protagonists' ability to sense ki and suppress his own power

level to avoid detection by scouters, despite this not even being something that can even be "observed" at all. Just learning that it's
* Vegeta does get a few more chances to do this, though. In his fight against Android 19, he even allows the Android to take a hold of him and begin to steal his energy through its hands, only to remove its hands. Then in his fight against Semi-Perfect Cell, he takes a direct blow to the face, before telling Cell that that one 'was free...' then proceeds to lay a beatdown on him.
* Vegeta effortlessly overpowers the drained Frieza and knocks him out of his golden form, but still loses when Frieza
* Vegeta, especially in the earlier seasons where he could be just as bad as Frieza, often killing people with a
* Vegeta even kills his longtime partner Nappa because of this (Goku had paralyzed him), combining this with
* Vegeta gets this a few times himself. He was saved by Krillin and Gohan when Recoome was ready to kill him with his Eraser Gun.
* Vegeta has a sick sense of humor in spades. When he's called on it by Goku, he acknowledges that his sense of humor is in bad taste, but he doesn't care, because he's evil.
* Vegeta has a similar reaction after he volunteers to fight Kid Buu while Goku charges up to his max power. Goku needs one minute.
* Vegeta has a small moment at the end of the Cell arc — while in the manga and anime he was beating himself up over Goku
* Vegeta has been the most prideful in himself and his strength for decades.
* Vegeta has occasionally uses telekinesis, mainly in filler. He kills the king of the insect planet by telekinetically shooting a rock through his chest and later
* Vegeta hates it when Goku and the others show him pity. He thinks it's a sign of weakness.
* Vegeta, he was more concerned with the fact that he could be beaten at all despite finally becoming a Super Saiyan. He was actually angrier that it was a "machine" that did it than a girl.
* Vegeta himself, the only other full-blooded Saiyan to survive the series, took
* Vegeta inflicts this on Goku after becoming a Great Ape, catching Goku in his hands and ruthlessly crushing every bone in his body.
* Vegeta in gives us an example of not even having an excuse, as he's that desperate to get away from Freeza and off of Namek.
* Vegeta in Oozaru form threatens to crush Goku like an Arlian. "A what?" "Exactly!"
* Vegeta is constantly annoyed when Nappa does this routine (for an entire year) on their way to Earth. Then, when they finally reach Earth and begin waiting for Goku... "Is he here yet? Is he here yet? Is he here yet?"
* Vegeta is constantly tense and angry, extremely proud, brutish, has a hard time expressing affection even for his own family, and like all Saiyans, is a major
* Vegeta is initially shocked but realistic when Goku turns out to be stronger than he and Nappa anticipated, however he crosses into this trope when Goku, a low-class warrior, can actually deal damage to him and, with the help of his friends, come on the verge of killing him outright.
* Vegeta is like this to many of Frieza's other Mooks. In particular Cui, Dodoria, and Appule, who was watching him heal in Frieza's ship.
* Vegeta is very popular with fans despite most of the cast including his loved ones and Goku (And the
* Vegeta kept his male actor in Japan even when shown as a kid. Most dubs used voice actresses, with the Funimation English dub being the exception.
* Vegeta leaves with Nappa, Raditz, Buzzkill, and Mufasa at the end of
* Vegeta mocks Cui, Dodoria, and Zarbon for becoming complacent since they had Frieza to protect them, while he became stronger fighting on the front lines. This turns out to be very true for Cui and Dodoria, who were completely outmatched against Vegeta and died screaming for Frieza to help them. Zarbon, however,
* Vegeta, Nappa, and Raditz. All skilled Saiyan fighters, but they heavily rely on their brute strength and overall toughness to beat their opponent. Raditz failed to

train in overcoming the Saiyan's weakness by grabbing the tail unlike Goku, Vegeta, and Nappa, and couldn't do anything when he was locked in a full-nelson by Goku. Nappa couldn't even respond when Goku proved to be his match and Goku outright called him sloppy. Vegeta is the least guilty of this, but he completely lost it when he was fighting a fighter equal to him and chose to overwhelm Goku by transforming into a Great Ape. Eventually,
* Vegeta outgrows this trope and like Goku proved very adept at learning new techniques.
* Vegeta plays with this occasionally with regards to Goku. He occasionally becomes very, very slightly concerned for Goku's safety when Goku goes off to fight someone else, even offering occasional bits of help and support — mostly because he believes if anyone's going to beat Goku in a fight, it should be him. This is most notable just before
* Vegeta pulls this after he kills Nappa, saying he might spare Goku, Gohan, and Krillin because he's so happy after that.
* Vegetarian Carnivore: A predatory animal decides to eat plants instead.
* Vegetarian for a Day: The diet of a character changes due to an event however they'll always go back by the next episode.
* Vegetarian Vampire: A vampire who abstains from feeding on human blood, or at least avoids drinking blood using methods that require killing or turning people.
* Vegeta's deep hatred for Frieza is almost unparalleled in a series full of personal conflicts. And that's BEFORE he finds out Frieza was the one who blew up Planet Vegeta and wiped out most of the Saiyan race.
* Vegeta's demise during the Frieza Saga has shades of this. He's the Saiyan Prince and the strongest his race has to offer... and is left totally helpless and reduced to tears against Frieza's power. After being literally beaten to a bloody pulp, Vegeta is given an anti-climactic end by being shot through the heart and spends his last moments tearfully begging Goku, a lower-class warrior, to defeat Frieza and avenge their race.
* Vegeta seems to be this to his daughter Bulla, going so far as to attack teenage punks that are hitting on his daughter. And because they made fun of him and his mustache (
* Vegeta's Forced Spirit Fission, while unable to stop Moro the first time, is ultimately vital to defeating him by weakening him enough to leave him vulnerable. Vegeta also uses it to combine the power of all the assembled Dragon Fighters and send to Goku in order for him to defeat him, making the Dragon Team having all assembled to defend Earth one of these as well.
* Vegeta's main trait in the series is that he's a guy who prefers to fight solo, hates teamwork, and is usually the first one to try to get into combat. In-game, he's actually generally best as a support character, throwing out assist attacks from the back row.
* Vegeta's not the only one who does this, though. In the non-serial movie
* Vegeta's overwhelming pride always manages to cause trouble for the universe. In this order, he goaded Frieza into transforming, let Cell absorb 18 and reach his Perfect form for the sake of a better challenge, and deliberately became one of Babidi's Majins to fight Goku despite full knowledge that it would resurrect Majin Buu. In all three cases, a planet ends up exploding,
* Vegeta's scream can be heard by Krillin and Gohan miles away, Goku in outer space, King Yemma in the afterlife, and Trunks on Earth
* Vegeta's status as this is lampshaded in Episode 38, after Future Trunks realizes just how much of a
* Vegeta's talent was so well known that Freeza immediately takes a liking to him and
* Vegeta takes it even farther than both Piccolos by breaking just about every bone in Goku's body, leaving him unable to move at all.
* Vegeta tries to get Krillin to mortally wound him during the battle against Frieza in
* Vegeta turned Saibamen into pulp and made Cui explode like a firework by just pointing at them and did it so casually.

* Vegeta wagers Scrooge's hat for the mysterious briefcase when they bowl in
* Vegeta, who became a Super Saiyan by throwing a tantrum and says "Mineminemineminemine..." whenever he wants something. Of course, it makes sense considering what Nappa said about
* Vegeta would eventually become a Super Saiyan due to pure rage and despair at his own wounded pride when
* Vegetius in 'De Re Militari'' makes a similar suggestion as Sun Tzu. The side which has all of his escape routes blocked fights with desperation.
* Vegetius: Late Roman writer, mostly known for his treatise on military matters.
* VeggieTales, Ahem tells Toto that he lost the wishing bean while in a sugar coma caused by eating a humongous marshmallow Peep.
* VeggieTales always had an "A pop" after the credits where the 'A' in Big Idea would sort of bounce with a sound effect taken from the episode.
* VeggieTales, and just as he's about to bite into the candy bar, a bird poops on it.
* VeggieTales and led to them later scrapping the redesigns in favor of slightly-touched up versions of the characters' original 1993 designs.
* VeggieTales: An in-universe example; in "Barbara Manatee," one of the Silly Songs With Larry segments, Larry appears to be crushing on a manatee from a TV show. He even has a plush of her, which he sings to and dances with.
* VeggieTales appeals to many audiences. Obviously, the first one is Christian children who enjoy the silly characters, songs, and can learn a thing or two from their lessons, then their parents who appreciate the more tongue in cheek humor and pop culture references not seen in very many Christian cartoons, and then there’s the secular audience who ordinarily wouldn’t watch faith based series but enjoy it due to the same reasons above, and also because it’s made in much higher quality than most other Christian animated shows and is platable enough without feeling alienated from the religious material.
* VeggieTales "Asparagus of La Mancha" when Archibald playing Don Quixote lands on the sign.
* VeggieTales, as Wally P. Nezzer goes flying into the air over a cliff, then Buzzsaw Louie and a gaggle of penguins go flying after him. Louie and the penguins form a chain in midair, and then one end of the chain gets snagged by a penguin standing on the edge of a broken bridge, and the other end catches Mr. Nezzer, the penguin at the end of chain just barely managing to hold on the bridge by his toes while keeping the rest of the chain from falling, leaving them stuck hanging over the cliff.
* VeggieTales (A Western adaptation of Joseph from the Bible), Joe gives a variation where it’s good news for one and bad news for the other two prisoners after interpreting their dreams.
* VeggieTales block in 2006. Aside from cutting various scenes for time, all references to God were removed. Parental complaints led to such references being reinstated in the second and third seasons.
* VeggieTales block that featured segments taking place at Bob the Tomato's house and was more secular in nature. Despite having good ratings, the show was very controversial since all references to God were edited out. This version lingered in obscurity for several years, only remembered by those who watched it as it aired. It wasn't until this version hit syndication in 2015 that it began to grow in popularity.
* VeggieTales) Bob had climbed a coconut tree to look for Larry (who had run away due to everyone blaming him for the boat crashing), and then The Professor (Dad Asparagus) shows off a catapult that he invented in the hopes of flinging everyone home and used a (sapient) coconut as a demonstration, and then it hit Bob in the head (more like his whole body), sending him falling out of the tree and into the house of the millionaire and his wife.
* VeggieTales came into being because the creators were limited to armless, legless, hairless characters thanks to rudimentary CGI. Phil Vischer's first choice was an anthropomorphic candy bar, but his wife suggested parents would appreciate a hero who promoted healthier eating habits; hence the talking fruits and vegetables.

* VeggieTalesClothes or costumes that the Veggies wear, however — notably shirts — tend to stick rigidly to their bodies, because this simplifies the animator's job tremendously. Occasionally this results in strange-looking object behaviors — like the paper bag that Larry wears over his head in the counter-top bookend scenes for "Minnesota Cuke and the Search for Noah's Umbrella," which sounds like a paper bag but moves like a rubber artist's eraser.
* VeggieTales depicted the sailors "drawing lots" to determine who had made God mad in their retelling of the story of Jonah. "Loser takes a swim!" Bonus points for being the kind that uses a novelty deck with actual pictures of different fish instead of numbered cards. And the game-ending play was a pair of whales.
* VeggieTales did an anti-prejudice storyline involving two nations on the other side of a mountain who were at war because one of the nations wanted to wear shoes on their heads, and the other wanted to wear cooking utensils on their heads. (It was also an adaptation of "The Parable of the Good Samaritan".)
* VeggieTales don't have eyes. Most cover them with hats, Pa Grape switches between glasses and hats.
* VeggieTales episode "A Snoodle's Tale", Larry asks if Jimmy ever had a dream about a bagel, and Jimmy said he dreamed of a opera-singing aardvark, which cuts to an animated sequence about that exact thing.
* VeggieTales episode ''Asparagus of La Mancha" is rife with this kind of lingo in the beginning. The DVD even includes a special feature explaining the meanings of various terms, as well as a minigame to find different foods that matches like terms.
* VeggieTales episode "Dave and the Giant Pickle", King Saul (Archibald Asparagus) does one after Dave (Junior Asparagus) triumphantly says he'll fight Goliath.
* VeggieTales episode "King George and the Ducky", Jimmy and Jerry Gourd are both wearing cardboard cutouts of Bob and Larry. After Jimmy tries introducing himself as Bob the Tomato, Jerry tries introducing himself as Larry the Cucumber, but stops after saying "And I'm Larry", prompting Jimmy to give Jerry a nudge in the side, so that Jerry can finish with "Cucumber".
* VeggieTales episode "Larry-Boy and the Fib From Outer Space!" has a mild version. Junior's lies cause the Fib to grow giant. It grabs him and begins terrorizing the town. In the end, his parents decide the entire incident is punishment enough for lying.
* VeggieTales episode, "Madame Blueberry", Bob and Madame Blueberry both commandeer shopping carts in order to race towards the site of where her house is tipping over, except poor Larry, who just winds up dragging along a little handheld shopping basket instead.
* VeggieTales episode "Madame Blueberry", the main character's treehouse is eventually flung off its tree in this manner.
* VeggieTales episode "Rack, Shack and Benny" onto one of these in the way to the furnace. The episode takes place in a chocolate factory.
* VeggieTales episodes before they hit DVD, each of which last only 45 minutes long.
* VeggieTales episode "Sumo of the Opera" is Japan-themed, and has ESN (Emperor's Sports Network), a cross between CNN and ESPN.
* VeggieTales episode "The Ballad of Little Joe". The first time with the Baker and the Blacksmith (played, respectively, by Jimmy and Jerry Gourd), and the second time with the Mayor of Dodgeball City (played by Mr. Nezzer).
* VeggieTales episode "The Star of Christmas", Cavis (Bob), thinking that Millward (Larry) and Seymour (Pa Grape) are walking out on him when their musical isn't going as planned, "shows them the door" with an indignant face, and it turns out to be the closet. When he opens the right door, he checks quickly before making the face.
* VeggieTales episode "Tomato Sawyer And Huckleberry Larry's Big River Rescue" had a trio of female pea cheerleaders who showed up at random times during the story.
* VeggieTales, especially in the 90s videos, was comprised of Big Idea staff members. Big Idea was originally based in the Chicago suburb of Lombard, and Chicago, as mentioned in Pinball above, didn't have a large pool of professional

actors to hire, so the crew had to make do with whoever they had.
* VeggieTales, explains that "with God, all things are possible." Larry promptly asks if God can turn him into a chicken.
* VeggieTales" features Pa Grape and Mr. Lunt singing about all the pirate-related activities that they have never done, but Larry sings about completely random and ridiculous things he has never done. Pa and Mr. Lunt try to explain to him that "we're supposed to sing about pirate-y things", but get sidetracked into a debate on whether Pa looks like Cap'n Crunch. Larry sings another gleefully un-piratey verse and Pa shakes his head and proclaims "You just don't get it" before the song ends.
* VeggieTales), featuring it in Black and White, with film grain and damage. On the audio front, it lacks any and all sound effects, as well as the French Peas reading out the text cards in the normal version.
* VeggieTales has a couple instances of the giant-sized Fib playing with restaurant signs, including an odd one that featuring a cow on a hamster wheel that goes rolling down the street.
* VeggieTales has fallen into this, using non-talking vegetables for various things, such as a non-speaking pumpkin with a scrawled on face to test a fish-slapper.
* VeggieTales has had many live shows throughout the years. Some of them were performed at theme parks, while others were performed at churches.
* VeggieTales has the King asking his wife for a sandwich in the middle of the night, she refuses, and the rest is history.
* VeggieTales, her own house gets destroyed, all of her possessions become worthless, and she herself becomes homeless. Though the trope may be downplayed if you take the book "Madame Blueberry Learns to Be Thankful", wherein Bob and Larry help rebuild the treehouse after the events of said episode, to be a canon follow-up to the episode.
* VeggieTales in the House for children to resist singing aloud (to their parents' dismay).
* VeggieTales in the House is notably a lot more cartoony and slapsticky than the latter, most prominently for its wide use of cartoon sound effects.
* VeggieTales in the House is the only piece of the franchise that does not use a framing device.
* VeggieTales in the House", when trying to give Petunia's plants water, which results in him getting thrown all around the greenhouse.
* VeggieTales: In the silly song “I Love My Lips”, Larry the cucumber does this after he talks about how he would feel if his lips ever left him. However, he doesn’t have hands to burble his lips. So he just motorboats instead. You can hear the voice actor doing this though.
* VeggieTales in this particular book is that nobody can see him when he talks, so he has to tell everyone "I'm down here!"
* VeggieTales, introduced a horde of mute penguins. Since then, they occasionally have cameos, such as a penguin dressed as a parrot in the song "The Pirates Who Don't Do Anything", or Junior's poor sick penguin in the song "The Yodeling Veterinarian of the Alps".
* VeggieTales: Invoked in a song that was so pointless, Larry's voice actor supposedly refused to finish it (though this was probably written-in meta-humor). "The Song Under the Credits" was its name, and in the middle of a chorus of "Hey hey ho-ho-ho-ho" the actor left, while the other actors chewed him out for leaving, telling him "We have contractual obligations to finish this song!"
* VeggieTales involved a piano drop as part of a plot to assassinate the king.
* VeggieTales involving costumed character versions of the VeggieTales cast playing in their house in between the stories, and it also included little segments where the characters toured different places.
* VeggieTales, in which aliens abduct cows, switch brains with them, and then return them to the pastures in order to infiltrate Earth's society.
* VeggieTales is undoubtedly this trope. It actually got rewritten several times, with the original being sung by Mr. Nezzer about him rebelling against his parents

and everything just to get his chocolate bunnies, even refusing to go to school and church. It was rewritten later, due to objections from real world parents, to be Mr. Nezzer rejecting health food in favor of his chocolate bunnies.
* VeggieTales." It is a bunch of scenes featuring Larry playing with his prosthetic hands to mess with Bob. One of them includes a scene where Larry tickles Bob with them.
* VeggieTales. It was actually Big Idea's decision to change the characters' designs since the original was based on the old animation software from the '90s.
* VeggieTales Jonah movie contains the memorable Song Which Goes Under The Credits
* VeggieTales: Junior knocks over a plate that is very important to his father. An alien, Fib, tells Junior that he should lie to his dad, and he does by telling him that it was his friend, Laura who did it (in a very ridiculous way). Laura, who was there when Junior actually knocked over the plate, eventually learns of this, and tells others that Junior is lying, so then Junior (with the help of Fib) begins telling people that it was Laura's brother, Lenny, who did it (again, in a very ridiculous way). Eventually Laura, Lenny and other kids start yelling at Junior for lying. Junior, lying to try to keep him out of trouble, is then kidnapped by Fib, who has been feeding off of Junior's lies and is now a Giant. Only when Junior is forced to admit he did everything does he weaken Fib and get himself (and Larry Boy, who failed trying to save him) free.
* VeggieTales: Larry does this at one point in the silly song "Sippy Cup". An earlier example is with Bob in "Sneeze if you Have To", an even earlier example happens in "Madame Blueberry" with a Stuff-Mart employee falling out of Madame Blueberry's treehouse, and even earlier than that in "Are You My Neighbor?" when Junior shouts "Grab the gourds!".
* VeggieTales: Larry has gotten his candy stuck. In a vending machine.
* VeggieTales, Larry's silly song is about his elf girlfriend, and he spends the entire song dressed like Elvis with pointy, elven ears and singing in an Elvis style. Just when you think that the only joke is an "Elvis/Elves" pun, Jimmy Gourd (who was playing the elf in the main story) shows up and rips Larry's false Elf ears off. "I knew it! You're no Elf! You're an Elvish Impersonator!"
* VeggieTales. Larry's trying to find the button for the 'Mobile's flight system, but Alfred can't remember which one it is until the last second.
* VeggieTales, Larry the Cucumber has a paper bag mask which changes expressions based on the wearer's expression. Bob the Tomato notices it, and is very freaked out by it. It is later hinted that the mask doesn't change because of the wearer's emotions, but the wearer's emotions change because of the mask.
* VeggieTales. "Minnesota Cuke and the Search for Noah's Umbrella" starts off with Minnesota, Marten, and the Scallions as kids.
* VeggieTales: Mr. Lunt is a gourd with no eyes. More silly than creepy.
* VeggieTales music video of "A Modern Major General" has Archibald Asparagus singing the song and constructing a staircase of tomes in time with his singing.
* VeggieTales, no less) shows up, but reveals that he couldn't find Larry's house, so he ended up eating the pizza.
* VeggieTales once replaced Larry's silly songs with "Love Songs by Mr. Lunt." It ended up being a song about a guy who really wants a cheeseburger, essentially falling in love with it.
* VeggieTales, one of the Silly Songs with Larry features Larry looking for his hairbrush. When Junior hears Larry wondering over his missing hairbrush, he has this to say about it:
* VeggieTales on TV recycled footage from prior episodes and had the voice actors record new dialogue over it. This is probably the reason that these episodes did not air on television until the show hit syndication in 2015.
* VeggieTales parodies the story of David, Uriah, and Bathesheba. David is Larry, Uriah "only" becomes crazy, and Bathesheba... is a rubber duck. That is somehow better than any other rubber duck, and greed for it is why David, instead of minding his own business, sends Uriah away. When Uriah comes back, he's too insane to know his duck is gone.
* VeggieTales parody of Gilligan's Island called "Larry's Lagoon", the professor

gets everyone off the island by building a helicopter out of bamboo and coconuts.
* VeggieTales ran a Christmas special based on the series before its' VHS release.
* VeggieTales realistically, since tomatoes, cucumbers, and kitchen tiles do have that generic glossiness that was easy to create with the shading methods available at the time.
* VeggieTales short "Lunch: An Animated Parable" is about one of these.
* VeggieTales shows sold in mainstream movie stores. It has proven funny and entertaining enough to develop a fanbase outside of its Christian target audience.
* VeggieTales sing-along video "A Very Silly Sing-Along", when attempting to fix the kitchen faucet.
* VeggieTales sing-along video "The End of Silliness?" takes place in an ice cream parlor modeled after this painting. The actual recreation of the painting can be seen in the title shot.
* VeggieTales song called "Are We There Yet?", about Junior's worries during a road trip, from feeling antsy to needing to use the toilet.
* VeggieTales): "So the moral of our story is the point we hope we've made—if you've gone a little loopy, better keep your nurse well paid!"
* VeggieTales starts an hourglass running, telling his nephew that if he doesn't tell him when the King's returning within two hours he'll go ahead and kill him and his sister.
* VeggieTales taking over the ship the Prince and Princess are on. A Mook goes into the cabin to find the princess, sees a green cylinder that looks suspiciously like a leek's foot, draws the curtain away, and... it's a vase. He leaves, and the princess and her butler come out from the trapdoor.
* VeggieTales tends to eschew cartoon violence, they'll make an exception when it comes to Larry-Boy. In "The League of Incredible Vegetables," Larry-Boy gets rapidly and repeatedly kicked in the head by a penguin, collapses, and is heard to moan, "Wake me up when the pancakes are ready, mommy..."
* VeggieTales) that, as a gourd, his umbilical equivocal is on top of his head and that a prosthetic would be pointless.
* Veggie Tales", the carrot fireman ends up as the poor victim of this trope in an attempt to wash the cobwebs off the statue of the city's founder.
* VeggieTales, the creators explain that when Canadians were shown the French Peas they thought they were offensive and they shouldn't be featured on the show. They then showed the episode with the peas to some people from France who thought it was hilarious.
* VeggieTales, the eponymous toy is a "Buzz-Saw Louie" that has gained a conscience and seeks to stop the over-commercialization of Christmas that resulted in his design and manufacture in the first place. Buzz-Saw Louie dolls have functional buzzsaws in their right arms.
* VeggieTales. The jaggy, primitive look of the earliest episodes seems charmingly quaint, but back in the early 1990s it was cutting-edge stuff.
* VeggieTales, the people of Jericho are all shown wearing Roman Centurion helmets. This is especially humorous given their French accents.
* VeggieTales, the silly song "Oh Santa!" features a bank robber trying to rob a bank...mistaking Larry's house for one.
* VeggieTales. They've got silly songs, corny jokes (pun intended), goofy adventures, and various other things.
* VeggieTales, this happens to Junior upon hallucinating the family photo turning into monsters.
* VeggieTales: This trope is the whole reason why the characters are limbless vegetable people. In the beginning the creators had a very limited animations budget and were working with technology that was very new at the time. Having characters with no arms or legs allowed them to put a lot more of the budget into animating the characters' eyes, which was more important for making the characters look alive.
* VeggieTales this whole time, and shouted in an appropriately let's-try-this-again-shall-we tone: "Hello! My name is Joshua! And God has given us this land!" At which point they scream in terror and run for the hills.

* VeggieTales, two criminal peas are sentenced to the Island of Perpetual Tickling. We never see the Island, but its mere name brings horror to all, and the peas are driven there by some sort of a Grim Reaper with a feather. Very dark and tense music is played whilst the Grim Tickler is onscreen.
* VeggieTales. Unlike many of their episodes based on other source material, it's a straight-up adaptation, staying rather faithful to the source material, but they do simplify the story a lot by cutting out characters, combining scenes, and making the message more obvious.
* VeggieTales' version of "Daniel and the Lions' Den." The three wise men, who outlawed praying to anyone except their king, personally arrest him, drag him off to the pit, and inform him of his crime and sentence before tossing him in. "Don't I get a phone caAAAAAAAAAAAALL"
* VeggieTales video "Larry-Boy and the Fib from Outer Space'', Alfred is trying to give Larry-Boy directions to work the Larrymobile's new gadgets. Not only did he not have time to label them, he forgot which was which himself, leading to Larry-Boy first activating the wipers, then a horn that plays "Dixie", when he was trying to find the flying mode.
* VeggieTales video "Rack, Shack, and Benny" when he dumps Bob the Tomato as Shadrach, Junior Asparagus as Meshach, and Larry the Cucumber as Abednago into the furnace.
* VeggieTales was released exclusively in Brazil, showing the veggies as live-action characters.
* VeggieTales, which is based on the Biblical story of Shadrach, Meshach, and Abednego, the protagonists are almost killed via fiery furnace as punishment for refusing to bow to a chocolate bunny and sing a song whose lyrics they take issue with.
* VeggieTales), who first appeared in the Veggie Tales Jonah movie has made a few appearances in the main series following his debut.
* VeggieTales will reuse previous lessons or plots from earlier episode for this exact reason:
* Vegito also counts. Hell, him manipulating Super Buu and frustrating him into acting desperately was
* Vegito is even more ridiculous, while overpowered on his own, even by the show's standards, he takes it
* Vegito's canon, and can even become a Super Saiyan 3. His power is so great as a Super Saiyan 3 that everyone in the tournament arena begins floating off the ground just from Vegito powering up. Finally, there are less than a handful of people that can take Vegito on and make him work for a win. He's beaten in his second match by ring-out, both to preserve the surprise of the unnamed opponent that beat him and to give the remaining contestants a real chance to win.
* Vehemence likes starting fights (largely because aggression make him stronger). However, starting a WAR is a bit too far... since people would die, preventing them from participating in any future fights he might want to start. A brawl at a Brazilian soccer game is fine, though.
* Vehicle Combat, the C.I.A. provide an alien race with fresh bovine placentas in return for their staying under wraps.
* Vehicle crash. Whenever a plane or boat had to make a forced landing, the radio always, always broke, no matter how gentle the landing seemed otherwise. This was close to
* Vehicle-Roof Body Disposal: Getting rid of a body by placing it atop a vehicle to be carried away.
* Vehicle-Roof Body Disposal: Getting rid of body by placing it on top of vehicle heading out of town.
* Vehicle-Roof Body Disposal, if they dump the body on top of a convenient vehicle headed away from them;
* Vehicles equipped with a nitrous oxide injector will give the engine a sudden burst of speed, but has to be in low doses and for short periods or else it will overheat catastrophically. Likewise, larger engines like a V-8, V-10, or V-12 will have more power but will suck up gas.

* Vehicles from Australia, especially four-wheel drive trucks or sport utility trucks, are generally described as being made to survive "harsh Australian conditions".
* vehicles will also often get a dangerous nickname - for example, the highly-agile, extremely well-armed General Dynamics F-16 is officially called Fighting Falcon, but its pilots almost universally refer to it as the 'Viper.'
* Vehicle Vanish: A vehicle conveniently passes by and allows this to be pulled.
* Vehicle Vanish: Person walks behind a vehicle (or train), and vanishes in an impossible way.
* vehicons as expendable, confiding in one and later stating he doesn't think they get enough respect.
* Vehicular Combat, but not to be confused with a later game with that title), 1975
* Vehicular Combat was initially developed as a straight racing simulation until the developers realized it made no sense to have the main selling point of the game (extensive damage modeling) only be able to be experienced by being bad at the game.
* Vehicular Sabotage: Sabotaging a vehicle. Can be lethal if you sabotage the brakes or steering.
* Vehicular Turnabout: An attempt to kill someone with a vehicle goes horribly wrong because the victim manages to hijack the vehicle right out from under the driver.
* veidrdraugr punted Gravemoss into the stratosphere. Because he's awesome like that).
* Veidt is also commonly believed in Internet circles to have an artificial right hand. This dates back to an
* Veigues: Tactical Gladiator plays this straight with the enemy battleship's explosion in the ending cutscene.
* Veigues: Tactical Gladiator version reduces the animation to one still frame.
* Veil Of Darkness is to clear the name of someone hanged for the murder discovered at the beginning of the game. The magistrate just wanted someone to pay for the murder and chose an innocent man, but this leaves the innocent man's spirit trapped in his body until he can be cleared. When the protagonist successfully proves the hanged man was innocent, he's able to move onto the afterlife and the actual murderer is hanged as well.
* Veil of Shadows, but decide to hold off in case they can get the real Bramblestar's spirit back in his body. A small group attempts to ambush him anyway, which is unsuccessful and ends with three of them dead.
* Veil (whether the large ones for weddings or the smaller ones attached to hats)
* Veins Of The Earth, forcibly drags its prey into narrow tunnels waist-first to consume it. Should its prey be humanoid, the victim's companions are likely to discover their fate only by finding their bunched-together head and feet protruding from a too-small cave opening.
* vein so they can go out and get more to do the same thing; most of these are druggies just out for their next fix who can't be bothered to take the time to actually process the things.
* Veit Harlan and his wife Kristina Söderbaum were banned from making films for a period of 10 years by the Allies, but the ban was lifted a few years later. They were often shamed and heckled by the public and never lived down their involvement in this film, even though both swore that they were forced to participate in its creation; a claim that is often contested by historians. Veit Harlan's daughter from his previous marriage was especially traumatized by her father's association with the Nazis. She eventually converted to Judaism and married a son of two Holocaust victims before committing suicide at the age of 57.
* Veku, Vegeta's and Goku's failed attempt at merging into Gogeta, can only attack with his flatulence. This, as well as his bouncy fat feature, are the only things that make him useful.
* Velantia is a third example, with influences from both the Galactic Patrol and its neighbouring planet of Delgon. However, the Delgonian influence is entirely malign, the Delgonians accelerating the Velantians to intra-system space-faring

status so that they can travel to Delgon to be
* Veldime after quitting Laharl's employ. Reason why? He ate her snacks.
* Veldrina the elven priestess has trouble with metaphors. When Roy asks her to "just put a good word" for the Order with her fellow priests, she starts searching for the best word, saying at first she was going to use several.
* Velen sharing his vision of the gift of Sargeras with his two brothers, Kil'jaeden and Archimonde. One could argue that this didn't do anything at all, but...perhaps KJ/Archi LIKED the future Velen showed them so much that they totally ignored the fact that it would turn them into the greatest monsters in the universe. KJ is a genius, so perhaps he thought he could escape the bad parts of the future, while Archi was arrogant and likely thought no one could challenge him once he accepted Sargeras' gift.
* Velia Dear ended on a cliffhanger concerning Velia and her dying mother, asking the audience what they thought should happen... to no real avail, as the story was never continued.
* Velika becomes this after the Voya Nui arc is over, although it's sort of subverted as the revelation he was a Great Being and responsible for the problems with the Bota Magna group the murders Kopaka and Onewa were investigating were from
* Velislav Bible is considered to be the very first comic. Also is considered to be the first book with pictures.
* Velisurmaaja (Brother Killer), where the mother inquires his son on what has happened, and the son confesses killing his brother: either for revenge from sleeping with his wife or slandering his mother.
* Velisurmaaja): "when the crow turns white, when the goose turns black, when a stone rolls on water, when a feather sinks to the bottom, when sun shines in midnight, when the moon burns hot, when stars dance in the sky". Many versions include assorted Christian elements like the Last Judgement, raining fire, blaring horns of heaven, and the return of Christ.
* Velma Dinkley is depicted with auburn (reddish-brown) hair in the cartoons, but all the actresses who portrayed Velma in the live-action films had dark brown hair.
* Velma Dinkley produces a number of remarkably sophisticated pieces of equipment in her spare time in
* , Velma insists her disease is not a cold, but rather a "viral infectious disease of the upper respiratory tract which affects primarily the nose".
* Velma in the cartoons, and especially in the live action films. In early Japanese dubs her name was even changed to Megako to invoke this trope.
* Velma Kelly gets a plea bargain in exchange for testifying against Roxie Hart in
* Velma kills her sister and husband when she finds them in bed together.
* Velma's arms. That she can run from the monster of the week with both of them in her arms is certainly impressive.
* Velma's mother gradually became better than the other parents and played more of a supportive role towards Velma and the gang, to the point that she would help them solve mysteries when they needed advice on the supernatural.
* Velma's song "I Can't Do It Alone" doubles down on the innuendo of its title in the encore, where she appears in a cartoon double bed next to a faceless cutout of a man:
* Velma Von Tussle will not hesitate to remind you of her supermodel days when she won Miss Baltimore Crabs.
* Velma will definitely be a prequel to the Scooby series as it will focus on Velma's origins as mystery cracker.
* Velociraptor-esque dinosaurs, rather than horses). The Black Guard of Naggarond are similar, being an order of sinister black-armoured noble warriors in service to a very evil liege-lord.
* Velociraptor. However, thanks to their small size, one good hit from a larger dinosaur could gravely injure or even kill them.
* Velociraptor pack leader), but tend to have different variations on the idea: Velocidrome, Gendrome, Iodrome, and Giadrome came from the first generation and focus on agile moves and leaping attacks. Great Jaggi, Great Baggi, and Great Wroggi from the third generation focus more on tail swipes, body checks, and

calling their smaller kin to attack, and generation four's Great Maccao uses powerful kick attacks while balancing on its tail.
* velociraptor pulls this in Little Garden. Cross and Soundbite are suitably terrified.
* Velociraptors are again vicious brutes determined to hunt every human in their vicinity though this time there is a legitimate reason for it. In order to get off the island, the protagonists need to get to an abandoned facility in the island interior and radio for rescue. The problem is that the facility area is also raptor territory and humans are easy prey for them, especially when disorganized.
* Velociraptors, explaining why they still pursue the surviving humans even after killing enough prey to feed them for the day.
* Velociraptor) suggests that they used their sickle claws to pin down struggling medium-sized prey so that they could start eating right away. Pack-hunting species may have simply weakened the animal together and then started feeding, as the body position of the prey animals' skeletons suggest that they were in death throes as they died. Additionally, some scientists have suggested that larger theropod dinosaurs may have eaten sauropods this way.
* Velociraptor; the fighting went on until they were both too exhausted to continue, with the match being decided by a coin toss.
* Velociraptor, where the raptors are easily distracted. At least in the latter they can never be directly taken on in a fight due to their size.
* Velocity's strength and ability to affect the world decreases, the faster he goes, so he gets strength- and damage-boosting
* Velouria is very clingy towards her parents, especially her father Keaton. Though this is explained by her parents leaving her months at a time because they have to fight in a war, it doesn't stop certain fans from seeing Velouria's attachment as something far less wholesome.
* Velveeta, advertising specifically their "shells and cheese" recipe repurposed The Four Tops' "It's the Same Old Song" into "It's Not the Same Old Side" and even had them appear in the commercial. Their jingles often repurpose other well known tunes.
* Velvet, and a marriage to someone else before getting together. Then the second half of the series happens...
* Velvet Angel,. This backfires when Miles realizes how terrified she is of men and treats her with kindness instead.
* Velvet (another series from Bambú Producciones) had been in love since they were children, but their class differences kept them apart for years.
* Velvet Assassin: A few missions in Violet abandons her bomber jacket and jeans in favor of something a bit more... flattering to her figure, but still tasteful and functional. The tight leather pants seem like they were molded into the perfect shape of her butt.
* Velvet Assassin though uncommon, you have the chance to shoot the backpack of flamethrower wielding Mooks and it will always instantly kill them. You can also do this while they're coming right towards you (somehow).
* Velvet: As the show takes place at a high-end fashion house in the 1950s, all male executives are this.
* Vel Vet, Clara shrieks when she sees a rat. Her sister Rita does not even flinch. The supervisor, Emilio, thinks it is probably just a mouse- but he orders the crew to hunt down the rodent just in case. Eventually, Rita catches it while Luisa and Ana shriek- and it turns out to be just a cute little mouse!
* Velvet: Due to other commitments, Miguel Ángel Silvestre was absent for the last quarter of season 3 and almost all of season 4. However, he remained the second billed actor in the credits the whole time.
* Velveteen vs. stories has this as a superpower, though it only works on inanimate objects that have been made to look like living things. She can also modify them to an extent to give them weapons, i.e. a stuffed bunny rabbit growing claws and sharp teeth when she brings it to life to combat her enemies.
* Velvet fashion line because he thinks it will chase the store's high end clientele away.

* Velvet Goldmine. Also Jack Fairy, who doesn't say a word until the Death of Glitter concert.
* Velvet Goldmine band Venus In Furs and devotes his life to following them on tour for a time. He even ends up sleeping with Kurt Wild, the guitarist.
* Velvet Goldmine Brian Slade falls in love not with Curt Wilde, but the "idea of Curt Wilde."
* Velvet Goldmine for his perceived crime. It's unclear whether the father just took a really dim view of masturbation in general, or if he noticed that his son was looking at a homoerotic image.
* Velvet is an Italian band whose most popular song is the poppy, catchy "Boyband". The problem is, they are an indie rock band mostly influenced by Britpop and AOR, and that song is a parody of the
* Velvet is the former princess of the Valentine kingdom who single-handedly battles to stop
* Velvet: Many of the female characters. Unsurprising since the show takes place at a high end fashion house.
* Velvet McIntyre wrestled barefoot during the 80's while she was in the WWF. This was initially because her wrestling boots were stolen, but it quickly became her trademark.
* Velvet: Pedro and Rita are eager to become parents, but have difficulty conceiving.
* Velvet Revolution: A revolution that is fought with little to no violence (at least, from the rebels).
* Velvet Revolution. Instead, Tails is justifiably pissed over all of that, on top of his dating Fiona, and hearing that leads him to snap and try to beat the crap out of Sonic.
* Velvet Scarlatina's weapon is a camera named Anesidora. By taking a picture of a weapon, Anesidora can use the photo as a schematic to create a copy of the weapon from
* Velvet Scarlatina the Australian-accented bunny girl of was intended as a one-off character for Volume 1 to demonstrate
* Velvet Sky in 2012 and eventually became TNA's most popular Knockout. Retired as an in-ring performer in 2016.
* Velvet Underground (1966) was the most insane and crazy record ever put out at that time.
* Velvet Underground, after being fired from the group in 1968, went to carve his own niche as a solo artist, session musician and producer.
* Velvet Underground by the few people who had actually been Velvet Underground fans during the group's existence, and killed his career stone dead.
* Velvet Underground has the track "Here She Comes Now", which has been interpreted as being about anorgasmia.
* Velvet Underground, mentioned above, was a member. A good example is their live improvisation "Melody Laughter".
* Velvet Underground. Nevertheless, the band was so influential on later acts that it has been joked that everyone who bought their first album started a band.
* Velvet Underground, putting on a hardly unrecognizable imitation of a female voice!
* Velvet Underground's officially released live albums save for their 1993 reunion are made up of fan recordings.
* Velvet Underground's "Sister Ray", when Cecil shoots the sailor, the narrator's only reaction is "Oh, you shouldn't do that/Don't you know you'll stain the carpet/ Now don't you know you'll mess the carpet."
* Velvet Underground the band members are featured on the album cover.
* Velvet Underground to be this, especially since none of the original members - especially core songwriter Lou Reed - play on it.
* Velvet worms, soft-bodied primitive cousins of arthropods, hunt by spraying streams of glue at smaller invertebrates to stick them to the ground.
* Venator-class Star Destroyers from the prequel featured similar systems, but they had a unique drawback: because of the placement of their weapons, they were great

for orbital bombardment, but crap for ship-to-ship combat. This was fixed with the later Star Destroyers.
* Venator-class Star Destroyers from the prequels feature similar systems, but they had a unique drawback: because of the placement of their weapons, they were great for orbital bombardment, but crap for ship-to-ship combat. This was fixed with the later Star Destroyers.
* Venator ship isn't particularly special. Yes, George Lucas loves this trope.
* Venator, which is more like a mobile capital city for their regime and also has factories for assembling walkers.
* Venber were actually driven completely extinct before the events of the series, to use their melted bodies as superconductors. The Yeerks recovered some genetic material and cloned them (with some human DNA mixed in), but even then, and especially after the events of Book #25, there are only a few left roaming the Arctic. And it's unknown if the cloned Venber can reproduce on their own, or if there's even anything they can eat on Earth.
* Vendetta dal futuro — "executor (performer) with iron hands". The film does use the double meaning of "execution" — both doing the job and killing — at the outset.
* Vendetta! for a moment before continuing as normal. A direct-to-hit-points damage if ever there was one.
* Vendetta—he warns him that he's finished if he ever disobeys him again.
* Vending machines that dispensed soda/pop in cups, rather than cans or bottles, used to be fairly common. They were notorious for malfunctioning, for example by giving you only ice or having an AWOL cup.
* Vendor TrashAn item that's useless for anything but selling for cash.
* Venelana teases the hell out of her daughter about her attraction to Izuku, while Zeoticus makes no qualms about taking photos of his daughter while she's being embarrassed.
* Venenum are infiltrating poisoners, often tasked with large scale secret massacres.
* Venerable Ancient Pierre is something of a loon who always obeys orders but does so in a way that leaves his superiors exasperated. He's also started to wear hats stolen from his enemies, despite being a ten ton war mech, and nobody can stop him because they can't find where he's hiding them.
* Venerdì 12 tried he'd either miss the hints or gross her out, and when she went at his home to have sex the day before she planned to dump him she flat-out told him she wanted to have sex... And he locked himself in the bathroom out of shyness.
* Venerdì 12 warn him of the curse in detail, including how he could defeat-but Aldo, being in deep denial about Bedelia loving him (the curse's trigger being giving the carillon to a girl who don't love him. Bedelia didn't love him. At all), ignored him because the carillon was free.
* Venetian Snares' "Szamár Madár" has quite the horrifying number of scare chords at the beginning of their piece. This troper guarantees you'll jump at least once if you listen to it in a dark room in complete silence. Can be found
* Venevisión, its programming borrows quite heavily of the above Mexican channels.
* Venezia album, the painter finds himself having to mimic being assaulted and knocked out by The Eagle, all the while changing into his costume, to rescue the diva without arousing suspicion.
* Veneziano Italy and Romano Italy; since they represent different halves of Italy, they are technically half-brothers. The pairing is typically called Itacest, following along the lines of Germancest for Prussia and germany (or possibly predating the term).
* Venezuela, after a coup against Hugo Chavez. The US initially backs the military junta that removed him, but eventually pulls out, restoring momentum to the communists.
* Venezuelan driver Pastor Maldonado scored one Formula One race win in a career otherwise known for spectacular crashes.

* Venezuelan dude was being examined in the morgue when the doctors noticed he was bleeding, and decided to stitch the wound without thinking there was anything odd (even if bleeding is a luxury of living beings). Then he sits up on the table, screaming.
* Venezuelan soap producers have a nasty habit of filming in gorgeous natural exteriors during the first chapters of a story, and then reusing the exterior location shots over and over while the rest of the show films on studio because most of the money was spent on those chapters.
* Venezuelan voice actor Rubén Antonio Pérez retired in 2006 after the Latin Spanish dub of
* Venezuela rich at the expense of people who can't afford basic necessities. Maduro tried to solve this problem by proposing the "petro", essentially a petroleum-backed currency pegged at 60 U.S. dollars per "petro", then nominally pegging the sovereign bolivar at the rate of 1 petro to 3600 sovereign bolivars. This didn't work. On August 2021 six zero were dropped off.
* Venezuela that the government was looking for a cryptocurrency called Petro to work for the country. While paper-cash is around, it is so hard to find that most of the population pay through electronic services. In fact, if you have paper-cash (or dollars), you can find resources cheaper than with electronic payment in the market.
* Vengaboys is... well, very appropriate for the lyrics. To rub it in further, the rocket ship is shaped like a cock and balls.
* Vengeance: Debuted in 2001. Ceased after 2007. Returned in for a single time in 2011.
* Vengeance Denied: A character wants revenge, but external circumstances deny them that.
* Vengeance Feels Empty: Getting your revenge makes your life feel meaningless.
* Vengeance Feels Empty: I've finally gotten my revenge... And yet, why doesn't this make me feel better?
* Vengeance Feels Empty: I've successfully gotten my revenge... now I have no idea what to do.
* Vengeance Feels Empty: The character doesn't feel any satisfaction in repaying another with revenge.
* Vengeance for Nikolai by Walter M. Miller Jr. America is taken over by a fascist government which starts a war with the Soviet Union. Separate from the Army are the Blue Shirts, who are overly nationalistic and brutal in their interrogations of Soviet POWs.
* Vengeance He manages to write the letter to Joanna (Mc Coy's daughter), but nearly breaks down when it comes to writing about Spock's death.
* vengeance if you are a Wiccan devotee: letters to this effect turn up in newspapers and on blogs every year.
* Vengeance — the former spirit of Justice twisted by Ander's rage directed at the Templars — embodies this. Over the course of the game Anders/Vengeance cares less about true justice and more about making the Templars pay for oppressing mages, regardless of who gets hurt.
* Vengeance of Dawn Hardy Bloom, a brilliant but infamous young lawyer whose reputation is such that it's believed she could talk Nightmare Moon herself off of all charges. She's working behind the scenes to depose Twilight Sparkle and make her old friend Breaking Dawn a princess.
* Vengeance of Dawn when we first see Breaking Dawn in the present, she's getting fired from her job at a clothing store. Most ponies probably wouldn't find this so bad, but Dawn, as a former student of Princess Celestia and ex-candidate for alicorn princesshood and the Element of Magic, considers it beneath her. Apparently she had to work several of these jobs after getting kicked out of the School for Gifted Unicorns, but couldn't hold on to any of them because of her pride.
* Vengeance of the Star, has Twilight, who survives an assassination attempt. However, Spike is instead killed by the assassins. The resulting grief makes her more ruthless and she turns into Midnight Sparkle, an evil version of herself.
* Vengeance one of the captured rebels is tortured to death as entertainment for a

party. The guests take part in a form of lottery to decide who gets a turn at carving him up.
* Vengeance on it is actually the best option Kirk and co. can come up with.
* "Vengeance on Varos", Sil has a quirky translator which results in sentences such as, "Like this Governor we do not. Replace you must arrange most soon," and "Intolerable all of this Doctor being allowed to live!"
* Vengeance on Varos", which leads to the odd spectacle of a shirtless Jason Connery being tortured by having a torch shined on his chest.
* Vengeance sent to assassinate them (one of his colleagues takes up the offer and is found dead the next day).
* vengeance target gets turned into a living power strip with all of a house's electronics plugged into him before being sent to Hell proper. At one point, the plug for a hairdryer is shoved up his nose.
* Vengeance, this involves cocentric rings that rotate when the ship spore-jumps.
* Vengeance Unlimited, and he only does it for a million... or a favor.
* Vengeful Beauty: The titular Beauty, an assassin, is called the "Bloody Hibiscus" because of the numerous white, blood-stained hibiscuses she leaves on the corpses of her victims.
* Vengeful Beauty: The titular beauty's preferred weapon is a small halberd with a fine, long blade at it's tip, which can be folded into three segments for compact purposes.
* Vengeful Ghost: A character who suffers a violent or unfair death will come back as a ghost to get revenge.
* Vengeful Ghost: A ghost who comes back from the afterlife for revenge.
* Vengeful Ghost and asks people, "Where are my legs?". Any answer other than "On the railway tracks." will result in death. The better known version of this story, Teke Teke, is an aversion, being found everywhere, not just toilets.
* Vengeful Ghost: The angry spirit of a dead person (especially a murder/suicide victim) who rises from their grave to seek revenge on their enemies.
* Vengeful spirits are ghosts that had committed sins while they were alive. Certain kinds of youkai can also create vengeful spirits if they steal a human's body before their spirit properly moves on.
* Vengeful Spirits, who target people who wronged them in the past. There's one who becomes electricity and haunts the internet to kill his murders, and one who has flesh and blood since she grinds her own flesh and bone, mixed her blood in a painting. Also an expy of the Mona Lisa.
* Vengeful Vending Machine: A vending machine fails to work properly, which often results in the person trying to use it getting angry and taking out their frustrations on the machine.
* Venger after meeting the heroes, who convinced him into not going along with the plan.
* Venice, although it's not in open sea, is probably the best-known example we have today.
* Venice cannot use settlers to expand, but they can control twice as many trade routes at once as the other civs and can use their unique unit, the merchant of Venice, to bribe city-states into allying with them.
* Venice completely collapsed in 1902. And before you are wondering now why then it can still be seen on present-day photos (or when you are in Venice yourself) - well, it simply got rebuilt exactly as before.
* Venice during the days when Venice was a sovereign state. It had a fearsome reputation, (which it probably didn't mind) but according to at least one writer it focused mostly on those who were actually powerful enough to pose a threat. Thus it was a more downplayed version.
* Venice has many bridges; one of particular fame is that which connects two judicial buildings: prisoners were led across the bridge to receive their sentence, and led back to be either released or punished.
* Venice, the two sides fought desperately trying to supply themselves or interdict each other with boats rowed amid small islands.
* Venice Under Glass, such as "Roses grew from metal floor stands and stood in cut-

crystal on side-tables and window-ledges and overflowed into the dining room, stopping only when the bouquets had covered her kitchen counters, scenting the air throughout like crazy. Some bear had sent her bright yellow and orange dozens, poised next to red, white and pink dozens."
* Veniss Underground, it's mentioned that Quin has used genetic engineering to produce creations such as beetleworms, eelgoats, and camelapes.
* Veniss Underground, most of the technology in Quin's lair is made of living creatures, including the maps and the boats.
* Veniss Underground, Nicholas starts the novel as an unsuccessful holo artist, dependent on loans from his sister.
* Veniss Underground Quin has grown disgusted with humanity and plans to kill it off and replace it with a race of genetically engineered meerkats.
* Veniss Underground, Quin runs a people farm, which he uses to procure materials for his Living Art creations.
* Veniss Underground, Quin shows his genetically-engineered sentient meerkats video of humans committing atrocities against animals and against one another. It's meant to indoctrinate the meerkats with the belief that humans are bastards and meerkats are the superior race; and Nicola, after seeing the meerkats' hidden garden, doesn't disagree.
* Veniss Underground, Quin wants to eradicate humanity in order to pave the way for his genetically engineered meerkats to become the new dominant species.
* Veniss Underground, some of the genetically engineered "Living Art" creations in Quin's Shanghai Circus include small monkeys with the faces of human women. His secret underground lair is also guarded by packs of dogs with human faces.
* Veni Vidi Vici: A Soldier's Life, featuring practical advice such as "When one army is within an impregnable fortress, well-garrisoned and well-stocked with provisions and the other is not - endeavor to be the one on the inside."
* Venjix is very popular due to being the most dangerous, successful, and perhaps the most evil villain ever conceived in the franchise, having destroyed most of the world in the backstory and keeping the RPM Rangers on their toes as a constant threat that never suffers any
* Vennominga, the Deity of Poisonous Snakes it has protection from all spell, trap and monster effects, and can remove from play another snake from the grave to revive itself if it dies.
* Venoct has bangs over his right eye. He's a very powerful ninja-like Yo-kai who seeks for powerful opponents to fight. Although he seems edgy at first because his description of the powerful Rubeus J matches Jibanyan's description perfectly, it turns out Rubeus J was a completely different Yo-kai after all and defeats him.
* Venom (2005) with Eden, who has all the qualities and is the only one to escape the killer.
* Venom (2018): Action scenes involving SWAT teams, private security contractors, and a giant beefy, deep voiced alien with no shortage of black comedy one-liners. Outside the action scenes, you have what amounts to two buds talking about how to deal with guy stuff.
* Venom (2018) as a philanthropist and positions himself as a big believer in the ability of technology to solve the world's problems.
* Venom (2018) doctor who tries to take care of Eddie when the Venom symbiote appears to be damaging his health.
* Venom (2018): It turns out that a certain symbiote has a knack for this.
* Venom (2018) people. Not that there's a shortage of those in their town, anyway.
* Venom (2018): The Life Foundation — led by Dr. Carlton Drake — discovered the symbiotes on an asteroid, brought them to Earth using a space probe, and is using them unlawfully on test subjects that could die as a result of the exposure. On the other side, there's Riot who's spearheading an invasion force of symbiotes to conquer Earth and eventually bonds with Drake to accomplish this.
* Venom (2018): Venom shows shades of this, owing to his nature as an alien with non-human priorities.
* Venom (2018) without presenting any evidence, Eddie Brock cannot get work as a journalist even if he agrees to write under a female pseudonym.

* Venom: A few stories feature xenophages, monsters that feed on symbiotes such as Venom itself.
* Venom, and it is hinted that this was not the only one where it happened.
* Venom at the time, he was not fond of Venom at all and, to pass the time, he drew him with more teeth than he had and a long, slobbering tongue. Somehow, it caught on with the fandom and it has been an iconic look for him.
* Venom becomes this for the Sinister Six, as well as for the Revengers as Anti-Venom.
* Venom between two super-beings in an underground gallery surrounded by hooting goblins several miles below San Francisco during a quarantine!"
* Venom can camouflage itself by blending in with nearby walls and mimic other humans or clothing.
* Venom commercially successful, and is praised for its mature writing and depiction of Thompson as a complex veteran and alcoholic, with an addiction to his role as Venom.
* Venom costume to a contest. Mike Zeke altered the design to white-on-black, and the symbiote was born.
* Venom. Depending on how squeamish the host is about eating brains, they may substitute for chocolate, which also contains phenethylamine.
* Venom did this with his symbiote in order to save his ex-wife from some thugs who'd abducted her.
* Venom disguised himself as a guard passed out in his cell. The poor schmoe who found him could have just passed through the barrier separating him and Venom, but he was new and unwittingly let it down. Venom pounced and suffocated him to death before escaping.
* Venom Eddie does this once or twice. It just about liquefies his joints, and hurts a lot. Since he can heal, that isn't stopping him.
* Venom, Eddie looks out through the busted window of an 80-story building:
* Venom fight five mercenaries that had been given Symbiotes spawned from his Symbiote.
* Venom forced Flash to don cybernetic legs as the symbiote would get detected.
* Venom for help almost every time he had to face Carnage since they both had related alien symbiotes.
* Venom get mentioned in passing by metalheads, but anything beyond that is almost completely unknown outside the band's fans.
* Venom has a goat-demon's head (Baphomet, if you want to get technical) drawn neatly inside the pentagram.
* Venom has been occasionally referred to as the "Lethal Protector" since the launch of his solo title by the same name.
* Venom, he decides to punish the villain by draining the compound from them, leaving them with the same craving.
* Venom helps a lot in that regard). Stealth and psychological intimidation were Venom's favored tactics, even when his size and strength gave him an advantage in fights.
* Venom if he can do the same with high-calibre and armor-piercing rounds.
* Venom if he had to, just to torture him; Venom actually managed to escape on his own, but he spent quite a lot of his energy to do so, and was recovering for the rest of the story... until the finale.
* Venom, is chocolate. This is because chocolate contains the chemical phenethylamine, which is also found in brains, and thus is the best thing to feed Venom as a substitute for letting him eat people.
* Venom; its audience rating in Rotten Tomatoes is a solid 80%, with many considering that it is a fun, if not necessarily glowing, popcorn flick. The film was also supported by its overseas gross, particularly from China.
* Venom knew he was Peter Parker. The black suit that eventually became Venom had two weaknesses: fire and sonic attacks. Wouldn't you know it, the short time he had the suit was the only time Spidey encountered Humbug, a villain whose power was sonic attacks.
* Venom — that bond to a host and grant them superhuman abilities with a

distinctly Lovecraftian flavor.
* Venom miniseries that officially gave the fan names to the other ones as well.
* Venom, one of the series' villains, made his North American debut in
* Venom, or more specifically, Eddie Brock and the Venom symbiote. While at face value nothing about them seems like anything hints at romance, especially with other adaptations where the symbiote is usually portrayed as a feral parasite, these two have a lot of moments where one could assume that their bond is romantic, to start, the symbiote had a long history of wanting to be with Spider-man and Eddie's first encounter with the symbiote was on a church of all places, they eventually start developing a very close bond to the point one could even die for the other and don't like to be apart, and on top of that, Eddie is usually bare naked under the symbiote. Its unknow if Venom's creator Davi Michelinie intended it to be romantic, but in Venom's second arc, there's a psychologist that describes the symbiote's feelings for Peter as similar to romantic and Peter tries to convince it into leaving Eddie by undressing himself. And this doesn't stop, by now, plenty of other writers not only have hinted it as being romantic but state it, having Eddie describe his bond with the symbiote as something beyond marriage or the symbiote describing their first bonding in the church to be similar marriage. Even writers who want to write their bond as toxic still keep the romantic overtones in some way or form.
* Venomous or noxious animals' warning coloration could be considered a form of this. Yes, a skunk
* Venomous snakes are invariably depicted having large fangs. Some like the Gaboon viper have fangs like these, but most have small fangs.
* Venomous snakes as a whole share one, being grabbed directly behind the head. Typically when handling snakes most people will think to grab the tail as it's the part furthest from the fangs but it can still easily turn around to bite you, but if you grab behind its head then it won't be able to bite and since venomous snakes aren't very strong, all they can do is wriggle helplessly.
* Venom recently revealed that the pieces of a symbiote left behind in a former host archive the host's memories and emotions and the abilities the symbiote gained by adapting to the host and that another symbiote or a symbiote/host pair can absorb the "codex" to gain those memories and abilities as well as a small boost of power, making all symbiotes this to a degree.
* Venom returns. Subverted when Captain Stacy notes that, not only does Venom have a different build than Spider-Man (when he was wearing the black suit), but that he has a different fighting style, prompting Stacy to see Venom as an imitator.
* Venom run revealed that the Crime Master identity went back centuries, and that various men had donned the guise throughout history.
* Venom series kicks off with an evil clone of the Venom symbiote massacring and escaping from the Northern Canadian research station that was studying it. It makes its way to a nearby radar base, jumping from host to host as it looks for one that will last long enough to bring it to civilization.
* Venom series opens with a former soldier named Lee Price becoming the new Venom after encountering the symbiote. Lee serves as the protagonist for the first arc, after which he is arrested and stripped of the symbiote, who remerges with Eddie Brock.
* Venom's first miniseries, Spidey hopped onto the hood of a gang's car while it was moving and webbed up the windshield.
* Venom's foe Hag, and any female symbiotes that he encounters. (Of course, most of those characters had it coming.)
* Venom's fourth host, Flash Thompson was an US Army volunteer soldier who lost his legs in combat and volunteered to become the symbiote's host when the military asks him to. In this case, it's kinda literal: Flash wears the symbiote like a soldier/mercenary uniform, instead of the famous "overly muscular black Spider-Man with razor teeth and monster tongue" version (though he occasionally takes that form on from time to time, when his control over the symbiote slips).
* Venom's original backstory, he was just a reporter whose shoddy journalism was exposed by Spider-Man. Eddie Brock claimed to have interviewed the Sin-eater, but

it turns out the guy was just a compulsive confessor, and Spidey caught the real criminal. Eddie snapped and held a grudge against Spider-Man that only got worse after bonding with the Venom symbiote. At this time Spidey had never even met Eddie face to face.
* Venom: Space Knight with a lemur-like tail, but is actually a vicious criminal.
* Venom's symbiote has been stated to have become increasingly resilient to flames and sonics through repeated exposure. How much more resilient it's become depends on the writer.
* Venom storyline culminated with him chasing a criminal gang into a warehouse filled with highly explosive drug components, then cutting the power and waiting for them to light a match.
* Venom symbiotes can shape shift to form razor-sharp claws and arm-blades.
* Venom Symbiote towards Peter. It alternates between hating him fiercely and loving him so much it’ll do anything to bond with him again.
* Venom symbiote was created by a scientist named Elsa Brock, a play on Venom's traditional alter ego of Eddie Brock.
* Venom that way, while Carnage himself gave birth to Toxin later. However, Venom had several additional "seeds" capable of producing more Symbiotes which were artificially extracted and grown from it by the Life Foundation to make Riot, Phage, Lasher, Agony, and Scream. It's currently unknown if reproducing with these seeds naturally is possible.
* Venom them. This became a far-more prominent goal when he later becomes Anti-Venom.
* Venom, the next attempt succeeded with Venom being pinned down unable to escape a close-up max power attack from Crona's soundwave attack).
* Venom. The story ended with a cyberspace showdown between Carnage and Venom.
* Venom to get a box office of $370 million, nearly four times its budget, before a fortnight was over?
* Venom, to provide replacement legs for their hosts. Scorn, another symbiote, has used a fragment of the Carnage symbiote to form a new arm for its host.
* Venom. Trapped on a deserted island, Peter had no way to beat Venom and used his costume and a dead body and allows Venom to think that the body is Peter and leaves him there to enjoy his time there. When Carnage makes his first appearance, Spidey is forced to reveal the ruse.
* Venom underwent this after the former freaked her out. Later Spider-Man, dressed in his black suit (which resembled Venom's of course), was approaching her and she mistook him for the villain. Peter lampshaded this, commenting that Mary Jane was a tough girl and wouldn't easily be scared, so whatever freaked her out like that must have been something truly frightening (as he himself would eventually find out).
* Venom usually has a set of bladed tentacles deployed and ready to inflict... well... carnage.
* Venom Venom, a mobster's son who got the symbiote. This is understandable, as the second Venom was a total pushover who only lasted a few issues at best, so many just plain forget he existed.
* Venomverse (Deadpool, Carnage) are shown to have a degree of resistance to it, but the majority of characters who are infested turn almost instantly.
* Venomverse where Venom must team up with alternate incarnations of the symbiote to fight a threat called the Poisons.
* venom vulnerable to predators like sharks and large fish. Some, like the coconut octopus, use coconut shells or seashells to defend themselves, as those things are much harder than their bodies.
* Venom was because after Eddie broke journalistic ethics to apprehend someone who had confessed to being the serial killer Sin Eater, Spider-Man caught the real Sin Eater, revealing Brock's catch to be a false confessor.
* Venom was kidnapped by Crime-Master when he was a child and trained to become an assassin.
* Venoshock, which increases in power if an enemy is poisoned, and Hex, which increases in power if the target has any status condition.

* Venser Heck, there's even an entire creature type (Artificer) based around making insane gadgets.
* Vento Aureo actively abuses this trope due to his ability to detatch parts of his body: when Mista attempts to restrain him, he escapes by cutting off his own lower half and flopping away to safety, his spine wiggling behind him. He also makes use of his reduced size this way to hide in the helicopter compartment to ambush Mista and Giorno.
* Vento Aureo. Although none of them inherited their father's vampiric abilities, let alone his immortality.
* Vento Aureo as a method to scare off anyone else who might try. Even the heroes of the story are terrified of him, knowing that betraying the boss means having to fight against a veritable army of gangsters since Passione controls most of Italy.
* Vento Aureo, Bucciarati ends up back in his own technically long-dead corpse back at the Colosseum, leaving Giorno (and technically Mista, though he couldn't really do anything to help) to fight Diavolo over Polnareff's Arrow.
* Vento Aureo delights in the pain and suffering he brings to other people.
* Vento Aureo, Formaggio's reaction to a pissed-off Narancia summoning Aerosmith to fill him with lead is to slowly close the car's window.
* Vento Aureo. Gets even crazier in the final battle where Polnareff awakening to Silver Chariot Requiem causes the protagonists to switch bodies and the world around them to crumble, and Giorno awakens to a Requiem Stand and by that point... good luck understanding the story.
* Vento Aureo, Ghiaccio is defeated when he's shoved onto a sharp point of a damaged pole. It stabs into the back of his neck and he keeps fighting until Golden Experience lands a series of kicks, forcing him onto the spike until it's punctured all the way through and sticking out of the front of his neck.
* Vento Aureo, Guido Mista is an exemplary Trick Shot, and uses his Stand, Sex Pistols, in conjunction with his revolver in order to perform some truly outrageous stunts with bullets. He has a couple Woo-like tricks up his sleeve, but is ultimately too slow to really qualify as one — especially given his unfortunate tendency to get hit by his own shots.
* Vento Aureo, Guido Mista uses an actual revolver in conjunction with his Stand, Sex Pistols. The fact that there are six Sex Pistols makes it synergize very well with a six-shooter, especially since they can each quickly load a round into the gun's cylinder for very fast reloads. At one point, Mista is forced to use a Beretta when his revolver breaks, and the Sex Pistols note that it's harder to reload due to using a magazine.
* Vento Aureo. His appearance being an obvious allusion to Christ probably helps.
* Vento Aureo into new flesh for whatever he is trying to heal; such as using the bullets you were shot with to fix your organs. (This leads to an... odd moment later on in the story.)
* Vento Aureo or throw at his opponents, as they will turn solid again once it leaves his vicinity.
* Vento Aureo parts, he uses his surgical knowledge and skill to literally sew his parts back together again.
* Vento Aureo, Polnareff has a photograph of the group from Part 3, which was never mentioned before; the anime version of Part 3 shows them actually taking the photo.
* Vento Aureo's corpse with vines using his Stand so they do not decay before their funeral. Although vines would do absolutely nothing to prevent a corpse from decaying and may actually accelerate the process.
* Vento Aureo seems to have inherited his father's battlecries of "MUDA MUDA" as well as "WRRRYYYY" for no reason other than the fact that punching things really fast while screaming is a genetic trait of the Joestar Family Tree.
* Vento Aureo stats for speed and range. Its method of attack is to go after the fastest moving thing in its general vicinity, which it always manages to catch.
* Vento Aureo that consumes everything in its path, is nigh-indestructible — having pieces of it chopped off will just make the pieces sentient — and it will chase after any sufficiently speedy thing nearby, and it can move really fast. Its only weakness is that it only acts in primal instinct, so it can be fooled in

various ways; the protagonists only get rid of it after it hijacks the plane they're flying in (by partly consuming it) and they escape in midair, while the plane's failing engine causes it to fall towards the ocean. Even then, it's still alive, thoroughly confused with the ever-moving ocean currents (which trigger its instinct); it's said that the ocean it fell in becomes a scary place, with multiple ship sinking incidents caused by the still-living Stand.
* Vento Aureo. The actual reason behind his finger-eating and subsequent regeneration is never explained.
* Vento Aureo, the Stand wielded by Polpo, Black Sabbath, has the ability to jump from shadow to shadow. This means any shadow big enough to fit him not attached to a human, and he attacks by pulling your shadow up from the ground and stabbing it with an arrow that comes out of his mouth. Really. However, it's only a 50% chance you'll die from it because if you can handle the strain on your soul, you get your own Stand.
* Vento Aureo. Which Giorno wasn't a part of, because he hadn't joined Passione back then.
* Vento, in which he was being thrashed around up to the point where they were next to one of the people he wanted to keep safe. When one stray shot that would have killed a few dozen civilians was blocked by the person he wanted to protect, we discover that he was worried sick about collateral damage and wasn't fighting at full capacity.
* Ventolin (Salbutamol inhalers): A trademark of GlaxoSmithKline. Undoubtably because the brand pretty much has a monopoly in certain western countries because pharmaceutical companies love monopolies. However, even in countries where there are competition (for example, Malaysia, which also has Becotide and Asthalin), Ventolin tends to still be the catch-all name for inhalers that are used for asthma relief.
* Vento of the Front in has the power over wind (enough to knock over buildings) among God's Right Seat, and her ability, God's Divine Punishment, deprives anyone who is hostile towards her of oxygen.
* Ventriloquist Cat, a cat is projecting his meow at a series of mannequins dressed in police uniforms. Butch the dog strips the uniform off each dummy looking for the cat. The cat then projects his meow onto a real police officer, and Butch ends up stripping him down to his boxers. In retaliation, the officer pulls Butch's fur down, leaving him in his boxers.
* Ventriloquists who are notable in Britain include Peter Brough, Ray Allen, Roger de Courcy, Keith Harris and Nina Conti.
* ventriloquistWenyWenyWenyWeny!" while shaking his head back and forth. Chuck is usually slightly embarrassed by Bob's behavior.
* vents from items one could get in jail; like underwear elastic and newspaper.
* vents his frustration on a theater full of couples, after striking out with a local girl, and seeing that he was the only one there without a date.
* "vent" to allow more beer to pour out faster. A man receives a call from a friend, and says he wants to go over—his friend really needs to "vent". Pleased with his sensitivity, she tells him to go ahead. Arriving, the two guys grin and say, "Let's vent!", holding up a case of the new beer.
* Venture Bros. had a backup army of clones, at least until their dad had to stop cloning them for legal reasons (and all the clones were wiped out).
* Venture Bros. there is Master Billy Quizboy, who is a Quiz Boy, that being an underrated branch of Boy Genius. It is revealed in one episode that "Master Billy Quizboy" is actually over 30, and was this during his youth.
* Venture Brothers episode ran flashbacks of Rusty and Pete's college days with a laugh track added to evoke an '80s sitcom.
* Venture Brothers meet female counterparts of the main cast in the jungle, including a violent hulking female bodyguard and a pair of twin sleuths.
* Venture Brothers. When not running around with the Order of the Triad, he hunts Blaculas to avenge his mother. And no, he doesn't call them African American Vampires. Sometimes he hunts British Vampires. He doesn't know the P.C. term for Blacula.

* Venture capitalist Tim Draper has started a "Six Californias" initiative to try to get said state to divide itself into said number of states. He claims to have submitted a successful petition with over 1.3 million signatures to put the proposal on the ballot for 2016, though they are currently under review.
* Venture City Stories is a semi-cyberpunk setting for the FATE system, where megacorps have figured out how to give people superpowers. The only legal superheroes are those sanctioned by their corporation to create good PR. While they are used against genuine criminals, their corporation's interest always comes first.
* venture into hell to draw the escaped souls back into it, only for Belphegor to reveal he was using them all along to become a god. As Castiel fights him, Belphegor's last trick is to pretend to be Castiel's dead friend, who sees right through it and angrily incinerates him.
* Venturer is the only submarine ever to sink another submarine while both boats were submerged. Not so impressive in modern subs, which are designed to do this, and the only reason it hasn't happened again is that (thank God) a major war hasn't broken out yet. But in a WWII sub, having calculated (i.e, with paper and pencils) a firing solution in three dimensions, a feat previously thought impossible in combat conditions? Awesome.
* Venturer managed to evade three, but the fourth punctured its pressure hull and imploded it. Had she reached Japan, WWII may have been significantly longer.
* Venture Star antimatter starship, with an additional Laser Sail for "ground power" acceleration while outbound from Earth.
* Venture Star has a centrifuge section; the only scene aboard it, though, takes place in a free fall zone.
* Venture Star uses a solar sail to accelerate to its destination several lightyears away. A laser in the Sol System provides thrust for the sail to get up to 70% lightspeed. However, the ship uses an antimatter rocket to slow down when it reaches Alpha Centauri. The reverse is true on return trip: accelerating away from Alpha Centauri with antimatter rocket and slow down to Sol with laser.
* Venturian Tale Jimmy Casket. When that cackle is heard, everyone gets far, FAR away from Jordan...
* Venturous Smuggler: An adventurous scoundrel who transports illegal cargo for a living.
* Venturous Smuggler: Aside from hijacking and robbery of ships, pirates may also transport illegal contraband through the seas.
* Venturous Smuggler: Someone who makes a living by covertly transporting various illegal goods for sale on the black market, such as drugs or weapons.
* Ventus. The survivors are forced to eke out a primitive existence on the planet, since anything more advanced than a plow is immediately destroyed by the Winds.
* Venus (although masks would still be needed, and given that the clouds are made of sulfuric acid you'd need protective clothing as well). Serious proposals for floating cities at this altitude have been made.
* Venus and Cupid by Lorenzo Lotto was created to be a wedding gift in the later Renaissance, so much of the picture is symbolic of this.
* Venus and Mars fault for being too outspoken and/or not passive enough. It also implies that a woman, no matter how knowledgeable about how to "slay the dragon" she may be, needs a man to solve all her problems for her.
* Venusaur getting its plant violently torn right off, then burned alive while writhing in agony, clearly terrified, and Charizard getting its wings torn off and then having water sprayed down its throat to the point where it explodes like a balloon.
* Venus Dag och Natt in "De skandalösa" is a 17th-century version of this, and she's beautiful, demure and near-flawless. Subverted, as she turns out to be gay, which would have been a negative trait and move her far from the ideal of femininity in her era.
* Venus Dag och Natt in "De skandalösa" is also very close to this. She's so desperate to please her mother and doesn't seem to have any opinions of her own.
* Venus de Milo for company and his wish is seemingly granted when a beautiful

white hare enters the garden. The scarecrow is smitten and offers her all the carrots she wants. For days, she returns, dances with him, laughs with him, flirts with him, and fills her belly with carrots. The scarecrow, whose happiness is so intense his wooden frame grows leaves, doesn't notice he's being used until one day she returns with her entire colony and they raze the carrot field. And even then it doesn't fully hit him until the next day, when she doesn't return to him and he spots her dancing with another scarecrow in the neighboring coleslaw field. The scarecrow collapses, staying in place all up until winter when it forms the foundation for a snowman.
* Venus Envy, Chris, a cross-dresser, critiques Zoe (a transgender woman)'s breasts and dress, upsetting her... and then starts critiquing Lisa, who, unlike Zoe, is cisgender. It doesn't end well for Chris.
* Venus Envy. Chris gets experiences this trope when he first meets Lisa and Zoe, assumes they're crossdressing boys as well, and grabs Lisa's breast while telling her it "looks totally fake". They beat him up.
* Venus Envy the huge erection she's having due to seeing both a hot new guy, and her school's football team running around shirtless.
* Venus Envy until they get up and he notices how much taller she is than him.
* Venus Envy was publicly outed as a lesbian and had her reputation destroyed when she was involved in something like this.
* Venus Equilateral also seeking revenge against the protagonists, using his enterprise as a financial cover for Murdoch's activities.
* Venus Equilateral and various means of defense are considered. The problem is that a spaceship hull is tough enough to resist most of them. A drill-tipped warhead is suggested, but the drill would just shatter on impact. However they realise an electric arc drill is not subject to the same problem.
* Venus Equilateral. However it's pointed out that explosives have little effect in a vacuum as there is no atmosphere to create a pressure wave, shrapnel might not penetrate the hull and even an armor piercing warhead has to hit the fast-moving spaceship in the first place.
* Venus Equilateral series, has a scene where Don Channing starts drawing on a tablecloth in Joe's, the space station's bar and restaurant:
* Venus Equilateral stories (1942-1945) feature a three mile long, one mile diameter space communications station stuffed with vacuum tubes. The problem of communicating with ships in flight is solved with complicated cams. The engineer heroes work out problems by sketching them out on tablecloths and using their slide rules.
* Venus' face is horribly scarred and her left eye is damaged due to an allergic reaction to the whale semen Izzy unwittingly poured on her.
* Venus Flash on the Dark Kingdom's radar due the presence of the Sailor Soldiers (in fact the encounter between Jadeite and Panther Claw happened because the Dark Kingdom general had originally chosen Jewel Princess' shop for his jewel shop scheme, and took offense when he discovered what the Panther Claw minion had in her basement).
* Venus) from the surface with snakelike tendrils, while the bulk of the organism lies underground where it's even hotter. The alien has no need for water and consists primarily of a sulfur-based body under a silicone "skin."
* Venus has an extremely dense atmosphere that distributes heat very efficiently around the planet, so its
* Venus has been compared to Hell. Given that it's hot enough to melt lead, the atmosphere is crushing and unbreathable, and it rains
* Venus In Boston has Mark Simpson, who is ordered to kill a fellow servant to hide the infidelities of his mistress. He does so and hides the body of the servant in a large barrel of their favorite wine. When he serves it to them again, they keep saying how much better it tastes and are understandably horrified when the truth is revealed.
* Venus is also thought to have once had water (and possibly microbes) on it, until its own lack of a magnetic field caused the water to become disassociated by solar radiation, leaving nothing to prevent a runaway greenhouse effect that rendered the

planet uninhabitable.
* Venus is basically stuck with a stage two atmosphere, because it lacks liquid water. Possibly something to do with being too close to the sun, and thus outside the habitable zone. Earth had, literally, oceans of water even early in its existence. Where the water came from is still a subject of debate. But water is necessary for the carbon sequestration that removed most of the carbon dioxide from the stage two atmosphere.
* Venus is certain that she is Taikoubou love interest. She is, at best, an
* "Venus" is possibly more famous in its cover version by Bananarama, although both versions were hits.
* Venus Is Wet. The clouds on Venus are made of sulfuric acid, the atmosphere is largely carbon dioxide, and due to the resulting greenhouse effect, the temperature at the planet's dry and barren surface is roughly 900 degrees Fahrenheit (480°C). Any attempt to portray Venus as a lush wonderland would get you mocked immediately. The only exception is works involving terraforming.
* Venus Is Wet) theory that the planet's clouds are perpetually raining water.
* Venus On The Half Shell) has a cat-like alien queen who makes love to the hero and grants him immortality.
* Venus Prime book, Sparta spends something like two years setting up a new life for herself as "Ellen Troy" after escaping from a mental hospital.
* Venus Prime features several time skips to cover the times that Sparta and Blake spend either in extended transit or establishing cover identities (the first book, for instance, has a two-year time skip to cover Sparta working her way through the Space Board bureaucracy, and then a six-month time skip to cover her training to become an Investigator.)
* Venus Prime has Sir Randolph Mays, a pundit who's hell-bent on exposing the Free Spirit.
* Venus Prime, in which Sparta hires massage therapists to work over her whole body, hoping that their ministrations will trigger some of the memories that the Free Spirit stole from her.
* Venus Prime like their homeworld. The rebels end up joining the humans and traveling to Mars to terraform it. One of they ways they do that is by inserting artificial spinning black holes (in containment, of course) into the poles in order to increase gravity to Earth-norm. In the end, though, the loyalists end up attacking Mars and destroying their efforts, returning the planet into the desolate rock we know. The rebels settle for traveling to Earth and lying dormant in the oceanic depths for human life to emerge.
* Venus Prime series begins, Sparta's parents have been missing for nearly two decades.
* Venus Prime series, Forster's team, which consists mainly of scientists, gets caught up in an alien religious war. Needless to say, most of them are less than thrilled with the notion.
* Venus Prime series has Khalid Sayeed, a devout Shiite Muslim who happens to live on Mars. To compensate for the fact that Mecca is on an entirely different planet, he uses a special astrolabe to discern Mecca's location relative to Mars so that he can pray in approximately the right direction.
* Venus Prime series, most of Earth's nations have become part of either the North Continental Treaty Alliance (basically North America, Europe, and Russia) or the Azure Dragon Mutual Prosperity Sphere (China, Japan, and some of the Middle East). There's also apparently an alliance between South America and Africa, and a bloc made up of India and various countries in Southeast Asia.
* Venus Prime series opens with Dare Chin, an assistant mayor of the colony on Mars, as he deals with paperwork, his troubled relationship with his girlfriend, and an asshole in the lobby who insists on "studying" a Martian relic. By the end of the first chapter, Chin is dead.
* Venus Prime series, Sparta spends some time admiring Blake's nude body as he recovers from gill-implantation surgery.
* Venus Prime series, the interior of the Amalthean world-ship is described as being made up of nested spiral shells. The diagrams at the back of the last book

don't help to make it any easier to comprehend.
* Venus Prime, Sparta hates it when Blake calls her Linda. In fairness, she's done a hell of a lot of work establishing her identity as "Ellen Troy".
* Venus Prime, Sparta is able to interface with computers using pin spines under her fingernails. The data apparently manifests itself in the form of smells and tastes.
* Venus Prime, Sparta spends the latter half of the book swimming nude in the world-ship of Amalthea.
* Venus Prime still around (or reformed itself), but the second "S" in USSR stands for something other than "Socialist", and apparently, there are still Russians who want to return their country to socialism; the Soviet colony on Mars featured in the third book was an attempt to pacify them.
* Venus Prime that never got off the ground (the script from that game became the basis for the first novel.)
* Venus Prime. Whereas most of the series up to that point had been narrated in third-person and past tense, this scene is entirely done in first-person present tense.
* Venus references all the planets, often with a sentence attached to them. Guess what Uranus gets.
* Venus stops Mars from rousing the Argive army by breaking into tears in front of his chariot and waxing poetic about how Thebes' destruction will end the bloodline of their child Cadmus. Not wanting to upset his lover, Mars lets the men of Argos laze around for a week or two before Jupiter makes him stop procrastinating.
* Venus Terzo, providing her voice in the first six episodes and first two OAV specials. Terzo took over as Female Ranma's voice for the remainder of the TV series, the rest of the OAV releases, and all of the films.
* Venus Terzo (voice acting example, but also starred in some live action works as well)
* Venus), the sky is solid gold during the day and pitch black at night.
* Venus to Mamoru! by one makes the last arc of the series, and also serves as a way to free her from the "Return to the Origin" beast rampaging about.
* Venus to Mamoru!, it gradually becomes clear that the Beatrice-user who saved Mamoru during a disaster when he was small, was Ayako's uncle — and what's more, she was there too. Neither one of them remembers at first due to having been quite young and traumatized to boot, but that event was the reason why Mamoru decided to become a Beatrice-user himself, which led to him joining the Beatrice Academy, where he, of course, met Ayako again...
* Venus Trap series; In an escape by sea, Son Okura establishes telepathic contact with seal-like creatures that guide him, Rhodan, and John Marshall eventually to safety of the shore.
* Venus Versus Virus, being able to see a Virus also makes you a target for them, because Viruses specifically are attracted to people who can see them.
* Venus Versus Virus focuses on a group of two girls who fight The Virus, an evil spirit that steals people's souls.
* Venus Versus Virus is not an antagonist but when her golden eye starts glowing nothing good occurs. There's a reason it's usually under a special eyepatch.
* Venus Versus Virus. It's brought on by being shot by a special bullet. Berserker Sunire is supposed to only hurt Viruses however she is attracted to Lucia as well.
* Venus Versus Virus. Lucia notes this is the first time she has heard a Virus resist automatically transforming.
* Venus Versus Virus Lucia (who gets all the awesome gear in the series) sports a revolver.
* Venus Versus Virus the twins love pocky and are often seen eating it. In the anime, Layla eats konpeito while Lola loves chocolate.
* Venus Versus Virus. Unfortunately, viruses (demons) are attracted to those who can see them...
* Venus Versus Virus wears an eyepatch in order to hide her glowing left eye. It blends in well with her gothic lolita fashion.
* Venus Wars) and Aphrodia, unable to develop anything capable of facing said tanks

in time for the war, relying instead on upgunned Motorcycle Cavalry and armored cars employed with guerilla tactics.
* Venus Wars animated movie has a few outdoor landscape scenes where the landscape is actual live-action landscape with the animated characters driving through it.
* Venus Wars, Ishtar invades the Aphrodian capital, Io, using parachuting Superheavy tanks.
* Venus Wars is more famous for its combat bikes, Aphrodia's army also employed pick-up trucks with anti-aircraft weapons.
* Venus Wars movie, the protagonist named Hiro, steals a parked motorbike while running from police.
* Venus Wars resulted in the annihilation of Ishtar's 2nd Army Corps, it's heavily implied they were directly responsible for Aphrodia's defeat.
* Venus Wars" tanks in the oxygen tanks of the NBC protection system or the troop hatch, as the heavy armor and sheer size of those tanks makes them otherwise invulnerable to anything short of a 150mm gun.
* Ven, who looks exactly like Roxas and therefore has some mysterious connection to Sora, says "My friends are my power!" which is something Sora shouts to Ansem, Seeker of Darkness, in
* Vera: A seemingly reciprocal (although short-lived) teacher/student features in "Muddy Waters". Years later, the student discovered that the teacher's child was actually his son and tried to connect with the boy. Although Vera and her team investigate this angle, it ultimately turned out to have nothing to do with his murder.
* Vera Billy swallows antibiotics while he is in the autopsy room with a corpse on the slab: crunching them noisily rather than washing them down with any kind of liquid.
* Vera called off his wedding a couple of days before the ceremony and then disappeared.
* veracity of the "true story" that is based on being hotly contested The film is pretty much a step-by-step guide to how a first-world nation ends up manufacturing an Alleged Car for their military. Fortunately, when the flaws came to light, it did get redesigned enough to become a usable (if still overengineered) vehicle.
* Vera Claythorne, originally a governess to the half-brother of the man she loved, allowed the child to swim out to a rock in the ocean, knowing full well that he wasn't strong enough to resist the undertow.
* Vera complains bitterly that no one seriously investigated when his daughter disappeared - instead preferring to believe she had just run away - because she was miner's child at the time of the miner's strike, and a half-caste. Even when her body is found, he does not believe the police will put any effort into finding her killer.
* Vera could not have been acting alone because he had a broken arm at the time (the result of the same accident that killed the victim):
* Vera, DCI Vera Stanhope is usually paired with a much younger detective sergeant; originally Joe Ashworth and later Aiden Healy.
* Vera Drake: one scene ends with one of Vera's patients saying that "men don't understand anything." Cut to Susan getting a legal abortion by lying to her psychiatrist, after she was coached on what to say by her male physician.
* Vera Drake, Susan's doctor coaches her to lie to her psychiatrist and say she has a family history of mental illness and will kill herself if she must take the pregnancy to term. Justified since she was raped and this is the only way she can obtain an abortion legally, and even then, the price is steep.
* Vera even hints that she offed her own husband (who died in a car crash) by this line:
* Vera had left of his own accord is false when she searches the victim's holdall and discovers that he hadn't packed his insulin. As she puts it, why would he leave behind the one thing he depended on for survival?
* Vera in "Changing Tides" was skinny dipping at a stag party before she was murdered.
* Vera: In "Cuckoo", Vera and Aiden bust into a drug dealer's flat to find it

deserted. Aiden touches a mug of tea and comments that is still warm.
* Vera: In "Dark Road", Vera phones Bethany to warn her about a suspect she is with. Standing close to to the suspect, Bethany starts giving innocuous sounding replies about the weather and other trivialities.
* Vera: In "On Harbour Street," a woman is stabbed on a train station platform with a thin, sharp blade. Subcutaneous fat seals the wound, and the woman boards the train without noticing. She dies on the train from internal bleeding, and the police are left with the mystery of a woman who was seemingly stabbed in the back while seated with her back to the carriage wall.
* Vera: In "On Harbour Street", Vera asks a prostitute how she got her black eye. She replies that she "banged her head".
* Vera in "Sundancers" is revealed to have pulled this in Afghanistan. Learning one of his subordinates was having an affair with his wife, he sent the soldier into a supposedly cleared building to pronounce the all-clear, knowing that there was still an IED inside. The bomb went off, killing the soldier.
* Vera: In "The Blanket Mire", Vera discovers that one of her suspects as an alibi:
* Vera: In "The Moth Catcher", Hachim is searching a darkened garage when he is suddenly startled by a dog that had been sitting silently in one corner till then. This amuses Aiden greatly.
* Vera is dumped into a lake in an attempt to make it look like an accidental drowning.
* Vera is murdered while swimming in a stream. There is a shot of blood from her head wound flowing into the water and being diluted.
* Vera is proven to have been illegally making forgeries (granted, without knowing it was breaking the law) and she even confesses as such.
* Vera is pushed off the top of a multi-story carpark and lands on a car parked on the ground; the only car in an otherwise deserted row.
* Vera is set on fire when an oil lamp is thrown at him hard enough to chip bone: an act that is witnessed by a group of sixth form students on a retreat.
* Vera is thrown off an overpass and lands on top of a truck passing underneath. He breaks his back in the fall and raps on the top of the truck in an attempt to attract attention. The truck driver hears the banging but ignores it and the victim dies.
* Vera is to set up a board with a photo of the victim, photos of suspects, timelines and whatever clues they have. It is added to over the course of the investigation as new facts are discovered.
* Vera. Jayne even talks to Vera, telling her that getting dressed up means she gets taken out somewhere special - in this case, she's put in a spacesuit to fire at a target through space.
* Vera Miles. Even before her retirement, she seldom gave interviews, and even there, she mentioned her shyness and desire for privacy.
* Veran. It's only when Link acquires the Fierce Deity's Mask that they can actually fight back.
* Verano Azul is about the friendly bonds developed between Chanquete (50/60's), Julia (probably late 30's/early 40's), and a bunch of outsider kids (more or less in the 7 to 14 age range)
* Vera staggers against the railing of the overpass. The killer pushes him over and he lands on top of a passing long-distance lorry, where he breaks his spine. The lorry carries him all the way across the country (from Newcastle to Portsmouth).
* Vera: "Telling Tales" opens with a convicted murderer who is ten years into a life sentence committing suicide. The publicity brings to light an alibi that had been ignored by the original investigators which proved her innocence. Vera and her team have to re-investigate the original murder.
* Vera. The victim's best friend is the jock's girlfriend, and is secretly being used as a beard to hide the relationship.
* Vera. They do not do a very job and Vera and her crew find traces of blood on the prow.
* Vera. This suddenly changes the nature of the case, as Vera realises he was not only the victim, but also a perpetrator.

* Vera up in a seat in the observation hut, and sends a text message from her phone, so witnesses are convinced they saw her alive when they left the island.
* Vera, Vera investigates a cold case when skeletal remains are found in the woods. The murderer turns out to have been the supervising officer on the original missing person case, who encouraged the investigating officer to do a slipshod job and write the case off as a runaway.
* verbally backspacing to 'our April', and then finally settling on just 'April'.
* Verbal Salt in the Wound: Deliberately offending someone by bringing up a past injury - often one you inflicted.
* Verbal Tic: A catchphrase that's put into the beginning, middle, and/or end of all (or nearly all) this character says.
* Verbal Tic: A character has a specific way they talk, such as adding a specific word at the end of all their sentences.
* Verbal Ticked: A character who normally has a verbal tic speaks normally.
* Verbal Ticked: A character with a verbal tic suddenly talks normally.
* Verbal Tic leads him to announce over an intercom that "No no no no no parking is allowed in the upper field." Someone mistakes it for this trope, and asks him for some clarification as to whether or not he can actually park there or not.
* Verbal Tic Name: A character is named or nicknamed for the only thing they say.
* Verbal Tics. This tics can also happen in other countries, like Colombia, but it's usually attributed to their accent and not their Motor Mouth (Lucky bastards).
* verbal, upon learning that Guard-Captain Aveline wants a romance with one of her subordinates.
* Verbal Weakness: A usually harmless word or phrase that just so happens to hurt a particular character.
* verbatim to United Liberty Paper Agent when the Agent, with genuine curiosity, asks why he's still bringing himself to trouble by allying himself with notorious crime families.
* Verbena believing in magic will eventually make them stop believing in science altogether.
* "Verboden To Lachen" in 2002 narrated by series creator Herman Van Veen and other performers and musicians. The show later gained a DVD release in 2003 in The Netherlands.
* Verboten, but she lacks the agility and strength of full feralians, and she's not too popular with her tribe.
* Verbotene Liebe once had Christian hand out pamphlets dressed as a tree and saying, "Ho ho ho!" which is apparently some kind of onomatopoeic German tree noise...
* Verbrechen) by German lawyer Friedrich von Schirach. Although he stated that the cases presented were fictionalized accounts of his actual cases, those were later debunked.
* verb: to move (the head or body) quickly downwards or away; "Before he could duck, a duck flew into him"
* Verdammt! — "Damn!" though the literal is damned. Can also be Verdammter if it preceeds things like Amerikaner. "Verdammter Amerikaner!" (Damn American!)
* Verdant Skies: Rosie Martinez is a talented mechanical engineer, though she's new to being a space mechanical engineer.
* Verdant Wind (the Golden Deer/Alliance route), and the Silver Snow route (the route in which
* Verdict: Guilty!, each playable character has a second character who is this.
* Verdigris: At age 5, Elphaba tried to leave Colwen Grounds by digging a hole to the other side of Oz.
* Verdigris: Glinda shows some attraction to men, but it's predominantly with the image of them more than anything. Her feelings for Fiyero wither the moment they have sex.
* Verdigris often blames his daughter Elphaba for his wife's death. Melena died because of a zombie bite, not Elphaba's birth., but her pregnancy cravings to her being bit.
* Verdi's opera. Their lover's duet in the musical is even called "Written in the

Stars". In the opera, their tragic lover's duet is known as "O terra addio", which they sing after being buried alive.
* Verdun The achievement, amusingly enough, is titled Worth It. And it absolutely is.
* Verdun. Webley Revolver fires and reloads substantially faster, but is only somewhat more powerful and accurate than the semiautomatic pistols. M1892 is somewhere between the two in terms of damage and reload rate.
* Verdun, you get medals for exceptional performance on the battlefield. They serve no function other than looking good. Considering the game itself, that's not surprising.
* Vereesa Windrunner is this to the Alliance-aligned forces in Dalaran.
* Vergere was so ambiguous that even the editors can't seem to decide. At first the official position was that she wanted peace but wasn't allied with any faction in particular, then that she was a loyal (albeit unorthodox) Jedi of the Old Republic, and now she's apparently supposed to be a Sith acolyte. Thing is, the original Vergere was just such a messed-up enigma that the authors seem to dust her off whenever they need someone to act as the linchpin of the ongoing plot, giving a sort of weird meta-status as the Wild Card.
* Vergere, who remarks, "Everything I tell you is the truth, and everything I tell you is a lie."
* Vergil first appears under a possessed state under the name of Nelo Angelo and the service of Mundus. After his death, his sword plays an important role in
* Vergil's personality also differs from his canon portrayal where he is a
* Vergil was basically a dry run for Vergil, complete with a similar relationship with Wes, the Red Time Force ranger.)
* Verhoeven says "Izznit?" when he's alone in interviews so often it's a
* Veridian Dynamics not only designs and makes anything you can imagine but finds some sort of evil use for all of it.
* "Verified incoming deliveries, Maintained Warehouse facility, Distributed materials to auto repair facilities." for: "I worked at an auto parts store as the one who put stuff on the shelves and drove the delivery van".
* Verily this is one of the things that eBay watch out for. Say you place a police badge or police-style jacket for sale. They will take it down along with a very polite email explaining in detail the hows and whys of what items cannot be listed.
* Veri-Meri wants to marry Squirrel, who is extremely short (she is even able to disguise herself as an atani). Problem is, Veri-Meri is also extremely short – by atani standards. He solves the problem by standing on stilts. She rejects him anyway – not due to the height difference but because he’s a
* Veritas confused when they find a piece of Roman wall surrounded by dinosaur bones.
* Veritas forms the basis of the plot. Almost all characters introduced afterwards have their relationship to him explained via flashback.
* Veritas, generally shows no emotion except when dealing with something that has to do with Lightning Tiger, the guy who taught her the meaning of "fear".
* Veritas, this is how Lightning Tiger's remains are identified after he's burnt to a crisp.
* Veritas WILL hit a girl or at least tries to, if she pisses him off.
* Verity Lambert fought to get the Dalek story on TV by playing the edutainment card. According to modern accounts, she told her boss, Sydney Newman, that the story could teach us that we must curb our more belligerent tendencies, with the barren, radioactive wasteland of Skaro as their logical conclusion.
* VerizionKittypet suffers from this quite hard. Out of all her stories, the only ones she's finished so far are all oneshots. Yes, she didn't even finish the story where she celebrated the start of 2010.
* Verizon attempted to enter the streaming world with Go90 in 2015. Not even a merger with fellow streaming service Vessel could help save it and Go90 shut down in 2018.
* Verizon customer support. Even if you get to talk to an actual person, they'll just redirect your call

* Verizon FiOS has inverted(?) this. While they do tell you about how their main competitor Comcast is inferior,
* Verizon has been heavily bashing cable in general in their ads by having a good looking guy help new customers with their FiOS equipment while a not so good looking cable guy is either trying to prove his service is better or trying to show the Verizon guy that cable is all he needs.
* Verizon often airs ads which blatantly show off how much cell coverage their service provides by overlapping it in Red spots on a US Map. And will often times, compare their service area to AT&T's, which will have significantly less coverage area, represented in blue.
* Verizon Wireless' "Can you hear me now?" campaign was a subtle version of this: they'd received criticism over less-than-stellar network quality, so their commercials showed a Verizon employee testing their upgraded network by going to various improbable places and asking if the person on the other end of the phone could hear him. The last line of the commercial was always, "...Good.", thus emphasizing that it was, indeed, working better than it used to.
* Verlore Geleentheid of the technology and the fact that the inhabitants aren't human that is to be expected.
* Verlore Geleentheid. She is obsessed with finding and wiping out the last of the species that nuked her homeworld millennia ago.
* Vermai are a blind and aggressive form of lesser Daedra with minimal intelligence, commonly found in the service of
* Vermilion Coyote that Sally is playing Kylo Ren - but in (something resembling) the film version.
* Vermillion Watch, and keeps Dorothy from shooting her so she can be questioned.
* Vermillion Watch. Not supernatural, though — the group using the supposedly-abandoned cemetery as a base of operations set them up to keep people away.
* Vermin Lords). If it hits, an entire unit of the enemy is turned into Skaven.
* Verminous Skumm and Duke Nukem had reasonably clear motives as well. The former was out to destroy humanity so he could rule the wreckage, and the latter was a walking nuclear battery that needed to spread radioactivity so that he could feed and survive (this is severely ironic because Nukem could have been an eco-hero if he had just applied his radiation-absorbing powers to existing nuclear waste, instead of trying to cause meltdowns at nuclear plants). Of the recurring villains, only Dr. Blight and Zarm were really wayward, pointless
* Verminous Skumm harassed and lied about a boy who had HIV, and he gave nuclear detonators to people fighting in the
* Vermintide event that it's set in (said event being the territory of wargame supplements and novels that were obscure even by the tabletop's standards).
* Vermintide II as well; Helmgart, Ussingen, Bogenhafen, and so on are littered with corpses of State Troops and stashes of arrows, bullets, and gunpowder they left behind, and the U5 still have to carry the fight largely alone. However, the garrison of Fort Brachsenbrucke puts up a stiff fight against the combined Skaven/Norscan offensive with their muskets and cannons and can be seen repulsing an assault in the background of the titular level; they still need to be bailed out by the U5 (who, as usual, proceed to kill over a thousand enemies and take several key tactical positions in about half an hour) but it's made clear that the battle was not going easy for Fester and the Rotbloods.
* Vermintide II reveals that the elf Kerillian received a prophecy that the human city of Ubersreik would play a key role in the downfall of the elven people, and that she ambushed a major military convoy en route to reinforce the city in an attempt to prevent this. Unfortunately, what Kerillian did not know was that the true enemy were not the humans but the Skaven, and that destroying Ubersreik was one of the lynchpins of their entire invasion plan. By substantially weakening Ubersreik, Kerillian allowed the skaven to overwhelm it much sooner than they otherwise would have. This in turn lets the skaven accelerate their time tables and invade elven territory much more easily.
* Vermintide II used this for at least some of their construction, and the

characters do not react well to discovering that fact.
* Vermont has a city of Rutland, which is the county seat of Rutland County, Vermont; it is surrounded by the separately incorporated town of Rutland, also located in Rutland County.
* Vermont has plenty of fourteen. The Vermont Republic that preceded its status as a U.S. state lasted for fourteen years (1777 to 1791), it was the fourteenth state in order of original Constitutional ratification (and one of its mottos translates from Latin as "May the fourteenth star shine bright"), and it has fourteen counties and a conifer with fourteen branches (the original thirteen colonies, plus Vermont) on its seal.
* Vermont Maid brand pancake syrup has not been manufactured in Vermont or contained any real maple syrup from anywhere for decades. If it were a new product, its makers would face a lawsuit from the state Department of Agriculture.
* Vermont? They were in the northbound lane, had to go that far out of their way to make a U-turn and figured they might as well stay... (this might be as much a commentary about New York roads as anything else)
* Vermont Today as a result. However, the job is harder than Dick expected (especially with that crew), making him want Michael back as the producer, to the point where Dick's willing to take a pay cut so the station can meet Michael's demands.
* Verna Felton (who voiced Winifred Hathi the Elephant) died of a stroke on December 14th, 1966, a year before the release of
* Verne does this twice in the bonus short "Hammy's Boomerang" on the DVD of
* Verne Gagne (officially retired at 58, but worked special matches until he was 62)
* Vernian Process music. Lead singer Joshua Pfeiffer even lampshaded it at the end of a show, introducing the band then declaring "...and we like Goth music, if you can't tell!" during the one minute, eight second organ outro to their song "Vagues de Vapeur."
* Vernon and Petunia Dursley are more comedic examples of this. They're quite proud of the totally mundane middle-class life they live and go to great lengths to keep it up. While they and their son have little trouble with this, this trope comes into play in regards to the strange things that happen because Harry's a wizard. Even seemingly harmless things, like Ron thinking he had to yell through a phone or Mrs. Weasley covering an envelope in stamps because she wasn't sure how many were meant to go on for Muggle post, get the Dursleys angry simply because they hate any magical-related things interfering with their lives.
* Vernon and Petunia. They're selfish and abusive to Harry, yet they seem quite devoted to each other and their biological son.
* Vernon Bright books for children always ended with the main characters solving the problem they'd been facing - by creating a very similar, different one.
* Vernon Dursley is a prime example, via his portrayal of a member of the
* Vernor Vinge alien than might be expected, since the moons are of a familiar appearance, despite there being two of them.
* Vernor Vinge already several generations removed from Old Earth — and are described as having a common phenotype: dark skin and black hair. Pham Nuwen's red hair and asian features are so unusual as to be almost alien.
* Vernor Vinge and Mr. Slippery/Erythina. Suddenly, things get real, and the danger of dying the True Death raises its head.
* Vernor Vinge avert this by using a time system based on orders of magnitude of seconds. Still arguably applies, though, if only because their system is the standard universal one. It also has its zero point set at the Unix epoch — 00:00:00 UTC on 1 January 1970. In universe it's believed to date from the first lunar landing.
* Vernor Vinge. Because two Tines cannot make bodily contact without being confused by the other's thoughts, Johanna's ability to physically nurse them gives her healing powers on a psychological level. (An assassination attempt on her fails because all the injured she had tended leapt to her defense.)
* Vernor Vinge begins with a 'colony' consisting of all the people that were in

stasis during the 'singularity' that saw everyone else on Earth vanish in some unknown way. A pair of brothers are two of the travellers who were in stasis attempting just such a plan.
* Vernor Vinge, but one of the strongest examples in the trilogy occurs when Beyonders trapped in the Slow Zone start referring to it sullenly as "Down Here".
* Vernor Vinge exploration of the idea that is still considered one of the most realistic and plausible depictions, based on video game concepts. Complete with travel time, which is justified, as it's part of the game. The game was designed by hackers, however, and provides access to sites across the broader network—it's a game/hacking tool. Vinge was quite knowledgeable about the networking technology available at the time, and it shows.
* Vernor Vinge features a planet whose sun only shines for 35 out of every 250 years. The inhabitants themselves can survive the dark in hibernation, but once their civilization develops to a certain level they have to start learning how to apocalypse-proof their technology.
* Vernor Vinge foreshadowing of the relationships involved, but it's still pretty sudden.
* Vernor Vinge got his nickname, Flenser, from his tendency to practice this on his enemies.
* Vernor Vinge has written several essays describing how he expects the singularity to happen and is credited with the invention of the word and its subsequent popularization.
* Vernor Vinge have a larger visible spectrum of light than humans, referring to infrared frequencies as "far-red" and ultraviolet as "far-blue". Human display technologies, designed only to display what we can see, look like simple and underdeveloped technology to them, despite our otherwise advanced capabilities. Some Spider dwellings also appear dark to us, due to being lit with light outside our visible spectrum. On one occasion, Spiders are also shown to be able to "hear" vibrations in the ground through their feet.
* Vernor Vinge him to help catch the even more dangerous and elusive hacker known as The Mailman.
* Vernor Vinge in this vision of the future also helps). The biggest indicator of futuristic roads is omnipresent transit loops, roadways where automatic cars briefly stop to drop off and pick up passengers.
* Vernor Vinge, is stated to be the fate of all civilizations in the Slow Zone. Eventually, interstellar civilization collapses and humans settle on Nyjora, and end up rediscovering space travel and abandoning Nyjora in exactly the same way.
* Vernor Vinge is that words like "armiphlage" and "clenirations" (representing concepts the translator AI can't handle) start creeping into its newsgroup postings.
* Vernor Vinge kidnap people, remove their brains and then fit them to a computer that suppresses their personality without totally trashing their intellect, to form a useful biological computer.
* Vernor Vinge — set in the same universe but not a direct sequel — came out in the interim.
* Vernor Vinge often have small, specialized programs appear as animals that they call their familiars. When Virginia, the federal officer in charge of Mr. Slippery's case, comes online, she takes a frog form and pretends to be Slip's familiar.
* Vernor Vinge, people living in the far future have the medical technology to eliminate all disease and ageing — but what if you outlive the civilisation holding it all up?
* Vernor Vinge, people use stasis bubble generators that freeze anything inside a sphere for specified time. So it's usual way to get rid of your enemy that hides inside one by throwing him into the Sun (it won't damage the sphere or its contents, but when the time's up and sphere disappears he's going to be in real trouble). It's very hard to retrieve such a sphere, but it was done at least once.
* Vernor Vinge. Pham Nuwen's red hair and slanted eyes engender much comment, as he's obviously a different race.

* Vernor Vinge plan is to wait for the war to start, then black out communications across the planet, hijack and redirect the nukes to cause as much damage as possible to population centers and seats of government, nearly annihilate the Spiders and blast their technology back to the Stone Age, then enslave the survivors.
* Vernor Vinge, reinforcements are sent to deal with an invasion by the Republic of New Mexico. Urr... make that "reinforcement", singular. One man. Wil Brierson. To be fair, the request for help had been vague about what kind of help was needed, and Wil calls for reinforcements as soon as he finds out what the problem is — but he still solves the problem by himself before the reinforcements arrive.
* Vernor Vinge series, the "bobbles", spherical fields that place anyone and anything within in temporal stasis, cut through anything intersecting the field's boundary when they activate.
* Vernor Vinge, set in the Slow Zone, features ramscoops exclusively. They use force fields to make big enough ramscoops.
* Vernor Vinge. Settled planets all have their own calendars. One way the traders know they have stayed too long is when they start using the locals' calendar.
* Vernor Vinge short story "Original Sin", in which the alien Shimans have such a short lifespan that they have to specialize intensively or risk wasting their entire life becoming educated. For instance, someone trained in a certain scientific process might have relatively little experience in communication, and would thus be unable to explain it to anyone.
* Vernor Vinge, the detective Wil Brierson calls most of the (decimated) world's population into a meeting hall to accuse the suspect of murder. The character is not only aware of the trope whilst doing it but is worried about a horrible variant he read about: detective gathers the suspects into a room then applies a definitive test to all the suspects: all suspects are guilty. Unmarked grave for detective, happy end for the suspects.
* Vernor Vinge, the early attempts of the aliens called Spiders at electronics displays can only produce a limited range of colors. Many Spiders assume that a display capable of reproducing their entire visible spectrum would be impossible to construct, and derisively call the idea "videomancy". Of course, they later develop displays capable of producing their entire visible spectrum, including infrared and ultraviolet "colors".
* Vernor Vinge: the Venn-Kurasawa treatments. They only work for one in a thousand, but for those they do work for, they can restore the appearance of youth, and add many years of actual lifespan. Robert Gu is one of the lucky few who respond to the treatments.
* Vernor Vinge thinks that zero-g sex isn't what it's cracked up to be (again largely due to the difficulties of obtaining leverage safely).
* Vernor Vinge. This being virtual reality, making them one-way is not difficult.
* Vernor Vinge", this is discussed as one possible explanation for The Mailman's peculiar method of communication with the on-line world of The Other Plane. In particular, the time-lag would seem to place him in the Asteroid belt, far beyond where any human has visited.
* Vernor Vinge, two groups on a medieval planet get technological advice, but not physical help, from stranded human children with, respectively, a small computer and an FTL phone, allowing them both to advance significantly. It helps enormously that the child's computer has a full history of technology stored, while the people on the other end of the phone can look up theoretical academic research on bringing technology to lost colonies, which is apparently a minor academic discipline in that galaxy.
* Vernor Vinge universe, FTL travel is impossible in the interior 80% or so of any given galaxy (in particular, including the Earth).
* Vernor Vinge, when he's cured and given rejuve treatments, he's so far behind the curve on everyday technology that he needs to start attending classes at the local high-school just to begin to have a hope of getting by in normal society.
* Vernor Vinge when the protagonists are trying to send aid by remotely uplifting

an alien species on the planet they are traveling to. It is remarked that technological progress is much less like a ladder and more like a rock climbing wall, there are many possible routes to the same types of technology and they need to figure out what the aliens already have in order to figure out how to give them the secrets behind constructing shortwave radios and firearms.
* Vernor Vinge, where learning a wizard's true name gives you power over him.
* Vernor Vinge, which cushions the impact, but they are still limited in distance, so long trips are done in a series of jumps between checkpoints. Before visiting the planet, some of the human characters notice clearly-artificial chains of pools visible on the planet's surface via satellite imagery, but fail to guess their purpose. Interestingly, the Azhiri actually exploit this phenomenon for combat by using it to fire rocks, water, and even high-pressure blasts of air at their enemies.
* Vernor Vinge", which regulate FTL travel, as well as the path the protagonists' ship takes.
* Verónica Castro is a famous Mexican singer and songwriter as well a famous actress in
* Veronica Cale is a hardworking scientist and CEO, who hates Wonder Woman for getting "undeserved" praise heaped upon her for "being a pretty princess", does cruel experiments, and treats humans as disposable stepping stones.
* "VERONICA CORNINGSTONE AND I HAD SEX! AND NOW WE'RE IN LOOOOOOOOVE!"
* Veronica, given this and several other clues, realises that Jackie is lying about her past; she's a teen single mother who's been waiting tables in New York for years.
* Veronica goes to a boy's house looking for evidence that he is planning to blow up the school, but instead finds his "Petite Blondes" porn. Veronica remarks, "At least I know I'm his type."
* Veronica Guerin begins with the titular character being gunned down as she's driving home from traffic court. The film then flashes back to two years earlier, when she began her work investigating the drug trade in Ireland.
* Veronica Guerin involves crowds of people forming and chasing drug dealers out of Dublin.
* Veronica Guerin, the journalist is proving resistant to threats on her life from career criminals, so John Gilligan issues her the following phonecall:
* Veronica herself was drugged and nearly raped twice, but her attacker quickly ran away both times to avoid being caught.
* Veronica is a long-haired, purple-lipstick clad and extremely feminine male. Oddly this doesn't seem to be a difficult fact for Tenma and company to recognize.
* Veronica is moderately proficient in ASL as of the season 2 episode "My Mother, The Fiend", a skill never mentioned or used before or afterwards.
* Veronica is on a tennis court, hoping to win a tennis match and thus a winning "cup". Her horoscope says she will definitely get a cup today. But her hopes are dashed when Archie approaches and offers her a cup... of coffee or tea.
* Veronica Lake, but her character wasn't. Fortunately, as she was playing a hobo, she could convincingly wear loose, baggy clothes. The rest of the time, the greatest costume designer in Hollywood (Edith Head) was hard at work making her look completely innocuous.
* Veronica Lodge is the daughter of the wealthiest man in town, who gives her anything she wants...
* Veronica (mainly focused on men. Yes, this is the same Veronica from earlier. It timeshares with the local
* Veronica Mars, Aaron accidentally walks in on Logan and Veronica making out. He politely makes an excuse and leaves, and later, when Veronica has to hide from Logan's friends (their relationship is still a secret), even offers to drive Veronica home, and tells her he approves of her with Logan.
* Veronica Mars, Aaron Echolls manages to get acquitted of the murder of Lilly Kane, mostly by virtue of the fact that he's, well, a famous movie star. He proceeds to spend the rest of the episode being smug at both Veronica and his son Logan, implying to both that he'll be around to antagonize them for a long, long

time. Finally, he stumbles across one of his old movies on TV in his hotel room and seconds later is promptly shot in the back of the head by Clarence Wiedman, on orders of Lilly's brother Duncan (who Eccholls had accused of being the real killer, no less).
* Veronica Mars: Aaron Echolls manages to worm his way out of being convicted for Lilly Kane's murder and is cleared of all charges. He spends the next several days celebrating in a high-class hotel and even taunts Veronica (who he previously tried to kill as well to cover it up when she found out he did it) about it before he is assassinated by Clarence Wiedman on orders of Lilly's brother Duncan.
* Veronica Mars abusive to Mac, and seems to enjoy tasing Veronica before trying to kill her.
* Veronica Mars, a character accused of stealing because she was in the wrong place at the wrong time is described as having been "lurking" in the area. "Lurking? You mean, 'standing while black'?"
* Veronica Mars across all three seasons. Only their actors had full season contracts. Everyone else was contracted for smaller numbers of episodes because of budget constraints.
* Veronica Mars after they get to know the "ferocious pitbull" called Backup.
* Veronica Mars: After Veronica's mom walks off with her $50,000 bounty, Veronica makes some spending money as a barista.
* Veronica Mars: Amanda Seyfried and Alona Tal were both runner-ups for the title role. They wound up playing the recurring roles of Lily Kane and Meg Manning, respectively.
* Veronica Mars and had his briefcase stolen by the woman who he seduced and tied him. When Keith asks Cliff how he made the phone call, he responds, "Acrobatically".
* Veronica Mars and his "step into my offices" by frequently having people at her school "ambush" her in the bathroom with "I need you to help me."
* Veronica Mars and one of the ringleaders of the "Treat Veronica Like Trash" brigade, and the same guy who had been starting to sexually assault her with a bunch of other guys before Duncan saved her. This is a non-issue to her for some reason.
* Veronica Mars, and she implores him never to use the term "MILF" in front of her again.
* Veronica Mars, and then they embrace passionately. Great buildup by plot, impressive acting from both leads, and perfectly matched music. The crew meant for this one to be a Big Damn one, and they succeeded. (In all the YouTube recaps for the couple's best moments, their first kiss is normally either number one or number two).
* Veronica Mars and Wallace Fennell. They're best friends, confide in each other about (almost) everything, and spend an inordinate amount of time together. However, neither of them ever shows any romantic interest in the other and they both date other people.
* Veronica Mars (and, with the latter, manages to not even slightly fall into adulterous behaviour).
* Veronica Mars: An episode had Veronica's friend Wallace happily taking his sweet time, now that he got to tell the story about how he weaselled information out of somebody, getting to the point. After which he summed up with, "To make a long story short..." to which she replied "Ha!"
* Veronica Mars as a kid, who showed up to one of his birthday parties (Logan's father is a fictional A-list actor named Aaron Echolls who frequents the same circles). However, he was pretty annoyed when she mistook him for a girl.
* Veronica Mars: A suspect eats peanut butter cookies in order to trigger his nut allergy and escape from jail.
* Veronica Mars. As Veronica just tries to save Gia from Logan's rather not-friendly honest opinion, they end up dancing to "Sway" by The Perishers.
* Veronica Mars) at Neptune High after her father, at the time the sheriff, accused the father of her murdered friend Lilly of killing her. She remained there until Wallace Fennel arrived, and she helped him down from the flag pole...

* Veronica Mars attends Neptune High, which has a very liberal attendance policy, and lets the more popular students "buy" additional liberties such as pizza delivery. She has also held unisex restroom conferences.
* Veronica Mars backstory that explained how Veronica, a formerly girly high-school student, became a hard-boiled sardonic detective. Apparently all it takes is: 1) having the Sheriff be your father; 2) have your best friend murdered under mysterious circumstances; 3) have your father disgraced by the rich locals after he fails to close the case; 4) lose face with your peers because you stand by him; 5) go to a party with your peers only to get roofied and raped. The result? A jaded, cynical 17-year-old girl with an appetite for getting to the truth—the perfect storytelling recipe for awesome.
* Veronica Mars. Because of his confession, Sheriff Lamb ends the investigation, saying they found the killer, causing Veronica and her disgraced-Sheriff-now-PI father to investigate it themselves.
* Veronica Mars before her father stopped her and told her who she was actually aiding.
* Veronica Mars between what spurs one character to heroism and the other to depravity.
* Veronica Mars boyfriend Logan Echolls helps the investigations as often as he messes with them — all for his own shady reasons, of course. His own girlfriend believes him capable of murder, so there's that, too.
* Veronica Mars, but it is still a shock to him and his mother when his little brother Darrell pipes up, "Are you hitting that?"
* Veronica Mars, but Veronica is left wondering who actually posted the original test online until she sees Mac arriving for class in a fancy new car at the end of the episode.
* Veronica Mars by advocating outright terroristic tactics, but it doesn't work out because the activists are the sensible, law-abiding sort who don't believe in extreme methods.
* Veronica Mars calmly jumps from the roof and only the car alarm is heard.
* Veronica Mars came back in movie form thanks to its fans almost literally throwing piles of money at its original creators and later got a revival on Hulu.
* Veronica Mars, clean-living Wallace (among others) somehow fails a drug test, and friend Veronica gets hold of a home testing kit to see if maybe he was slipped something surreptitiously. When Wallace suffers from shy bladder, VM's dad plays with this by shouting through the door "Try twisting your nipples" earning a shout of dismay from Wallace.
* Veronica Mars come off that way at all. Instead, it came across as a miserable relationship where Duncan was having dreams about his ex-girlfriend Meg, generally acting as though he would rather still be Meg, keeping secrets from Veronica. On top of everything, the sex was clearly lousy.
* Veronica Mars: Cormac Fitzpatrick kills Kendall Casablancas and is then killed by his brother Liam in the season 3 premiere.
* Veronica Mars describing the regular version of the trope happening to her.
* Veronica Mars detonating a remote bomb aboard a plane that presumably has Veronica's dad on it. However, it turns out that her father drove home and he wasn't on the plane.
* Veronica Mars did this to Logan at the Neptune Grand once to look for his mother.
* Veronica Mars does this in the pilot episode with a security tape instead of a picture. She makes an arrangement to swap the video of Weevil's convenience store robbery with her own video of one of Lamb's officers getting some action from a call girl without Lamb's knowledge. Lamb tells his courtroom that the tape they're about to view "shows what happened quite nicely"
* Veronica Mars". Duncan says, "I've never seen my parents have sex." Lily has, she drinks, and begins to describe it in detail; Duncan, her brother, can't handle this, covers his ears and face and pleads for Lily to stop.
* Veronica Mars, Duncan was SUPPOSED to be Veronica's half-brother for real, but the network wouldn't let them put Actually-Blood-Siblings sex on the air. So it was originally meant to be a complete (and squicky) subversion of the trope.

* Veronica Mars episode "Ain't No Magic Mountain High Enough" where Logan meets Hannah who he says is "like the hot daughter of a king he marries off to get like Denmark or something."
* Veronica Mars episode "Normal Is the Watchword" our titular heroine is saved by a hallucination of (or possibly the actual spirit of) her dead best friend Lilly. Lilly had appeared frequently the previous season (as Veronica tried to solve her murder), but it had certainly been implied she was not a literal ghost, just Veronica's way of working through her emotions and thoughts. At least until "Normal Is the Watchword", when Lilly's sudden and unexplained appearance distracted her friend from getting on a doomed bus. It is later implied that Veronica may be suffering from a neurological condition brought on by various traumas.
* Veronica Mars episode "Silence of the Lamb", Mac and her biological mother touch through a car window, letting each other know that they both are aware of her parentage.
* Veronica Mars episode "The Green-Eyed Monster" has Veronica take a case while her father's not there. When he returns, he says that he's too busy to take the case and tells Veronica to call the client and tell her this. Veronica only pretends to call the client and takes the case in secret.
* Veronica Mars episode "The Wrath of Con"; while playing "I Never", Duncan asks if any of them have seen their parents having sex. Lily drinks, and describes how she walked into her parents' room to borrow her mother's sweater and saw her parents. Interestingly enough, Duncan is more freaked out about this than Lily was.
* Veronica Mars episode where Keith is hired to track someone down; he eventually figures out that his target is in witness protection and his clients are Russian mobsters.
* Veronica Mars, especially at the start of season 1, since he is new to Neptune.
* Veronica Mars fame) works with Diane Ruggiero, Dan Etheridge and John Enbom on a regular basis, and actors who appeared in one series tend to pop up in his subsequent shows, even for a one-off appearance, Ryan Hansen being the most obvious one, but Adam Scott, Martin Starr, Kristen Bell, Alona Tal, Jason Dohring, Enrico Colantoni, Jane Lynch, Steve Guttenberg and many more have appeared in two or more Rob Thomas shows.
* Veronica Mars" father Aaron makes him a birthday dinner of his favorite food. Except it is his sister's favorite and Logan is deathly allergic to it. Aaron responds by getting mad at Logan for not appreciating his efforts.
* Veronica Mars from the TV series) being at the Neptune High reunion:
* Veronica Mars gets one of these sequences at the end of season one, where she finally pieces together what actually happened. She presumably explains her theory to Duncan while the audience sees the footage of her idea being performed.
* Veronica Mars had a blackly humorous one of these in the episode "Lord of the Bling"; at Lynn Echolls' funeral, Aaron asks Logan if he's heard from his half-sister Trina:
* Veronica Mars had a hidden camera sex tape filmed without her or her boyfriends knowledge in his dorm room. It is then leaked to the internet. It causes major problems, and causes her ex-boyfriend Logan to beat her current boyfriend Piz senseless as Logan assumes he made it on purpose.
* Veronica Mars has an (adult) hacker's relationship with a student (minor) at the school being exposed by Veronica and her camera. She even says "It's satisfying to be the interruptus in somebody else's coitus."
* Veronica Mars has her abandon this life and leave Neptune to go to a law school. At the start of the film, she's at an interview to a big New York law firm. Then she's dragged back to Neptune and ends up as this trope again.
* Veronica Mars has Icy, ever-composed Duncan and temperamental Logan vying for Veronica.
* Veronica Mars has several of these, although some turn out to be red herrings and not true villains at all.
* Veronica Mars has the teenage detective spotting clues to figure things out. She often relates how she was onto something early on, just needed to prove her theory correct.

* Veronica Mars has two examples: Veronica's best friend Wallace, who is African-American, and biker-allied Eli "Weevil" Navarro, who is Latino.
* Veronica Mars her to dig up their deep personal secrets. Lampshaded by Veronica in the series finale: "After all these years, do you not instinctively fear me? Maybe you should write yourself a note."
* Veronica Mars he was before. Veronica and Keith expect that they have a darker side and it was played very dramatically when Veronica ended up hanging out with them herself, but this isn't the case; the group really is as genuinely kind as they seem, and any danger they presented was all imaginary.
* Veronica Mars. In an episode in Season 3, a frat boy is found passed out on campus, stripped naked, and with a plastic egg shoved up his ass. This is the source of much humor on campus, including amongst the college feminist group that had been raising hell over the lack of initiative in catching the serial rapist on campus. Veronica gives them an earful over it.
* Veronica Mars: In season 4, Patton Oswald plays supporting character Penn Epner, a pizza delivery guy who participates in an amateur sleuth / conspiracy online group. One member of the group, Don, is constantly sniping back and forth with him and they subject each other to pranks such as Penn putting pig ear filters on Don's live feed.
* Veronica Mars: In the first season episode "You Think You Know Somebody", Veronica's then-boyfriend Troy went along with Logan and Luke to Tijuana, but when they came back, and stopped at a fast food place, Troy's car was taken. This is bad news for Luke, as he had smuggled some steroids for a dealer (which were in a piñata that was in the car), and the dealer wants his steroids or his money or he'll kill Luke. As it happens, Luke has a valuable baseball he can sell off to get the money, but he doesn't want to part with it, and Veronica tries to convince him otherwise:
* Veronica Mars: In the third season, Keith Mars, who was the former Sheriff of Neptune, dons his old uniform to grill two women for information. It fails when one of their friends recognizes him as the previous Sheriff and berates the other two for their ignorance. Later, there's a hilarious bit when Keith drives past the incompetent current Sheriff and gives him a mocking nod.
* Veronica Mars: Inverted in "Donut Run", in which it is vital to Veronica and Duncan's ploy that the FBI believe they have broken up.
* Veronica Mars in which almost all major and minor characters have first and last names that may be known by greater fans of the show. However, given that the large arcs of the show tended to included a large number of characters, this may not be surprising.
* Veronica Mars is a revenge addict. When she starts to run short on targets for personal revenge she looks for other people to get revenge for.
* Veronica Mars is often asked to dumb down her Technobabble to more comprehensible English for Veronica and sometimes Keith. In a season 2 episode, Weevil is so tired of Beaver's lack of ability to explain math in Layman's terms, he ironically asks Mac to tutor him, which surprisingly works out fine.
* Veronica Mars is set in a fictional town whose ZIP code is 90909. In real life, the prefix 909 is unassigned, although it is between valid prefixes used in Los Angeles County.
* Veronica Mars. It didn't work that time, unfortunately, though the series did eventually got a movie and a revival on Hulu many years later.
* Veronica Mars) It's possible that a head injury caused just such an event.
* Veronica Mars, James Jordan appeared as the mentally unstable janitor Tommy "Lucky" Dohanic for a few episodes, then reappeared in Season 3 as recurring character Tim Foyle, the graduate student of Dr. Landry.
* Veronica Mars", just before Logan breaks up with Hannah, he's shown walking through a crowd and high fiving people. Then Hannah comes up to him, hand extended for her own high five, to which he doesn't respond.
* Veronica Mars, Keith Mars and Sheriff Lamb pull this off at least once, with Keith being the classical good cop and Lamb, the bad one. Veronica and Keith also use this, with Keith as the bad cop, to get information from a hotel employee.

* Veronica Mars Logan Echolls' parents are played by real-life husband and wife Harry Hamlin and Lisa Rinna.
* Veronica Mars, Logan volunteers his father to donate money to a soup kitchen. He does so publicly enough and with grand enough reception that his father can't back out without looking like an ass. However, behind closed doors Aaron brutally beats Logan in response.
* Veronica Mars — Logan doesn't believe his mother killed herself; he thinks she faked her death and ran away. Unlike most fans, however, he lives in the "real world", and after his last ounce of hope is stolen, breaks down.
* Veronica Mars, Mercer Hayes selects college girls with his accomplice, who sets it up for him to drug random girls at the local parties, creating a panic on the campus. He rapes the girls and shaves their heads afterwards just to humiliate them further. His reasoning amounts to "getting into a girl's pants the normal way takes too long".
* Veronica Mars moment for Beaver, since the scene strongly suggested that Beaver was subconsciously cockblocked by his brother, Dick (who lived up to the pun). Let's just say when we find out the real reason, it's significantly less Woobie-ish.
* Veronica Mars moment, Veronica, Mac, Vincent, Corny, Dick, Madison, Jackie, Wallace and others take a long uncomfortable ride up to the Alterna Prom thrown by Logan.
* Veronica Mars movie, after being dragged to her 10 year reunion, and having to deal with her classmates, Veronica tells Mac, "Okay, I'm not kidding. Where's the bar in this place?"
* Veronica Mars movie, and a much later new series of the show, though.
* Veronica Mars: Ms. Dent disappeared without explanation eight episodes into the first season due to budget constraints (and the fact that her character didn't really have much to do). Her exit is explained as maternity leave in a throwaway line a few episodes later.
* Veronica Mars: Neptune, CA, real estate mogul Dick Casablancas built a significant part of his fortune on overvalued properties, deliberately using false advertising and such. It's only after Veronica accidentally does an on-site inspection (while performing an investigation on Cassidy Casablancas' behalf into his stepmother's infidelity) and notices the discrepancy that she informs the authorities, forcing Dick Sr. to destroy all his documents and flee the country. She tries to get one of her favorite teachers, who invested heavily in the company, to get his money back, but he refuses because his money is already effectively gone, and he doesn't want to save himself by saddling someone else on the market with the loss.
* Veronica Mars of season 1, is already dead by the first episode and only seen through flashbacks afterwards.
* Veronica Mars: Played with; in the first season episode "Meet John Smith", Veronica is trying to track down someone's birth father who's name is John Smith. Veronica, with Wallace's help, is sending letters to every John Smith in Neptune and the immediate area, telling them their son has won a scholarship to Stanford, and leaving the Mars' phone number as the number to the Stanford administration office. When she explains all of this to Keith, he responds, "Part of me is proud...and let's just leave it at that."
* Veronica Mars pristine not to be new, which means the writers didn't have an excuse for their ignorance either.
* Veronica Mars relies on smooth talking, wit, and calling on favors from her many allies to successfully carry out her detective work. She's outsmarted the police department on several occasions.
* Veronica Mars runs a booming business in high school exposing the hypocrisies of parents for their children.
* Veronica Mars: Season three features a painful-if-you've-been-in-this-situation "not a date" bowling episode.
* Veronica Mars: She is the school's reporter, so much of her information comes in the form of this trope

* Veronica Mars. She's helpful to Veronica in solving cases, but as Veronica herself operates outside the law for profit, Mac does the same.
* Veronica Mars, since Veronica graduated in the class of '06, so the film released in 2014 is presumably set in 2016 (although they don't say it outright).
* Veronica Mars somehow effectively used this style in a San Diego high school setting. And gender swapped.
* Veronica Mars spends a lot of her time doing this. Usually it's either her, Eli, or Logan being accused, but other people get their turns occasionally.
* Veronica Mars status isn't tarnished too much because the people she blackmails are often terrible.
* Veronica Mars the first episode has a cop showing a tape of a robbery in court, but instead of showing the correct footage, it cuts to the cop in question hiring a prostitute.
* Veronica Mars, the reasons for which weren't entirely in her control (it's complicated). But later on, after she's found again, Veronica learns that her mom has never fully recovered from her alcoholism. She dumps her college fund to get her mom into rehab. Her mom not only skips out before her program is complete, but steals Veronica's 50-grand bounty before disappearing (again). However, as she was an alcoholic, the writers maintained a reasonable doubt as to whether to blame her or her sickness for her most desperate acts.
* Veronica Mars, there's several instances of this throughout the entire series. Duncan, the Gentleman, and Logan, the Scoundrel. Piz (Gentleman)-Veronica-Logan (Scoundrel).
* Veronica Mars to fight back. One shining example is her clawing one of the villains across the face with her fingernails, followed by stabbing him in the leg.
* Veronica Mars, Veronica and her dad are investigating the "Mooncalf Collective", a hippie group near their town. After returning home, VM pours herself a glass of milk and recognizes a teen she met at the Collective, giving her dad the evidence he needs to bring the authorities into the matter (The story takes place ~2005, making it an anachronism).
* Veronica Mars, Veronica confesses in a game of "I Never" that she never went skinny dipping and the group makes her promise that she will. At the end of the episode, she drives up to the beach and fulfills that promise.
* Veronica Mars, Veronica describes another girl with, "We used to be friends, a long time ago." This segues immediately into the opening credits, which begin with the Dandy Warhols singing, "A long time ago, we used to be friends ..."
* Veronica Mars", Veronica goes to interview movie star Connor Larkin, and can't help staring at his bare chest while he's filming a scene.
* Veronica Mars, Veronica is pretending to be a Southern girl, and speaks with a fake accent that resembles Jodie Foster's in the movie.
* Veronica Mars, Veronica Mars has gone undercover at a rival high school at a rival high school, and she takes the alias of "Betty". When Weevil is dealing with one of the other kids from the high school, and he hears Veronica being addressed as Betty, this is his reaction.
* Veronica Mars: Veronica often gets caught during her investigations, hiding once in the leg space of a desk and another time in a closet.
* Veronica Mars: Veronica once planted a bug inside a paperweight of a beetle.
* Veronica Mars, Veronica's client is a young man who was forced to join a militia in Africa at the age of six.
* Veronica Mars, Veronica uses the existence of this trope as proof that Private Detectives are more respected than lawyers.
* Veronica Mars, Wallace is angry at his biological father (whom he did not even know he had until recently) for never trying to get in contact, until his father shows him all the letters he wrote that Wallace's mother sent back.
* Veronica Mars was canceled by The WB after its third season. It was revived in a 2014 crowd-funded film and a fourth season produced by Hulu in 2019.
* Veronica Mars was known to have been in overlapping sexual relationships with at least three men in the months leading up to her murder. All three are suspects.
* Veronica Mars was on her high school newspaper staff as a photographer, and later

did some actual journalizing herself. The school's television news program was a common sight. (This is not as unbelievable as it sounds; it's the only public school in a county filled with people who would be paying large metric buttloads of property and other taxes.) In college, she joined the newspaper, but didn't stay; the paper was hip-deep in the factionalization of the campus, and Veronica wanted no part.
* Veronica Mars: Weevil is working at a car wash when Veronica pulls up.
* Veronica Mars, we see that Lily has quite a collection of matchbooks with Hispanic names and phone numbers written on them. Of course, she's never been to the bars or met the guys, she just left them around the house for her mother to find…
* Veronica Mars. (We see Veronica has a regular subcontractor for this work, so it presumably comes up more often offscreen.)
* Veronica Mars: when a student accuses a popular teacher of sexual assault, Veronica quickly finds several contradictions in her story. Turns out the student actually was telling the truth except that she had changed the identity of the victim in order to protect her.
* Veronica Mars: When Cliff McCormack and Keith Mars confront Sheriff Lamb with a picture of him kissing Madison Sinclair, he replies "So what? She's eighteen — it's legal!" They reply that it sounds like a good re-election slogan, and show him another copy of the image with "She's 18, it's Legal!" superimposed.
* Veronica Mars When his father shows up, Dick has something of a breakdown and admits he thinks it's their fault.
* Veronica Mars. When one of the characters in the programme that Veronica hates tells her that they were dealing with some trouble, Veronica says, "Trouble with a capital "T", that rhymes with "C", that stands for..." When her father objects she replies, "What? I was going to say "cute."
* Veronica Mars when they were briefly seperated, let alone date him. Not only was Madison one of the most vicious enemies towards Veronica after her fall from grace, but inadvertently responsible for getting Veronica raped at the party.
* Veronica Mars when Weevil mentions that shortly after the murder of Lilly Kane, a little girl from his neighborhood named Marisol Reyes disappeared, but she didn't warrant the same amount of media coverage or therapy sessions for the students. (Weevil was fogging the issue, not wanting to bring up his own affair with Lilly. At the same time, Lilly was the daughter of a minor celebrity. Also, Reyes simply disappeared, whereas Lilly was brutally murdered.) Notable because due to the nature of the show, the point of Weevil's tirade was ignored on the fanbase, who thought that the introduction of the Reyes case was going to be an important part of the Kane case. It wasn't. Also, this would have reflected badly on Keith Mars, since he would've been sheriff at that point.
* Veronica Mars, where she installs a hidden camera inside a confessional, she mutters, "Yep, definitely going to hell."
* Veronica Mars where they finally commit to each other after spending nine years apart.
* Veronica Mars where Veronica is listening patiently to her dad saying that he met someone and hoping that she's ok with it... until he drops that it's her best friend Wallace's mom. Cue record scratch.
* Veronica Mars. Which could have been used against him, no matter how innocent he was.
* Veronica Mars who was hoping to draw out the real bomber by making himself out to be a kindred spirit.
* Veronica Mars with shady motives, whose weapons of choice are a) sex and b) psychological manipulation.
* Veronica Morgendorffer was created for a mini-fic with the premise that Daria wakes up to find a third Morgendorffer sister, who looks like Quinn but has Daria's glasses and personality. Everyone acts like she's always been there, leaving Daria confused if she's being pranked or has gone crazy. Some stories use her seriously, others just make a
* Veronicas Closet bracelet!". The woman leaves in a huff, but not before taking a

folding chair along with her.
* Veronica's Closet: One of the characters makes up the word "acribitzed" (synonym for "went up" or "increased"), then drops it in an article hoping that it will take off. It does.
* Veronica's mother Lianne was implied to be this. Lianne was an alcoholic, and in the series premiere, straight up walks out on her family without telling anyone she was leaving.
* Veronica Taylor, but her performance is usually also sidelined by Taylor's.
* Veronica Taylor, has apparently had a hard time getting other work and seems rather bitter about it all. At a panel, she said something along the lines of "Being 'the voice of Ash Ketchum' is a great party trick, but it's never gotten me a job." Still, she doesn't hold it against the character, and Ash is still one of her favorite roles.
* Veronika Decides to Die by herself as she is discharged from his care a few days before she "dies".
* Vero. She talks to Taylor while swinging a mace at her, commenting on her hair and such. Then she goes so far to ask if she's annoying Taylor. It's hilarious in two aspects: There's a massacre going on in the background, and Taylor actually doesn't flip out at Veronica (but she doesn't take her questions seriously).
* Versailles consisting of every one of the surviving members except the vocalist.
* Versailles did well in both the United Kingdom and the Netherlands despite the negative potrayal of king William of Orange.
* Versailles's song and album titles make relative sense. "DRY ICE SCREAM!! [Remove Silence]" is just incomprehensible gibberish.
* Verse 1: "I almost got drunk at school at 14 / and I almost made out with the Homecoming Queen / who almost went on to be Miss Texas / but lost to a slut with much bigger breastes / who almost dropped out to move to L.A. / and was almost famous for almost a day"
* Verse 2: "I almost held up a grocery store / where I almost did five years and then seven more / 'cause I almost caught for a fight with a thug / who almost made off with a bunch of the drugs / that I almost got hooked on when you ran away / and I wish I could've had the nerve to ask you to stay"
* Verse 3: "And I almost wrote a song about you today / but I tore it all up / and then I threw it away"
* Verse) As a result, any gaussjammer could find itself forced to found a lost colony and they all carried rudimentary equipment for founding a colony in case of such an emergency. By the time of the novels, however, the gaussjammers have been replaced by the far more reliable (though not without its quirks) Mannschenn Drive (timejammers, as they're sometimes called).
* Versebreakers, since so many songs depend on rhyme to keep themselves going.
* 'Verse in order to facilitate the plot without offering any satisfying explanation as to why.
* Verse knows so far, responsible for the creation of the world and all life on it. In modern day they are also referred to as Elder Gods.
* Verse only keeps following the Fatebinder into the Rebellion because it means she'll not soon run out of new enemies to savagely kill. It means turning against her Scarlet Chorus sisters, but by then the Fatebinder will have satisfactorily proven themselves a more worthy leader.
* Verse when Gaarra is badly injured and Tess threatens to remove Eleya from command rather than let her leave the bridge during a crisis.
* verse, which prolong life without requiring any ethically dubious ingredients.
* -verse who was accidentally exposed to a process that enhanced her existing abilities considerably.
* Version 1.3 allows you to put the shorts in the Luau potluck soup for a unique scene. Version 1.4 allows you to wear them yourself!
* Version 1.3 introduced Granite Cave sub-biomes, which feature Granite Elementals and Granite Golems.
* Version A: The feeling is reciprocal already, so the two start grabbing hands. Especially in front of a romantic movie.

* Version B) makes an attempt to lay his hand on Alice's hand/put his arm around her shoulders. She can protest loudly (slap him sometimes) and even go back home suddenly, or let him do while blushing. Romantic movies help that too.
* version. Cue the music stopping, and not coming back until the next chapter.
* Version four featured one as well, which ultimately eviscerated the same character who had initially been
* version — the latter being refined from the former) and its derivative, Project Centipede, are both mentioned.
* version of Snart; they speculate that Snart implied he was a younger version of himself either to avoid mixing up the timeline or just to screw with the Flash's allies, and Snart admits that both are likely to be true.
* version of the year 2003, as it turns out) isn't very impressed, leading to the following:
* version of this with the mount 'Tiny' from the trading card game. You get 50 uses of a ludicrously undersized horse/raptor (if you are Alliance or Horde, respectively).
* versions of their uniforms (including at least a few who deliberately flash him), he starts forcing them to wear full platemail armor during his class if they're not properly attired.
* Versions of the "walk through the valley of death" verse appear in many films about the American military, including
* Version two: if the viewer was not given enough advanced warning that the character had this in their pocket.
* Verstanden! — "Understood!" or "Roger!" Used to acknowledge an order.
* Versus 1 involve one person speed-dating (and selecting from) numerous potential love interests with a curtain in-between.
* "Versus Dr. Freezoids". Birdman, Avenger, Falcon 7 and the occupants of an entire city are all frozen and then safely defrosted by Birdman's solar rays.
* Versus, every single character with the exception of the female lead ends up literally coated in blood; and the male lead is implied to lose an eye (although it could be just stuck shut). More than that, her white shirt isn't stained in the least.
* Versus revolves around the "Blood of Resurrection", which the villain plans to use in the Forest of Resurrection to open some kind of a dark door and get "The Power". Zombies and reincarnated samurai are involved.
* Versus revolves around the "Blood of Resurrection," which the villain plans to use in the Forest of Resurrection to open some kind of a dark door and get "The Power." Zombies and reincarnated samurai are involved.
* Versus seem to have greater immunity the more recently they had died. In the beginning, two zombies take a three-gun barrage of shots to the chest, but the first one only dies when the hero shoots it once (blowing out most of its torso, despite him having a pistol like the others) and the other eventually gets up and wanders away.
* Versus. The most noticeable example is that of a crook who goes into hysterics and is becalmed by a pistol-whip from his partner.
* Versus Title: Many crossover works have "versus"/"vs." in the title, which is meant to imply a fight happening between both of the titular characters/franchises.
* Versus Umbra: Clearing the game allows you to play Paradox mode, in which you gain additional Inventium as well as a higher level cap and keep all levels, perks, and items from the previous playthrough, but start over from the beginning with stronger enemies. After beating Paradox mode, you can begin it again.
* Versus Umbra: The M.O.D. Device is a weapon that places two portals and 20 chainsaws moving between then infinitely, harming all enemies which make contact. It's even described as "The 2 very best things combined into one multidimensional organic dismemberment device."
* Versus Umbra. When Michael calls it one of the terrible shows with a laugh track, Michael responds that the laugh track is an awesome feature as it tells when the show is supposed to be funny.
* Versus who engages the other four factions in a five-way competition.

* Versus XIII, before 2011; despite renames for both, though, XV's E3 trailer and Square's confirmation for Type-0 still places them under the Fabula Nova project, even if XIII and XV chronicles different characters' (Lightning and Noctis respectively) sagas in their own worlds.
* Vertebrate with Extra Limbs: A vertebrate animal with more than four limbs.
* Vertebrate with Extra Limbs: A vertebrate (creature with a spine) that has five or more limbs, even though real vertebrates have a maximum of four.
* Vertical Horizon: In 2000, their song "Everything You Want" became an out-of-nowhere chart-topper after spending half a year there, and following that success was the #23 hit "You're a God". They're more commonly regarded as a one-hit wonder for the former.
* Vertical Horizon. The lyrics were much blander for the experience, although the band does mix in some of the new lyrics during live shows.
* Vertical Integration: Certain shows are saved only because their production companies happen to be under common ownership with another network. Shows produced by an in-house company can be sold to other networks for their airtime, thus the hop is more of a "coming home."
* Vertical Kidnapping: A character is dragged upwards by the villain and kidnapped/killed.
* Vertical Kidnapping: A character is kidnapped by someone from above.
* Vertical Kidnapping: Someone is killed when their killer scoops them up while hanging from the ceiling.
* Vertical Limit has been dubbed in Korean twice for airing. One for MBC and the other for SBS.
* Vertical Limit is about an expedition to K2 that meets with disaster after an avalanche, and a subsequent expedition sent to rescue them.
* Vertical Limit, the Pakistani military officer admits that despite the Indians being their mortal enemies, they make really good tea.
* Vertical Limit time. They run, get it in the shade, and bury it in the snow. They sigh in relief and even chuckle after they panic over almost dropping a water bottle. Unbeknownst to them, the nitro container is leaking and slowly reaches the sun. BOOOOOM!
* vertically instead of horizontally. Another was the "Zebratard" who was 1/2 zebra, 1/2 hawk, 1/2 pig and thus was an improper fraction.
* Vertical Mecha Fins. Are Blitzwing's shoulders vertical enough to qualify for that?
* vertical rudderlike tail Its stiff tail can be adjusted to stand vertically and it can be found in many parts of North America and the Andes Mountains in South America.)
* Vertigo, after Judy falls to her death from the church tower, a nun rings the bell to note it.
* Vertigo between Scottie and a made-up Judy. The lips of the two kissers are obscured by shoulders and heads during the rotation at regular intervals, due to rules at the time that forbade showing a kiss for more than a few seconds.
* Vertigo comic. After the characters realize they're not the only people transported back to the year 1900, they round up the dozens of other refugees by announcing a talk to be given by Mr. John Lennon and Mr. Mick Jagger.
* Vertigo Comics as a "wishing ring" is one he wishes he thought of himself.
* Vertigo Comics brains out for trying to resist him - is seen cringing in fear at the rising sun.
* Vertigo Comics, explores Hell a bit, and in particular what happens to it once the devil loses interest in watching over it. By the end of that story arc, Heaven retakes possession of Hell, and now the routine punishments are supplemented by angels earnestly and happily encouraging the inmates towards rehabilitation... which, from their perspective, makes it even worse.
* Vertigo ended up using because he couldn't find any alternate titles that he liked better.
* Vertigo leaves him up there all alone. We don't see how he eventually gets rescued, but the experience leaves him with...well, you know the title of the

movie.
* Vertigo Pop: London the kid, so when the swap happens, they'll lock him up. He relents, and takes himself to find the guru. At this point, the guru is now a young woman.
* Vertigo puts a dark twist on this. Scottie Ferguson forcibly molds a working middle class shopgirl into the image of an upper class dead woman with whom he is obsessed. Tragedy ensues, of course. "It can't matter to you" indeed.
* Vertigo shows waves crashing in the background while Scottie and Madeline share their first kisses.
* Vertigo. The Count used a double-needle syringe, while Werner Zytle uses throwing darts.
* Vertigo: Winter's Edge, and looking as if she's about to make them kiss.
* Veruca, a female werewolf, is attracted to Oz and repeatedly coaxes him into giving into his wolf side by not only attacking people, but sleeping with her. Willow, Oz's girlfriend, discovers this and tries to kill Veruca. Veruca tries to kill Willow in turn but is stopped and killed by Oz.
* Veruca Salt, as mentioned above in Films, wants to take a squirrel home with her in
* Veruca Salt is the most glaring example. In the book and the first movie, it's explicitly mentioned that she's
* Verum, who also hosts a series of campaigns in said world that interconnect and at times even outright cross paths. The series focuses most heavily on the game and characters rather than the players; at the same time, his players include a wide variety of internet personalities, from Twitch Streamers, to cosplayers, to voice actors.
* Vervoids with an image of one on the cover on the grounds that it contained a "graphic sexual image".
* very active rulers who spent most of their reigns personally leading military campaigns.
* very African/Middle Eastern" to the Aldmeri Dominion, and then successfully repelled invasion attempts by an army that fought the Empire to a crippling standstill.
* very After defeating the BRAIN, 9 tries to run away as the machine breaks down, and is nearly crushed. At some point it really does look like he got killed, but he wakes up about two seconds later.
* very, after the team has spent the entire time insulting and arguing with each other:
* very. After this happened, the Watch fell into disuse for a while, because the Guilds just had to work less to reduce crime a lot, while the Watch would have to work themselves ragged. There was a genuine protection racket at one point, in the Guild of Firefighters, which was immediately disbanded. They have now been largely superseded by the city's fireproof Golem population, which are compelled by the words in their head to prevent the spread of fires.
* very aggressive solo style of flying), but instead decided to recommend him for the Medal of Honor after his death.
* Very. A man accused of murdering his wife is sentenced to be given the chair at midnight. He successfully pulls the guy out of the chair at super-speed at 11:59:59 PM. Then he directs the guard's attention to the presence of the man's still-living wife (who Flash had brought with him to the prison to exonerate her husband) and exposes the person who kidnapped her.
* very, and Chichiri turns himself into a very sweetly gorgeous young woman - possibly the the best-looking out of all of them, to which Nuriko does not react very well.
* very and confesses to her close friend Raf Di Lucca "I love her" when Raf remarks that she still seems to be missing Bernie keenly.
* very, and even after that he doesn't even begin to think of inviting her somewhere as an apology. Rei drags him on a date anyway.
* very, and even if you destroy one the leftover chunks can still reanimate as an Atropal Scion, which is fortunately less likely to give you a TPK.

* very and is always on the run from the law, and they sometimes complain about not being able to stay in once place for longer than a few days at a time.
* very, and it only worked once since the Imperials began shooting down any Speeder that made a go for the legs. Still an impractical machine though.
* very, and says it makes her now regret having written the short story.
* very) and takes the trouble of informing the dead man's ex-girlfriend (who, it turns out, was the same girl the suspect purportedly "molested" when they both were teenagers, he 17 and she 15 and who, it also turns out, was still in love with him and had been for nearly a decade).
* very and who, it also turns out, was still in love with him and had been for nearly a decade).
* very angry grapes. At the end of the episode, they decide to forswear their choleric ways and turn to academic pursuits, renaming themselves the Grapes of Math. The rhyme is a stretch in varieties of English where "wrath" is pronounced "rahth", and completely fails in the U.K. where the appropriate word is "maths".
* very angry with Homer later in the same episode for impersonating her, and at Smithers for putting him up to it.
* very Apocalypse about halfway through. All three have the same cause though (namely Akira).
* very are frequent for the stars of these shows, while those under the age of 18 may find themselves subject to some fairly creepy gushing.
* very are strictly platonic. They have denied any romantic relationship.
* very article listed "Everyday Annoyances of Serial Killers". One of them was "Your doctor has advised you to cut back on cholesterol — and you still have twelve farmhands stacked in your freezer."
* very. As the Testimony works off of the memories of the dead, this confirms Clara returning to her death.
* very (at least, we can only assume, since Bruce and Selina had been sitting on the couch since the scene began and we hadn't heard any background noise earlier) so that a news reporter can conveniently announce "We repeat: the Ice Princess has been kidnapped!" (Especially absurd because Bruce and Selina had planned to watch the Christmas-tree lighting on TV in the first place, but then apparently forgot in the wake of pursuing their...uh, other activity.)
* very at maximum speed. There are also a few times where they fight alongside you.
* very attempt at Spidey, but Joe was arrested and convicted of withholding evidence. (In truth, both the DA and judge were bought by the Kingpin; this led to another storyline where Tombstone attempted to gain revenge on him in prison, which eventually ended in Joe gaining a Presidential pardon; still, the issue with Tombstone lasted much longer...)
* Very awkward, especially considering all the smack talk, threats, and jabbering dished out by everyone around them.
* very awkwardly promoting hearing aids - before they reveal that they really meant the HIV.
* Very Bad Deaths the telepath Zandor "Smelly" Zudenigo is so painfully sensitive that in college he avoided bathing, so his body odor would keep other people out of his physical range for mind-reading. Later in life his range has expanded, and he has to live as a hermit on a remote island.
* very bad. Especially since the people he was trying to rescue Clarke from hadn't actually taken her.
* very bad for them, and would be the biggest factor in the experiment creating just another failure of a leader.
* very bad habit of this. He's focused on major cosmic threats such as the Chitauri and Thanos, but keeps underestimating local threats and dismissing ordinary criminals as "below the pay-grade," both his own and that of the Avengers as a team:
* very bad idea to hurt him, as a Ferris wheel in "Greg, the Babysitter" had to experience.
* very badly for them because of it. Plus they were really shocked when they found out that Sôsuke was an Afghan guerrilla when he was eight. Prior to that, he

supposedly was a highly trained KGB assassin. Now he's 16 and the only man at Mithril who can use the Lambda Driver.
* very badly received in Hong Kong: the importer of Cadbury had to take it down.
* Very Bad Things, Boyd uses a chainsaw to cut up the two bodies in the hotel bathroom.
* very bad time for a chat with Sokka, although this doesn't actually kill the moment so much as delay it for a few minutes.
* VERY based on a true story. The "true story" in this case being that he is Canadian and he met his American girlfriend (now ex-wife) Hope Larson while she was living in Canada.
* very beautiful and? No Yay. Also, chapter 22 has Medusa's armless torso crawling up onto Stein's back and attempting to bite his neck. Made even creepier when she whispers "I love you~" before he stabs her through the face with Death Scythe.
* very bed. Ruby figured no one would ever look there, and if someone did find them, she planned to throw Jaune under the bus.
* Very before landing on a second-floor balcony of a building the next street over. Blanco's successor was a relative liberal who openly called for reform, and King Juan Carlos I (who Franco named as his new successor before dying) ended up supporting democratic change as well, ultimately leading to the end of the fascist regime.
* very; before Peewit could change him back, he ran away, and got caught by the ogre Big Mouth, who was in the mood for chicken soup. Peewit had to get some help from his smurf friends to outsmart the ogre into letting the prince go, and fortunately, in the end, the prince's dad took his son's claims for an overactive imagination.
* very beginning embodies this trope, although it's about a woman, KK. Including improbable bed partner ("Please, God, don't let me have fucked a guy from the Lambeth Road")
* very big on this. He'll tell maybe seven or eight jokes through an entire routine, filling in the spaces with energetic swearing.
* very blatant about it. Of course, there's the time she practically molested the Doctor after one particularly nasty situation was over, but her very first episode has this exchange when the Doctor is changing:
* very bored Garibaldi dragged Sinclair into a conversation about getting dressed in the morning. Garibaldi got distracted and couldn't remember what he did first with his pants, and wanted to know what Sinclair did.
* very brief appearance at the end of "Bitches To Rags", and even then he has no lines at all.
* very brief list of his inventions includes cybernetic prosthetic limbs, teleportation, interdimensional travel, faster-than-light space travel, a device that freezes time, shrinking technology, advanced cloning technology, and memory manipulation. He hoards all of these technologies in his garage for his own use.
* very briefly — tempted to "cleanse" Cutter in his sleep. She utterly hates herself for even thinking about it.
* very brief window where Snake becomes both invisible and silent for all intents and purposes. With careful timing you can basically just run in front of guards without them noticing you and, since it's possible to put grenades away without throwing them, with practice you can just gallumph through entire areas without triggering alerts.
* very British sonar, widely used by all Allied navies in the war. It was so ubiquitous that it got thoroughly associated with every thing submarine, so it even came to be used where German submarines were involved, and their sonar pulses sounded nothing like that.
* very by a man taunting a woman about her daughter, whom he has just raped.
* very by anyone the GW writers want to look good. Khaine himself ends up taking a bit of splash damage from it too, though he's too fragmented to be much of a character anyways.
* very by those clients. And his reckless charge on other class action suits already caused his legal reinsurance company to drop him because they couldn't

cover his exposure, so when the chips fall, he goes from one of the richest, most successful class action lawyers in the country to declaring bankruptcy and running away to try to live in secrecy for the rest of his life. In a period of about 18 months. It's hard to say that Grisham wasn't trying to write some karmic justice for amoral class action lawyers here.
* very calmly, as he dons the Mark III suit for the first time and flies off to Afghanistan to kick some ass.
* very came in a wooden box with replicas of many of the in-game magical items.
* very capable melee fighters — and also not necessarily at the cost of losing all of their supporting ability, due to RO's allowing you to stat your character pretty much however you want. Less SP isn't an issue either, since the strength they've invested in allows them to carry more items, and therefore more mana pots/equipment. A well built one can easily function as both a fighter/tanker and primary support for midtier parties, though, granted, in higher tier dungeons, even with Assumptio in play if you're a High Priest, their heal amounts probably won't cut it for being primary healer.
* very carefully edge close enough to get similar dialogue, but in that game, Piranha Plants are not killed instantly when hit by yarn balls, so you'll still have to do the fight.
* very catchy song. Then they all start singing it again for a moment.
* very CG "Nano-Zim," an episode where nearly all the scenes taking place inside Dib's body are CG, complete with fighting CG nanobot mechs. This episode seems to be the most well-known example of using up so much of the budget.
* very chance of survival when they realize their weapons barely inconvenience him.
* very charming prince until his love for a woman he was not betrothed to incited Robert's Rebellion
* very claims to be completely unscared and unimpressed by his experience.
* very clearly has breasts. However, this is justified in that the "breasts" house the linear actuator system that allow the robot to swivel at the waist and serve as protection in the event the robot falls forward.
* very clear that he is extremely racist toward Saiyans despite initially making the entire race work for him.
* very close party (which turned Susan into a bisexual man and Justin into a straight woman) they had a heartfelt moment which almost escalated into something they would have regretted.
* very close to being a literal example of this trope. NASA had planned on making direct copies of the F-1 to use on heavier payloads, but they ran into a fatal problem: one of the key qualities of the F-1's that made them such great engines is that each one had minor tweaks and adjustments made by their engineers to suit the missions they were intended for. NASA had the original plans for the engine, but the engineers who had worked on them never officially documented their personal changes, and had since forgotten the changes or had already passed away, meaning that the knowledge to fine-tune the engines to peak performance was lost.
* very clumsy by the idea that he would be in love with his blood sister in the first place).
* Very common among Brazilians, who generally make fun of and complain about their country all the time, but are famously not welcoming when foreigners do it. A TV ad played with this - two Brazilians are having a conversation about their country's shortcomings, but when an Argentinian joins in and agrees with them, they switch to saying "What are you talking about? This country's wonderful, man, there's nothing to complain about" and give him a
* Very common and used to great effect in the works of Tsutomu Takahashi. Of particular note is the main antagonist of
* very common for administrators and moderators on many forums to be promoted ordinary members.
* Very common in Agatha Christie-style mysteries. Any time a character is mentioned who disappeared years ago or inexplicably moved away to parts unknown, that character and/or what really happened to them will be important, even if their connection to the present-day mystery is not immediately apparent.

* Very common in a literal form during episodes focused on Freddie the Freeloader: Freddie would be unable to open his front door for one reason or another, and would simply walk around the front wall into his house.
* Very common in arena fights against the heavies near the first rank. Most players have more trouble getting to the dude at rank 1 than beating him. The grenade happy psycho ex-con in AC2 destroyed many a PS2 controller.
* Very common in competition cooking shows. For example, "I have one big complaint about your dish... I can't stop eating it!" shows up a few times on
* Very common in pro wrestling. In the beginning, masks were common either due to embarrassment, especially if someone wasn't confident they could win or were being booked as a
* Very common in real life codes of law. Laws are generally always referred to by number, so labels always have to be kept consistent. Thus, whenever a law or section of a law is repealed, the text is replaced by something along the lines of "There is no section X."
* Very common in sports arenas when the home team scores. Variations includes chanting, yelling etc.
* Very common in the genre, due to the emphasis on character creation.
* Very common in the novels of Paula Volsky. Her settings are grim and dangerous, and many characters wind up dead or with other bleak fates. The protagonists tend to turn out OK—alive at the end, and often with romance as well.
* Very common in video games where composition often starts before the games scenes and requirements are totally locked down, and where sections are often cut for time and budgetary reasons. Other video game soundtrack CD releases that contain music not used in the game itself include:
* Very common in wrestling matches, particularly during hot feuds. Sometimes a heel will pass up the opportunity to score a pinfall over a babyface because of a desire for revenge. It's also common for faces to attack heels with little regard for the rules and/or the face's personal safety if the heel has made
* Very common in wrestling when giving promos ... as said wrestler's goal is to always show just what a badass he is and why he will be the new champion.
* Very commonly found in Napoleonic naval fiction. Occurs in the first Richard Bolitho novel, and in
* very commonly referred to as tanks due to being the most frequently used armored personnel carrier. They're a hell of a piece of hardware, but a tank they ain't: they're an infantry fighting vehicle.
* very common misconception is that the US did not intend to use its tanks (like the M4) to fight enemy tanks and wanted to leave this to the tank destroyers—commonly paraphrased as "tank destroyers kill tanks, tanks kill everything else." In reality, the intention was for tanks to be used as general support vehicles and tools for breakthrough and exploitation, and this included taking out enemy tanks as necessary. Indeed, even the M4's 75mm gun was chosen for all-around utility including armor-busting, and it only started to become out-classed in this regard once Panthers and Tigers took the field. Tank destroyers were intended for purely defensive applications—move quickly to a point of ambush after a German armor breakthrough, and intercept this armored thrust. (In practice, the tank destroyers were used for other jobs most of the time.) Tank destroyers like the M10 were no longer produced after the war because most commanders thought that specialized tracked vehicles were redundant for this role because a good tank should be able to do this job just fine. On the modern battlefield, other vehicles have stepped in to fill the same role, such as attack helicopters equipped with anti-tank guided missiles.
* Very common on public safety radio channels, and often referred to as "Echoing." It serves two purposes. It confirms that the original transmission was understood correctly, and it also gives other units a second chance to hear what is going on when they may be in a position to assist or get on scene faster. Radio dispatchers will often even echo
* very common "scam" is to sell tickets offering prizes worth an amount like $2000 and with high odds of winning. The winner receives a coupon book, and the total

savings by purchasing every single discounted product will add up to $2000.
* very common strategy in roller derby. If a lead jammer finds herself being outperformed, or is more concerned with preserving a lead than with taking more points, she will often simply call the jam before her opponent hits the pack. She doesn't score any points, but more importantly, neither does her opponent.
* Very common trope in Mexican telenovelas and many Colombian/Mexican narconovelas. To quote some examples:
* Very common when anyone who's not Mormon wants to marry someone who is. In Mormon theology, marriage is considered to be a necessary and eternal covenant (with the marriage continuing into future planes of existence), but this covenant can only be made between two active members of the church. For believing Mormons, therefore, marrying outside the church means making a vital part of family life impossible.
* very competent hand-to-hand fighter against other normals, he trashed them without much effort. By the standards of "normals", Rick Jones is not someone you want mad at you.
* very concerned when it looks like the Cardassians are developing such weapons.
* very confident in reading your opponent, you make the block and expose yourself to the combat trick. If they don't have it you kill their creature, and if they do, at least you've forced them to use it up, rather than forcing you to try to play around it for the rest of the game.
* very consistent becomes invisible with him and has given him away many times, but Pearl's bow has changed with her sometimes and not others.
* very convoluted play-off system that theoretically allowed a team that barely avoided relegation in the league to qualify for the Europa League.
* very cozy relationship nervous, but Halvir insists that he won't let it end the same way for him as it did for his master.
* very creepy creatures the species. So a vampire who couldn't find a mate of his own kind (as they are extremely territorial) could breed with a human, hibernate, and find their descendants decades later and bite them.
* very cuneiform, and the symbolic basis for their language is known to be independent. Rongorongo may or may not be yet another (semi) independent invention of writing, though whether Rongorongo even represents "true" writing is unknown, and there is a great deal of suspicion that if it does represent writing, it was inspired by seeing instances of writing in the past.
* very cunning against a superpowered team. He can take any of them one-on-one, but against the whole team he gets curbstomped badly. As a result, he spends most of his time hiding in the shadows and plotting.
* very cute animal with buck teeth and a bushy tail, but he isn't a squirrel. He's a mouse lemur (which is a primate, not a rodent).
* very cynical boy, he immediately gets excited and refuses to leave her alone, until she gives it back to him.
* very dance guru, and after seven years away, subverted the trope when she joined the incredibly well-respected Miami City Ballet as a soloist in 2019.
* very dashboard center stack comes in "Ceramic White" or "Dark". The former is the only one available with the standard cloth interior, "Dark" requires one of the $1000 leather interiors.
* Very deep in the back story, Absimiliard, the progenitor of the Nosferatu clan, killed his sire for scarring his (in his opinion) perfect face during his Embrace. In punishment, his grandsire Caine cursed the entire clan with inhuman hideousness. Proving that he didn't learn anything from the punishment, Absimiliard has become so fixated in regaining his lost beauty that he's prepared to hunt down and murder every last childe in his attempts to appease Caine.
* Very Definitely Final Dungeon than just spend the night together, while the low affection doesn't.
* Very definitely Jocasta Hubris. Her first appearance says "Retired, or something". And, apparently, "escaping a sundog's maw" is impressive on its own, compounded by jumping right back in for her
* very deliberately poorly photoshopped and filled with surrealistic humor-era

artwork/tour graphics. She seems to delight in riling up trolls and cyberbullies on social media this way.
* very delicate affair for prospective male suitors, often resulting in their death even if they succeed.
* very dense thus massive, as in having been thought to have formed the scaffolding of the present web-like structure of the Universe before fading away in the form of gravitational waves.
* very (despite his threat to Shredder to chop her into "a supersized pile of Highland julienne fries" if his demands aren't met), spending half the episode kicking the asses of Hun and the Turtles, and the other half admiring Karai and going on about how lovely she is.
* very. Despite the fact these owners know that Gordon Ramsey is coming by with a full camera crew to have them on national television, they still will have some of the single most disgusting kitchens imaginable. More than once, Gordon has found the kitchen and food storage in such horrific conditions that he's ordered the entire place shut down for a massive clean-up.
* very did get promotion years later for its Wii, XBLA, and PSN re-releases, though.
* very different from the bodies of normal humans. A combination of this, his own psyker abilities, and the Golden Throne (which is falling into disrepair), are probably what's keeping the Emperor barely alive even though most of his body has rotted away after Horus tore him apart.
* very differently as the heart of the Master of Paris's power it, like the rest of the city, can be used to fight attackers.
* very different musical tastes available only to subscribers), and they're not even from different planets.
* very dim view of this, nurses who did it, and hospitals that tolerated it.
* very disturbing.") As an epicure, however, the new Kryten has to "blend in", and he shows up in a pale blue suit and a ridiculous toupee, which incidentally does nothing to conceal the rather cubic nature of his head. Later in the episode, when they must decide whether to fight their future selves because they hate everything they stand for, or give them what they want in order to survive, Kryten uses it as a justification for fighting:
* very, Doctor Destiny's hold over Dream's gem leads to a wave of cruelty, hallucinations, and general nightmares sweeping over the global consciousness as the fate of the Dreaming lies in the balance.
* Very early Airfix figure sets dating from the 1950's are still in circulation, even though the figures are wooden, crude and blobby and the original moulds have passed through several owners and have not been improved by sixty or seventy years of continual use. They are now marketed by a firm based in Spain called
* Very early in season one especially, Samantha Carter is mentioned several times as being exceedingly beautiful. Nearly everyone who talks about how beautiful she is says this after only seeing her in baggy, unflattering military uniforms.
* Very early in the first game there is a on-rails shooter section when War rides a winged beast and uses it to fly towards the Twilight Cathedral and shooting down angels and demons along his way.
* Very early in the game, AVALANCHE are forced to jump off a train they're on because an automated security lockdown detects a problem with the group. It turns out the problem is Cloud's fake ID card - Jessie, who made it, says she tried to make it 'special' to impress Cloud, but messed up. This is all dealt with very quickly. Much later in the game and much more seriously, the group is forced to abandon its quest because Cloud's identity is falsely special, with the alibi handed to him by a woman who was trying to impress him.
* Very early in the game, every playable character except Charlotte is stuck in a town. While there, Angela can be seen asleep in the inn if she is not the main character.
* Very early in the series, Kuno sends what appears to be a challenge letters to Ranma's girl form. It turned out to be a love letter, much to Ranma's distress. Kuno goes on to do this several times over the course of seven seasons.

* Very early in the series, Negi and Konoka have a Type 3, complete with
* very early on, but lost most of her screentime to Dee and 3Dee in her subsequent appearances, due to her writer's preference for the desdroids.
* very early strip has the eponymous cat commenting on how he likes Mondays because he doesn't have to go to work. His attitude would change by later that same year, as he would suffer unrealistic amounts of misfortune on Mondays.
* very easily, so if tissue damage is severe enough that the appendage becomes useless, removing it is often the wiser option to prevent deep-tissue infections.
* very easily upset. Flashbacks show her outright ruining the lives of several ponies for screwing up a song about her fight with Celestia, regardless of their motives, to the extent that by the modern day, playing it is an outright death sentence for the musician's career.
* very Eastern Europe and suffered of this condition. The illustrations showed him as a normal kid... but with empty eye sockets.
* very easy for dirt or corrosion to interfere with the signal. This thing was so infamously hated and problematic that the top-loading revision of the NES excluded it completely. Thankfully, pin 4 is what sends the reset signal, so all you have to do to put this little bugger in its place and circumvent it entirely is to crack your console open, find the 16 pin chip labeled "3193A", and cut pin 4 with a set of nail scissors. If only we knew this back in the 80's...
* very easy for most suspects to have altered by the time the report is likely to go out. Some may even purposely invoke this (say, wearing a very attention-drawing, easily-discarded hat) to keep attention away from details that actually matter.
* very easy on the eyes, so when she temporarily turned into a gargoyle, you can bet her being returned to normal by episode's end was seen as a tragedy by some.
* very easy to assume that the victim was shot in a murder case, for example - and if a suspect says many different things, the police can report only the inferences that were correct, making them sound incriminating out of context). This has caused police in some countries to abandon the technique entirely.
* very easy to do and will ultimately do nothing to change the situation.
* very effective against the demonic hordes, as each Atlan wreck you find is shown to have taken down at least one demonic Titan with it.
* very embarrassing type of tele frag: If unattended vehicles are set to respawn and you're standing at the wrong spawn point, it will literally pounce on top of you for an instant kill.
* very emotional, and without strict discipline, they tend to overreact to everything. Indeed, before Surak proposed his philosophy of strict self-control, Vulcan society was about to completely destroy itself. Under sufficiently extreme circumstances, a Vulcan's self-control can be broken (usually only temporarily), and everyone around will be reminded that under that stern calm face lies a turbulent sea of emotions that would drive the less-disciplined completely mad.
* very emotionally abusive, to the point that Pacifica is straight-up scared of displeasing them. Not to mention the fact that they basically trained her to respond with contrition whenever they ring a bell...
* Very Enlightened, particularly with the Vulcans. Who were, in turn, occasionally
* very enthusiastic about the marriage (to the point of putting in quill-proof rubber walls in anticipation of children) vowed to force a divorce between Quinn and Rhonda until Rhonda defended them against her jilted ex-boyfriend.
* very enthusiastic of her girl finally getting a boyfriend and is an avid Ai x Hachi shipper.
* very episode titled "The Golden Age of Ballooning." During the inaugural flight of his new airship, Ferdinand von Zeppelin becomes frustrated because the dignitaries on board keep referring to it as a balloon. He begins throwing out anyone who uses the B-word, and keeps it up until most of the German government is dead.
* very, even when everything up to the very last sentence leads you to believe that you reached a good ending.
* very. Except for children's laughter... and a man's evil cackling... and scraping, rattling noises. It's very, very effective.

* very existed and stretched back several centuries before the present day, with a medeival knight speedster seen in the Speed Force.
* very expensive memory, as much as $1 a bit (in the 1960s) or $1 a byte (in the 1970s) it was very important to make programs not use a lot of memory, or the computer didn't have a lot of memory. So someone got the idea of the "overlay," a feature where only part of the program was loaded into memory, and parts you weren't using weren't loaded until you needed them. For example, a word processor wouldn't need the printing function until you wanted to print something, so when you did want to print the editing part could be "swapped out" and the printing part is "swapped in" from the overlay. How this was done was a part of the program called the "overlay manager" that decides which part needs to be brought into memory and which part does not. This was a great idea until someone decided they could save even more memory and put the overlay manager in with the overlays...
* very expensive twin Twi'lek slave girls was his way of rubbing his wealth in everyone else's face.
* very experienced band that can rework their music on the fly to work as drumless or instrumental.
* Very explicit in one standalone strip called "Date Night"; Batman catches Catwoman in the middle of a robbery and chases her through various romantic locations including a flower stall and a fancy restaurant, all the while Catwoman is talking and flirting with him as if they were actually on a date. When he finally catches her, they briefly fight and she leaves him tied up and dangling upside down from a fire escape, kisses him goodnight, and runs away.
* very Expy and she starts to believe a single bad grade ever will prevent her from going Ivy League). At the climax, it turned out that Skinner knew perfectly well that Lisa wouldn't keep that secret no matter what so he convinced everybody to help put up a fake meeting with the district Comptroller and let Lisa speak out then get her out of the way so they could get the check.
* very far future, if the Universe kept expanding forever, or otherwise collapsed on a Big Crunch, though this scenario seems to be unlikely.
* Very Far Into the Future: (let's say, for the purposes of symmetry, A.D. One Million)
* very fast and that they will never cease to chase you made fans portray them as powerful and bloodthirsty beasts that even Ganondorf is deadly afraid of, while masquerading as innocent farm animals.
* very fast, however.) Fortunately, it's immobile, so you can avoid it if you just stay away from it.
* very fast-working) "roboticizing" machine. Her legs and one arm are turned into robotic limbs. In the rebooted universe, it was changed to having cybernetic prosthetics when Eggman's coup seriously injured a young Bunnie.
* very fertile, and immortal, they will easily max out your population no matter what population limit you choose. They're basically the cancer of the norn population.
* Very few Belgians have the 'Belgian accents' depicted in movies. Most Belgian Francophones have an accent similar to that of Northern France (not including Paris). In Belgium, the stereotypical 'Belgian accent' tends to be either played for laughs or bashed mercilessly; the few people who do have this accent often face prejudice. Van Damme has used a few variations of his French accent including Cajun (
* Very few episodes have aired with a TV-G rating, including- "Bart the Mother", "All Singing, All Dancing", and "Simpsoncalifragilisticexpiala(Annoyed Grunt)cious".
* Very few members of the Persian army even look Persian, much less are played by Persians. Xerxes is played by a Brazillian.
* very few Necrons have actually been truly "killed", which is bad because their opponents often only defeat at truly great cost.
* Very few of them work any more, but there were a number of great "I'm Feeling Lucky" Google hits involving fake 404s or search result pages, including "French military victories" which led to

* VERY few opponents are willing to take the ginormous and dangerous
* Very few people actually care for Smash World itself. Indeed, these days the
* Very few people have actually made it past the first three episodes of
* very few pictures of the late Japanese emperor Hirohito where he has a smile on his face. You'd have an easier time finding pictures of a smiling Adolf Hitler.
* Very few sports teams acknowledge who plays their mascot, with some performers being listed in staff directories by highly euphemistic job titles or even only having in-character contact info. While most (but not all) mascot performers acknowledge what they do to their friends, it's not something most are willing to mention to random strangers.
* very few the others (the various skull bones are pretty clearly connected to each other, as are the fused bones at the other end of the spine; other than that, they mostly just hang out near each other and are connected only by soft tissue without actually touching).
* very fic based after the series end? Expect either introducing comic characters every chapter, a big group of comic characters added as a new team, or any number of comic characters to be made regulars right from the first chapter with no introduction. Then, there's big OC fics...
* very first act of heroism - saving a girl falsely accused of murder, moments from execution, by revealing the real killer.
* very first cutscene. Unluckily, though, it's the very beginning of the game and the setup to the actual plot, so it doesn't sort everything.
* very first Dalek serial) while talking about how they are superior beings. It all goes downhill from there.
* very first film sequels often claim that the original Godzilla regenerated after all.
* very first Killing Game (which was shown in an anime) follows this exact same formula, despite lasting five minutes.
* very first kill you make in the game, a security guard holding a gun to Michael's head, has to be a headshot, otherwise the mission will fail.
* very first "moment" by placing his hand on top of their joined hands. Fry called him out on it.
* very first part of the message. This became standard practice and now putting the most important information first is considered Rule #1 of being a print journalist.
* very first room. Players have found a use for it though. If you take a detour across the piles of gold you can skip the first encounter! That said, there's a good reason for this — the gold is cursed. The skeletons tending to it are the former companions of the drunken dwarf hanging out by the entrance. So taking any of that stuff is a bad, bad idea.
* very first slowly, until after a while Hancock interrupts and suggests that it would be quicker if he took off the boxing gloves.
* very first song. It includes a line about how the sequel's never quite as good, a spoken bridge about trying to find a half decent plot, among other things.
* very first strip, as a means of introducing the strip's premise in a very meta way:
* very first time Overwatch soldiers show up, they're seen killing zombies that wander out of the Ravenholm mine shaft.
* Very fittingly, the Justice Knight, another parody of superhero, sports a square jaw.
* very flustered when anything even remotely sexual gets mentioned. Nanny Ogg specifically mentions being able to "cook eggs on her face if you're quick enough" after telling her a dirty joke.
* very fond of headlines like "The world has lost the famous singer X". Turns out X retired or moved into sports or something.
* very fond of these. Her idea of knocking, seen in "Behind Enemy Mimes", is using her bare hands to break through a wall before rushing in. Later on in the same episode, she attempts to break through the wall of the Thrimes' apartment before an exasperated Otis asks her to use the door handle. She agrees, and a few seconds later, we see what her idea of "using a door handle" is: punching a clean hole

through the door, then unlocking and opening it from the inside.
* very for his relationship with Delenn, who by the end of the series she was essentially treating as a sister-in-law.
* Very frequently in both the Old and New Testaments, people who have seen indisputable miracles firsthand still find it hard over the long haul to maintain faith in God — faith that the things they saw were what they clearly were, and meant what they clearly meant. The most striking example is the Hebrews making the Golden Calf idol even after the Lord had performed all the miracles of the Exodus in freeing them from Egypt. One interpretation is that when our preconceived notions of the world are rocked, especially in a way that is inconvenient or makes moral demands of us, the human capacity for denial is
* very frequently tuned into this over either America or Lithuania, to the point of abusing and/or raping them.
* very gently with all the veterans, and then keep their mouths shut except to volunteer to help people (carry bags, untie boots, etc) and thank their locker room superiors for giving them a chance to work.
* very gets a flight attendant to bring him ice-cream truffles, which he then feeds to Matt.
* very glad that bats' echolocation cries are too high-pitched for human ears to register, or else getting within a yard of most species would put you on the ground.
* Very good archers are entrusted with Chorae-tipped arrows. Some sorcerers are smart enough to use indirect attacks, such as dropping buildings on Chorae-wielders.
* very good at making their opponents look great, but lack the charisma or presence to make it as a main eventer), but when it became evident Stilsbury lacked what it took to be successful, he was jobbed out before being let go from the company in the spring of 1988.
* very good fighting axe, it can be used to summon an earth elemental once per week. It also seeks to be used by a dwarf; non-dwarves who wield it take Charisma damage as long as they hold it, and over time begin to become shorter, hairier and more at ease in the dark. Over a couple of weeks, this results in a permanent transformation into a true dwarf.
* very good for scientists, as it means that they're quite easy to find once you can determine just how fast it's moving.
* very good reason. Of course, Warlords of Draenor made this weird by introducing Grom's father, Golmash Hellscream. Who, it should be noted, has "the Giantslayer" as a separate title based on his own deeds, while Hellscream, which originally came from a trait of his son, is apparently now just a surname that predates its origin.
* very good reasons and the wall behind said cinder block wall was nearly punched through itself.
* very, had them actually breaking the stasis... and then this got promptly ignored by every other writer afterward.
* very hammy are still visible, yet no one else seems to notice those flaws.
* very hand and she has literally nowhere else to place it, so Suzanne's just going to have to put up with it.
* very handy in emergency situations — the Support's shotgun, the Combatgirl's nailgun, and Leo's Balestra (a crossbow)
* very hard, although they're still kind of jerks in a sort of teenagerish way.
* very hardline stance toward crime, and though she's capable of finessing situations to keep from being forced to take unnecessary action, she makes it clear that this only goes so far. Thane's religion, meanwhile, takes the concept of a soul separate from the body a step or two beyond human faiths, to the point that he makes a clear distinction between acts of his own personal volition and acts that are performed solely by his body (for example, in the service of others, a mindset doubtless informed by the fact that he was raised as an assassin from the age of six) — he holds himself no more responsible for the latter than he would consider a gun to blame for shooting someone, a philosophy that would probably make prosecuting a drell serial killer a real headache.

* very hard to get the things off without help, B: Split your legs to try and turn your skis into a snowplough, to make things slower, C) Pull a 90 degree turn fast enough that you don't switch your momentum and just go off flying sideways, which is the way most people are taught later or D) Pull off your board or skis and fall.
* very hard when cheated on by a lover, yet Joey's insane promiscuity is just treated like business as usual.
* veryHartmann fought on the Eastern Front, and attributed his number of victories to the fact that he was often tasked with interception of air-to-ground assault planes flown by novice pilots who were taught to stay in close formations and rarely if ever took evasive actions. See also the Japanese training philosophy explained below as Soviets shared this attitide. However, he also shot down seven U.S.A.A.F. planes engaged in bombing raids on the Romanian oil fields of Ploesti.
* very has as its romantic leads Shawn, a sensitive songwriter and pub cook, and Brenna, a feisty, tomboyish handywoman.
* very have served as a common bridge to CZW, was exploited. It was FIP, of all feds, that jumped on it.
* very). He also tends to comment on these fantasies in real life, as if the other characters have seen them as well (in the same example, the dream cut back to him chanting "Blood For Cream" in front of a bewildered Lisa).
* very heavily armed to fit them even on small corvettes / large torpedo boats, turning them into gnats with boxers' fists, able to strike down the largest warships if caught off guard.
* very heavy (Wolverine is 5' 2" and 300+ lbs with adamantium attached.) How was the otherwise un-enhanced Bullseye able to move at his normal speed after receiving the treatment?
* very. He beats her up whenever she does something odd (commenting that he worries about her A LOT) and when he finds out that she's been spending time with the rest of the Loser's Club, he demands that she take off her pants so he can check her barrier. Thankfully she gets away, but wow.
* very - he finds the first one an unambiguous relief, but his partner Kim thinks the facial hair was better because it 'covered up more of the damage'.
* very. He got a warning from Mangadex about it (the phrase was used during the Christchurch mosque shootings), but it was let through since the chapter was released the same day and so may have been poorly timed. Two days later, another remix comic had a much more explicit reference (getting into a taxi with an assault rifle, asking the driver to take her to the nearest mosque, playing the same music in the video), and after asking him to remove only the remix from the release several times, the chapter was taken down.
* very highly placed or connected, death is the best thing that's going to happen if you refuse.
* Very high pressure steam leaks are dangerous in another way - one procedure for finding them involves waving a broom handle around until it's neatly cut by the invisible knife.
* very high probability of ending up fried, especially electronic devices.
* very. His hair in the film is a very unnatural-looking shade of nearly white bleach-blonde.
* very. Historical heavyweight examples are Muhammad Ali, Joe Frazier and George Foreman, respectively.
* very hot genius." She's one of the best forensic scientists on Earth, a skilled marksman, bestselling novelist, and wouldn't know social graces if they bit her legs off. Possibly her most abrasive habit is that she sees nothing wrong with correcting anyone who says or does anything she disagrees with — including, say, family members who say goodbye to a loved one at his funeral (since she considers the belief in an afterlife irrational).
* very housemate, Celty, for the last 20 years. He's only 24. Do the math.
* very However, they usually also admit that there are times where they are grateful to have it; extremely good hearing can be very helpful and important in some situations.
* very hungry) had to scavenge their way back into space and it shows through their

ship designs; patchwork plates of brown metal barely covering rough internal sections. Exposed pipes and reactor spheres are common, suggesting a haphazard throwing-together of functional systems.
* very idea is so offensive tlumnphrot makes for a fairly strong swear.
* very illegal to handle without supervision of a licensed veterinarian.
* very important in microsurgery where the team is viewing the operation blown up to several times actual size on a video screen.
* Very Important Person is a comedy about a scientist vital to British aircraft research who is shot down on a ride-along on a bombing raid. Imprisoned according to his false identity as a Naval officer, he initially riles up his fellow inmates but when his true identity is revealed, they agree to help him escape.
* Very interestingly averted: when Cary Elwes and Chris Sarandon finally meet, it looks like they're about to engage in ham-to-ham combat, but Elwes' character instead instantly defeats the prince with his classic
* very is cursed and injured, and when his father arrives on the scene, he demands to know who did it. No fewer than 15 students raise their hands.
* very isolationist to the point of xenophobia and have strong cultural taboos against certain technologies, such as anything related to space travel.
* very. Jim and Pam were so into giving each other longing looks that they would subconsciously still do it when the other wasn't around.
* very, just in case the French retaliated and he needed to make a speedy retreat. When they didn't, he simply tested the patience of the Entente nations all the way to the invasion of Czechoslovakia and finally of Poland, when France and Britain finally declared war, realizing that they had missed too many opportunities to stand up to Germany rather than appease.
* Very large space-stations are integral to the background of the anime universe(s). The designs are lifted almost verbatim from O'Neill's
* Very large ungulates like elephants and rhinos are kept in zoos behind a literal Insurmountable Waist Height Fence (or even lower). It helps show the animal better, and they are too heavy to jump or walk over the fence without touching it. The trick, of course, is making the fence electrified to keep them from toppling it.
* VERY last-minute Decemberween present for Marzipan is a pair of wire cutters, and she seems disappointed at first... then announces that wire cutters are just what she needs to help free baby seals from crab traps.
* Very later admitted that he didn't realize where he would eventually go with the Saint, and we should just try not to think too hard about that early encounter or why Cassidy survived.
* very legitimate, as the episode "Memory of a Memory" shows those fries were scavenged in a post-apocalypse, meaning he stole food she needed to avoid starvation with.
* very liberal use of in his next appearances. this reflects how Vergil is "going easy" on his brother because he recognizes that Dante simply isn't on his level.
* Very likely the case with dragons. Teenage dragons are only a bit bigger than ponies; adult dragons are huge monsters that are better left alone. Dragon Lord Torch, the biggest dragon of the land, is pretty much mountain-sized. A story set a thousand years in the past (episode "Campfire Tales") shows a dragon very similar to Torch, but smaller (the size of an adult dragon). If it is indeed Torch, it demonstrates dragons are not only very long-lived, but never stop growing.
* Very literal example in one series of strips: Snoopy is listening to Linus read the chapter of
* Very little is known about the members of the band Black Moth Super Rainbow; all the members go by
* Very little is known about voice actress Cindy McGee, who is best known for voicing Shana and Krissie on
* Very little is known of the mysterious Zaphikiel, the mightiest of
* Very little scares a team quite as much as watching a Dragon leap over a wall and start crushing everything in her way
* very little smoke. Obviously, the big smoke path is a ruse and the little smoke path is an ambush. Actually? I Know You Know I Know, the big path is the real army.

* very long record for fetishizing the Japanese instead of the Chinese. So it probably always came much more natural otherwise.
* very long term, trusted ally of the Corleones - he is Connie's godfather.
* very looking for a specific hat/coat/shirt you know that person frequently or always wears.
* Very Loosely Based on a True Story: A work is essentially an exaggerated account of real-life events.
* Very Loosely Based on a True Story exposes Forrester, a professional "thief-taker" - basically a man who is paid to frame people up - as a perjurer. The judge sentences him to two hours in the stocks - a pillory in this case. He gets the rotten fruit treatment, then we see the grandmother of the boy he murdered as part of one such scheme pay the man who turned on him. The man then throws a rock...
* Very Loosely Based on a True Story: The story is essentially an exaggerated account of real-life events.
* very loosely connected series of events set off by Gumball letting a butterfly out of its cage.
* very loud. And that particular sound is the one they make when they're happy about something or want to be held.
* very loud engines rattling everything in the area. About the only aircraft that won't do this is the A-10... However this is a feature, not a bug.
* Very loud, ongoing walls of noise with no apparent pattern to them (think giant crowd of people all screaming at the same time, but NOT in unison).
* very loud sex with a business competitor that Carlos knew, to make him stop thinking she still loved him.
* very low, in which the crew of a ship chokes because of "space air"... until they put their goggles on.
* very low-level, a Geiger-Mueller radiation counter, a Wilson cloud chamber (to see paths of alpha particles), a spinthariscope (to see "live" radioactive disintegration), four samples of uranium-bearing ores, and an electroscope to measure radioactivity. Naturally this doesn't fly as well as straight-up kid's toys today as people are more afraid of radioactivity, although you can get the equivalent at any science or educational supplier.
* very low morals, to start), but it's frowned upon by the Gods and the townspeople. The Guardian Deity openly says they're very surprised that this is happening, and only (reluctantly) approve because they're not related by blood.
* very manly appearances- the latter line's final evolution, Conkeldurr even sports a visible goatee!
* very massive and sturdy table leg, and it wasn't a very large bomb. The plan was for a bomb that was twice as powerful (testing has indicated that this would've killed everyone in the room), but the assassin panicked after almost getting caught preparing it and went ahead with only the explosive charge that had already been rigged.
* very meritocratic military led by the Council of Warmasters, whose members are the nine best soldiers of the Imperium. At the end of the Dilgar War the Imperium was dismantled by Earth Alliance and the League of Non-Aligned Worlds, but a new regime failed to emerge due their sun going nova.
* very might also count, although it also diverges so far from the source material that it's probably beyond the remit of this trope.
* very minor degree. After the weapon was loaded, powder was poured into a pan on top of the weapon and ignited, and an opening at the bottom of the pan allowed the flame to ignite the powder in the chamber. This method could be prone to malfunction, particularly in bad weather.
* very mocking towards The Misfits. It's surprisingly mean-spirited and shows that Jerrica is fed up with Pizzazz. "Glitter and Gold" is also less fluffy than their normal fare, being a boastful song where Jem talks about how confident and fashionable she is.
* very much anti-English at that), but is most famous for his service to Russian Empire and United States.
* very much cares about what others think of her, despite her claims to the

contrary.
* Very much dependent on the actor (especially in how much, if any, joy they take in the process), but Death from
* Very much done among fandoms once something is done and/or announced that makes the fandom rejoice.
* very much for drama. They meet because their respective husbands, who have had a long-term secret affair with each other, decide to go on vacation together, during which their plane crashes and they both die. Kurt and Blaine might never have found out about the cheating thing (or met each other), if their husbands hadn't pretended to be married when they bought the plane tickets. Thus, Blaine's husband is listed as Kurt's husband's husband on the passenger list, and the airline calls Kurt's dad instead of Kurt since they assume that Kurt died in the crash.
* Very much played for laughs in "Living the Dream", where House sedates a soap opera star with a syringe to the neck while having an unrelated conversation with Wilson.
* very much. She's always been jealous that Petyr Baelish loved her sister, Catelyn, who didn't love him back. When she marries Petyr in season 4, she gets very angry at the thought that Petyr might be romantically/sexually interested in Sansa, enough to physically hurt her own niece.
* Very much subverted, as Rufus is quick to point out that as a black guy, "There is literally no time in American history that would be awesome for me." In the bar, several of the patrons appear ready to jump and lynch him right there, and at the police station he nearly gets beaten with batons for protesting being called "Boy".
* Very much subverted with Tohru. Her father Katsuya loved her like heck and one would think that a sweet girl like Tohru would hold her deceased father in very high regard. Instead, Tohru hardly thinks of her father at all and holds her memories of her mother Kyouko to near-worshipful levels.
* very much (such as when Marie suggested they had a loveless marriage Frank was so shocked and offended he simply walked away), they just really annoy each other.
* Very much the truth for Native American and Aboriginal Australian cultures, the former
* Very much Truth in Television, even among people from the same culture.
* VERY MUCH Truth in Television for Jrock concerts, especially for a popular/well-known band. If you even want a chance at getting close to the stage for something featuring a well-known and currently popular artist, expect to at least be there the entire day, for some events, maybe two days. Otherwise, you will be fairly far back and forced to resort to bribery or trying to move through the crowd. . . and if the venue is more organized, you're SOL.
* very much, where Paul has often called the original intended recipient of his videos. We never hear their voice, and all we know for sure about them is that they are not "part of 'The Family'", and as such, do not have a room in the Child Library.
* Very narrowly averted in the case of Franz von Papen; even after securing Hitler chancellorship, something Hindenburg would have been very unlikely to grant without Papen's intervention, Hitler strongly considered having him killed on the Night of the Long Knives. Ultimately, he decided against it.
* Very naturally used in the third season. While filming a fight scene for "
* Very nearly killed himself saving Slick Simmons's life, after the latter had spent half the story arc trying to kill him.
* very nearly nixed by Steve Jobs. Macs also had another technical edge in the '80s and early '90s: greater screen resolution than PCs. The original Mac, even though it had only a black-and-white screen, had a resolution of 512 x 342 at a time when PC games ran at 300 x 200. This made text and black-and-white graphics look crisp. This advantage later eroded when Windows became popular in the '90s.
* very nearly obliterate the androids (and presumably all plant and animal life as well) on Coppelius.
* very nervous about pursuing his feelings for her, and it's not hard to see why.
* very next for you. These claims aren't necessarily mutually incompatible ... it's what goes unsaid ("in a hospital setting where we can monitor you to make sure it's

not killing your liver," for example) that makes the difference.
* very. Note that "Ivy" (Harry's nickname for the Archive) is not a magic practitioner in the conventional sense. Normal people can use magic to a limited extent, but it's like an armless person trying to paint. Ivy has the same amount of magical talent as most people. Her immense magical ability is nothing but skill and knowledge, like an armless person painting ten Mona Lisas with their feet.
* Very obliquely mentioned in an excerpt from a scene of the eponymous
* very obscure myths as one of the kami born when Izanagi cleaned himself from the filth of Yomi.
* very. Obviously, a louder sound takes more air, so if you sing softly it is incredible how long a note can be held. Most of these examples, however, are belted, which is much more impressive.
* very obviously another man in a wig and dress. Halfway through the dinner, the "girlfriend" admits that there's something the man should know in advance about their relationship... that the pizza he's currently eating isn't delivery but DiGiorno.
* very obviously the real father of his son. In fact, this actually started when Redcorn was about to confess to the affair out of guilt but was stopped from doing so by Hank.
* very obvious threatening movement toward one of the divers — and another shark tried to attack them from behind.
* very odd example sentences about topics like seduction, slave trade, and STDs (which were considered potentially libelous because they included the first names of then-current political figures).
* very offer at least one seven string guitar in their product lines than not.
* very of her intentions because he's not blood-related. The series ends with the situation unresolved.
* very of Orcs, and very few Orcs were willing to stand against Andúril.
* very of original ones: Marley was dubbed "The New Rachel," Jake is Puck's half-brother and has his attitude, and Ryder is yet another football jock who secretly loves to perform. Considering the nature of the show, and the fact that the two boys have much better chemistry with each other than either of them have with her, many fans wished they'd just come out as bi and go at it.
* Very often it'll cause your game to run at an amazing 1 frame-per-second for its duration, even on the strongest computers.
* Very often, someone dies after the clipreel is released, and unlike the Academy Awards they recut the whole thing to include those people if possible. If not, they just go to the next year (this happened with
* Very often, technicalities (for example, improperly collected evidence or confessions) will result in a retrial with said data excluded, not a defendant "getting off scot-free". Ernesto Miranda himself was convicted on retrial, and went to prison (though he was paroled in only three years).
* Very often the outcome in an Ancient or Medieval battle. A previously victorious army begins to loot the enemy baggage and is attacked by a fresh enemy force and gets defeated. At the Battle of Kadesh, for example, a division of Hittites was slaughtered by their Egyptian enemies, because they were too distracted looting a campground.
* very of the original for the NEST-2 which is very similar to the NEST of the previous remake.
* Very old (Greek and Roman, and some medieval) dragons are presented as more serpentine than the more recent ones — if winged, the wings are usually their only limbs; and some were totally limbless, just
* very old; it's not like "137 is the new 50", more like "137 is the new 110."
* very old over their cities or evolved into water breathers, they've kept quiet about it.
* Very old servants with high synchronization take this even further, their powerful
* very. On a lighter note, he was clearly enjoying himself during his duel with Finger Chikako in episode 34.

* very on the facts, so they don't need a jury. Remember how we said that a jury's main role is to resolve the whole he-said-she-said scenario? If he says exactly what she says, and the law is clear on who wins, there's no need to go to a jury; the judge can just end the case there in favour of whomever the law says.
* very on their website. This was likely caused by a faulty algorithm and they eventually removed all items after being informed, but by then it was too late.
* very open about his preferences, to the point that he is the one character that most fans cannot see with a female, ever. Still, his mannerisms are classy and cultured and high-society and quite manly, and though he has an eye for fashion he doesn't flaunt it.
* very optimized wetware for those tasks, while our ability to perform higher mathematics is more or less just a happenstance by-product of abilities that were useful to staying alive in a neolithic culture.
* very or even heard of it aside from be part of the name of Australia's friendly neighbor.
* very out-of-character for Ned. There's also the fact that until the episode "Alone Again, Natura-Diddly", he had a wife named Maude who was either fertile or had only recently gone through menopause as their sons Rod and Todd are still children.
* very people who ordered Tom to go after Jerry in the first place (or enjoying his job a bit too much).
* very persistent Great White waiting for them at the only way out. They end up dying at the end of the episode when they run out of air.
* very politically conservative, and predictively was not pleased with its pro-labor elements during a major labour movement in 1925. As a result, 19 members of the faculty and more than 500 students left to found Kwang Hwa University. Ironically, the main bulk of St. John's was forcibly merged into ECNU, which formed from a less-than-voluntary merger between Great China and Kwang Hwa.
* very possessive (Muriel) in order to make sure Eustace only paid attention to it.
* very powerful brother Byakuya for her sake (incidentally, they find out she was adopted into a noble family).
* very premise is that normally docile animals and even inanimate objects mysteriously come alive and start attacking... everything! Of course, it's up to our hero to find the cause of this madness.
* very pretty human women who act romantically interested in some rather plain-looking men, when they let down their disguise, it's on-screen - and they really are horrifying.)
* Very prevalent in OnStar commercials, as well as those of similar services, usually involving a single occupant crashed in a remote area.
* very primitive sniper rifle with the view constantly shaking. That one could take a bunch of tries.
* very, producing ultraviolet light as well. It can permanently damage the retinas; working with pure magnesium powder requires safety glasses with welder protection.
* Very prominent throughout the history of animation. For example, with regards to
* very prone to this. In one episode it was revealed that much of his education was via subconscious and sleep learning, so he knows a great many things but can't remember why or how he knows them, in addition to all the stuff he's picked up telepathically or just in the course of thousands of centuries of knocking about through the galaxies.
* very properly, they feel like they've been cheated out of relief, or they feel they "chickened out" and have now burdened their loved ones with financial and emotional stress; it is the exact thing they wanted to avoid.
* very protective of Ruby. Then in Volume 2, we find out that her mother left her not long after she was born, and that searching obsessively for answers to why nearly cost her and her toddler sister her life. She still is looking for her mother and for answers, but she's promised herself that she will never let that search control her.
* very proud of being ruthless conquerors but they are utterly terrified by anything cute, nice and sweet. To the point they considered Timmy a formidable

warrior because he ate a chocolate bar with no ill effect.
* very provocative TV spots ending with: "GEZ - Schon GEZahlt?" (GEZ - Paid up already?).
* Very Punchable Man: You want to slug me so badly because I'm an asshole? Go on pussy, I'd love to see you try!
* very quickly, and members of the Music Team and Art Team have had successful solo stints launched from the name recognition pulled in. The amount of money is unknown, but it does pull in enough to support a half dozen or more people who're needed to run What Pumpkin (the store) and Andrew Hussie himself. Adspace too has reached very high levels; one memorable banner ad cost over 400 dollars on an off day, though on average it ranges from $30-$70.
* very quickly. Wraith has a higher power ceiling, but to get to it, she needs to build up her gear. Expatriette with her shotgun or assault rifle can start raising hell immediately, and do it fairly effectively.
* very quiet, dark, lingering scene of Natasha and Clint touching on a good range of topics including guilt, motivation, violation, and redemption while the latter is recuperating from being de-brainwashed.
* Very, Raditz makes light of Piccolo's power, stands there and allows himself to be blasted, and when the smoke clears...
* very rapid "childhood", going from birth to combat-ready in three days.
* very rare case of it working out for the best because the U.S. managed to bargain for Florida and make it an official State, and Jackson is widely regarded as a hero, becoming the first Governor of Florida and then later the President of the United States.
* Very rarely a line is dubbed over quickly days or hours before broadcast of a series to remove a line in the wake of a tragic event where a punchline which was fine days before would now go over like a lead balloon, as in when Lauren Graham redid a
* Very rarely, in the initial build of BG1, Gorion would kill the armored figure during the ambush encounter, causing the game to lock-up and crash (though it required his spells to hit for 85+% of their possible damage each time, and he needed to kill the ogre on his first spell), the Armored Figure's hp was buffed in the following patch.
* Very rarely, it's averted. Being led to believe that he fathered a girl and tortured her nearly drove
* very rarely make scheduled appearances as themselves, and typically only in things directly connected to their Swearnet online channel.
* very rarely shows emotions, especially not strong ones" when the far more emotional Tweek gets frustrated with Craig's continued attempts to problem solve instead of simply providing emotional support. Even when Craig does successfully take a more emotional approach at the end of the episode, he does so in a very stilted and unnatural way, sounding like he's reading from a script and outright asking questions like "How does that make you feel?".
* Very rarely than wrestling and the most extreme forms of "sports entertainment" look more like violent soap operas than sports. The "sports entertainment" approach has its roots in the "theater" style of promotion Jack Pfefer introduced in 1934.
* very rare, meaning that some colonization fleets have had to resort to terraforming less hospitable worlds instead. To make things more complicated, many of the most desirable Earth-like planets are already inhabited by native intelligent life.
* very. Reading the ending and the afterword, it really seemed like KA was saying "Okay, fandom, it's all yours now; have fun."
* very real and telling them to sit can impair their usefulness if the player forgets to undo it. One must wonder why they didn't do anything to fix that yet, like having the produce push them out of the way instead.
* very recurring characters have very sparse appearances, even years apart from each other. Most notable is general Von Waller, whose first appearance had him steal the show and is now kept in rare bit roles;
* very reluctantly during the very first chapter. After Kaede clears Shuichi's

name, it is revealed that someone turned on the flash on the cameras Kaede and Shuichi set up in the library. Since Shuichi couldn't have done it, that leaves only one person...
* very, remade in stop-motion, and with a new rendition of the theme by Cee-Lo. "The Legend of Boo-kini Bottom" also uses this.
* very respectively) that they've forced a partner to fuse with them as a means to an end.
* very risky subject to talk about. While people are compelled to give advice to new parents or parents that are having trouble with their children, the advice giver can come off as condescending or even question the adult's parenting skills without meaning to. Unless the parents ask for advice first, it's usally best to ask if they need help before giving advice.
* very rude boy did this to 4-year-old Pan when she accidentally bumped into him.
* very rusty Japanese, so in his first appearance he couldn't read the kanjis in the subway signs adequately and wasn't able to really explain his problem to others until Ippo showed up. He never seems to mind, even sleeping outside or under bridges without complaint when he can't find his way to lodging.
* Very sadly, "the Wall", a bureaucratic device designed, supposedly, to facilitate co-operation between the FBI and the CIA was largely responsible for the failure of US authorities to stop the 9/11 attacks. In (highly simplified) essence, the CIA was massively anal about secrecy and viewed telling the FBI anything as a security risk, and the FBI was massively anal about chain of evidence and viewed telling the CIA anything as compromising some future prosecution. Indeed, the FBI didn't even know the hijackers were in America until a few days before the attacks, and even then, this was only because a CIA officer accidentally copied an FBI agent into a round robin email. Trying to prevent this from happening again is why the Department of Homeland Security was created.
* very same (corrupt) PMC headquarters that the player characters have been working for most of the game, and at the end they decide to found their own PMC that won't plot attacks on American forces in order to build a case for privatizing the U.S. military.
* very serious, and he doesn't like it when others make a game out of serious situations either.
* very serious investigation was never proven to be foul play, and definitely not tied to Damar in any way whatsoever. All the more suspicious since the Dominion didn't usually have accidents like that.
* very seriously. Take, for example, the punishment doled out on a man who murdered telepaths:
* very short genes. Connie, who's a few months away from turning thirteen, is rather stunned by this news, having assumed Steven was younger than her.
* very short-lived and dusty fight while debating what Christmas gifts to get one another, after Aoi suggests that the high-grade meat she's bringing along can be considered her gift to the others.
* very short lived Felix, which is set in Disney-esque, pure fairy tale settings with little of the surrealism and absolutely none of the urban nature of the Silent era shorts. This Felix is portrayed as a meek little kid who gets overwhelmed by large casts of oneshot characters.
* Very shortly after Pope John Paul II survived an assassination attempt, he paid a friendly visit to his would-be killer in jail to let him know he wasn't mad at him for shooting him in the chest. (
* very short period of time. A character even comments on how weird it is that random aliens speak English.
* very short "Songs in the Dark". A woman hears a busker playing a song that is so catchy it literally alters her brainwaves and repeatedly plays over and over in her head, driving her insane in the process. Many others who heard the song ended up committing suicide.
* Very shot one in self-defense and was sentenced to death because nobody believed his claim that he'd been attacked by monsters. When Nick and Hank find the evidence that the surviving wendigo is a cannibal killer, they call the DA, who doesn't pick

up her phone. When they finally get in contact with her, she hesitates before giving the order for the execution to stop while some of the lethal injection had already been administered.
* very similar scandal to throw games. After he was released from the Lions, Nagasayu implicated six other Lions players of game-fixing. Soon the scandal spread to other teams such as the Toei Flyers and Kiniketsu Buffaloes, with around a dozen players being slapped with penalties ranging from "stern warnings" to lifetime bans. The scandal also resulted in the Lions and the Flyers being sold to new owners.
* very sincere, or attempting to disguise one as the other. He also often looks in random directions when speaking.
* very singles of theirs fared better ("Queen of Memphis" at #2, "Jesus and Mama" at #4, and "Daddy Never Was the Cadillac Kind" at #9).
* very slowly (his trademark involves explaining a particularly complicated or obtuse joke). Also helps to SPEAK VERY LOUDLY, in case they don't understand English in a normal (i.e., amplified through microphone) tone.
* Very small children invoke this trope all the time, calling pretty much anything with fur either "doggie" or "kitty", and anything with wings a "bird". It's called "overextension". In one cute example, a child referred to a crab as a 'special tortoise'.
* Very small primates native to south-east Asia, known to scientists as
* very soliloquies involves the frustrated observation that Millie and Vash always "do everything I can't, like it's no big deal."
* (Very) Special Agent Anthony DiNozzo gets tortured by a terrorist leader in the S7 premiere of the show, as the man sought information about what NCIS was and how it was related to the death of several of the terrorist's agents. The terrorist's questions and a
* Very Special Episode about bullying and guns had Nick Connor, who repeatedly bullied a kid named Jimmy to the point where Jimmy brought a gun to school and nearly killed him (Richie got shot instead when someone tried to tackle Jimmy). Nick got off with a short suspension and some other fairly mild punishment. However, it should also be noted that Nick's parents are briefly shown looking very angry and disappointed in him, and Virgil makes a comment that Nick will probably never win any more popularity awards, so while Nick's punishment is light, Nick also loses his positive reputation, so there's that, at least.
* Very Special Episode about people who need an organ transplant but can't pay for it.
* Very Special Episode: A cartoon about a deadly tragedy or a solemn holiday will usually be completely humorless. Although cartoons surrounding political debate following such tragedies may be more humorous.
* Very Special Episode: A light-hearted show takes on a more serious tone for this episode, in order to tackle a more serious issue.
* Very Special Episode, and it was difficult to know who the target audience was, and ended up appealing to neither.
* Very Special Episode: An episode dedicating to dealing with a serious subject not usually brought up in other shows.
* Very Special Episode: An Unexpectedly Dark Episode exists for the purpose of teaching an important lesson.
* Very Special Episode called "24 Hours in Tyrant Land", commissioned by the US government, had the cast pretend to live in a horribly repressive (read: Communist) regime, after not valuing democracy enough.
* Very Special Episode, Gina's popular boyfriend repeatedly beats her up; she makes excuses like "I got into a fight with this girl" and "I bumped into my desk." When she contradicts herself with one of her excuses, her friends start to get suspicious. Once the news gets out all over school, someone calls the cops when they see him dragging her outside for a "private talk". At the end of the episode, Gina says she's going to file a complaint and he is arrested.
* Very Special Episode had a girl who worked on a fashion show with Kelly. She was, like Ellie in the Degrassi example, a cutter. She blamed it on a new kitten.

* Very Special Episode. In comparison, "April 9th" only came out a year after 9/11.
* Very Special Episode, Jelly's "Super Jellina Cape of Fearlessness" helped her to be less afraid of the dark.
* Very Special Episode — was the 1983 episode "The Reporter," where Arnold (Gary Coleman) writes a story about a drug deal made on school grounds. The principal, thinking the intended report was a fabrication (or at the very least, is unflattering), wants the story pulled ... until First Lady Nancy Reagan (in the midst of her "Just Say No" campaign) shows up to not only substantiate the story but state that drug pushers are at work in schools across the nation.
* Very Special Episode messages, and if they are going to include drug/alcohol use, death, or sex, they will do it from the start).
* Very Special Episode "Nightmare of Eden" has the Fourth Doctor and Romana II hunting smugglers and dealers of "vraxoin", an incredibly powerful narcotic which appears to cause instant addiction with only a single dose.
* Very Special Episode, Ponce de Leon dies in a tragic litter related accident. His best friend, JFK, falls apart during his speech at Ponce's funeral. It is so dramatic, the other attendees watch silently and intently, with Julius Caesar breaking out a bag of popcorn.
* Very Special Episode that took place on Mother's Day, aired on November 8th, 1999.
* Very Special Episode. They are little candies filled with nicotine, and (as one would expect) highly addictive.
* Very Special Episode titled "Reunion," Moesha meets up with an old white friend (played by Andrew Keegan) and they really hit it off. Her father has a problem with the potential relationship and Moesha is accused of being "too good for the hood." In the end, they decide not to get together.
* Very Special Episode when Jackie was a victim of domestic abuse stand out as this in syndication).
* Very Special Episode where Jimmy Edwards shoots up the school. He doesn't understand how Keith is able to enter the school because...
* Very Special Episode where Penny makes friends with a Muslim girl and finds out that most post-9/11 Islamic stereotypes are wrong.
* Very Special Episode, where Uncle Phil clutches his chest with a faraway look on his face, then says "I think I'm having a heart attack" before sitting gently down in a chair.
* very's scene was at the very most used as a model to base the scene on, and most likely a homage.
* very stated) and probably to limit the potentiality that he would injure his opponent with a poorly-performed slam. The aforementioned Honky Tonk Man squash was HTM's idea. At the time, he insisted it'd be highly satisfying to fans for him to lose that way after using every dirty trick in the book to keep the IC title for over a year, but he later admitted he insisted on being squashed because he didn't want Warrior to injure him.
* very stoic and unemotional for the most part, not bothering to pretend to have emotions like other Nobodies. When he's fought, however, he becomes boisterous and angry ("BE GONE!" "MOVE ASIDE!" "ALL SHALL BE LOST TO YOU!").
* very straight son. When Jack confronts him, the step-dad admits he really was all those things to Jack, but regrets it and is trying to make amends.
* very strange critter with a gaping Lamprey Mouth surrounded by a bunch of conventional hydra heads. Its clamp-like tail picks up victims and stuffs them into the former.
* very strange example of such a thing, is the relationship between a pitcher plant and an ant hill. Only matured pitchers will actually trap insects, but all pitchers (even just as tiny buds) produce the nectar that attract the ants. Once the ants have established the plant as a source of food, they will steadily feed from it while a comparably small number of ants will die in the plant. By effectively "sacrificing" members of the hive, it actually creates a mutual bond: the plant thrives from the nitrogen and phosphorus provided to it while the superorganism (hive as a whole) benefits greatly from the reliable source of food that will grow

as their nest does.
* very strict about your sexual partner's age: if they are under sixteen, they're off-limits, and if you ignore this, you're asking for a bullet in your brain. In the Wizarding society, a witch is eligible for marriage after passing the appropriate exams, meaning that a barely fifteen-years-old Dorea Black deciding to wed wasn't seen as particularly noteworthy. Her husband is however horrified when he learned how young she was when they consummated.
* very strongly feature the Seleighe/Unseleighe ("good"/"evil") divide among the Fairie. The Unseleighe make a living off evil, feeding off the psychic energy of pain and suffering. They also hold grudges millennia past their expiration dates and believe in returning all ills sevenfold.
* very strongly implied that Quagmire is a sex offender who frequently date-rapes women.
* Very strongly implied that Sarah Lynn was molested by her bear stepfather (as evidenced by: her telling Joelle that her stepfather
* very strongly reminds of a dad telling a bedtime story to a bunch of children. (Except that the kids are his teenage son's friends and girlfriend and said stories aren't exactly fairy tales.)
* very subtle mention of this if a male Shepard decides to rebuff Ashley's advances toward the end of the game. She shrugs and says she'll head back to her own bunk to "find my own entertainment".
* very subtly; Dr. Watson and Captain Tanner, the operator of the trawler Holmes uses to navigate the Thames, are constantly bickering in the scenes they appear in together. Dr. Watson is, of course, an old army doctor, and it's revealed that Tanner is a retired navy man...
* Very surprising, given that the series had been moderately upbeat previously.
* very susceptible to this trope, both because they're participating in a sport that involves moving at a fast speed on a sheet of ice using razor-thin blades, not to mention jumping and spinning very fast in the air, and painful falls when things go wrong. Men's singles skaters are considered old in their late twenties, and ladies' skaters can be forced to retire from injury even sooner. Some coaches' beliefs that athletes must be overworked to reach their full potential does not help matters, either.
* very. Technically it's not the radiation that's explosive, it's some of the chemicals in the alien atmosphere that react explosively in the presence of the kind of radiation produced by uranium. Not much better and never explicitly stated in the movie, though.
* very that he finds his school (especially his crotchety old teacher, Ms. Wormwood) extremely constricting.
* very. The ad ends on a shot of a small piece of her dress partially buried in the sidewalk while someone uses a jackhammer nearby.
* very their primarch Ferrus Manus was on the flesh side, arguing that cybernetics (like his famed hands that also provided his legion with their name) made marines stronger but it also weakened their willpower.
* very. Their skill at engineering and science, permanent meddling in world affairs, omnipresent scheming and nationalism also makes them a bit too close for comfort of modern China and Russia.
* very the lottery in favor of the New York Knicks, allowing them to draft Patrick Ewing.
* very, therefore he chokes on it... and dies when his even dumber bodyguard performs a Heimlich maneuver incorrectly on him.
* very. These days he can restrain his powers with effort, though you'll still be temporarily depowered if you touch him.
* very the skirts. This is however, not strictly accurate. The skirts in olden days were much longer and fuller, as can be seen in old photographs and artistic renderings. In addition, men had the option of wearing cloth wrapped around their privates if they so desired. Of course, just like today, some chose to go commando presumably.
* very. The two hit it off when they meet halfway through the first season.

* Very the way it's portrayed in fiction. Most frequently, it will be retrograde amnesia, though exceptions do exist.
* very" thing is rather pointless; even if a company knew the formula, they wouldn't be able to legally make or market a knockoff without obtaining a similar deal... and if you've managed to cut a deal with the US government to import coca leaves into the country, a knockoff Coca-Cola would probably be the last thing on your mind.)
* very. This naturally makes it seem out of place when they perform it, hence why it's usually the show closer.
* very. To a lesser extent, the badass Klingon battle at the start of the movie as well.
* very to have a PC if you wanted to play an FPS due to the limitations of the consoles of the day. Still, even modern consoles' limitations—such as the ever-present gamepad vs. mouse—are picked apart by PC gamers, sometimes deemed as reasons why FPS game design has been dumbed down since the mid-'00s.
* very took over the producer role and Tom Baker the mantle of the Doctor, both liked the idea of making the Doctor a more distant and fearful figure who would face physical and emotional pain and make the occasional poor decision.
* very top-heavy and unstable. Development was tabled after the prototype killed a test driver.
* very, to the point where you're worse-off than a fresh one at the final step, even if you turn back at the very end and get the strongest weapon in the game in the process. If you continue, rather than get a weapon, you get one of the endings and your account gets deleted. For good.
* very to the Zodiarts Switches. So far, we've only seen one of the Switchers, Miura, who hallucinates seeing Zodiarts Switches everywhere and is too afraid to go back to school, as he can't control himself. It's done in such a way to be pure horror.
* very tough individual with a variety of skills even without his powers. For instance, he got around by getting an ancient automobile into running condition.
* very to viewers of his office's bunny cam when he changes in front of it after his runs, and he is admired by multiple guests at Patrick's housewarming, including David, Patrick and Stevie.
* Very true. And there are sections where the mother is interviewed where she said how helpless she felt/was. However, things started when Christiane and her friend went out clubbing all night telling each parent they were sleeping over at each other's. That is the sort of thing a parent should keep track of (I'll just phone up your friends' mum to thank her for looking after you). And her father's strategy to keep Christiane off drugs was to give her a responsibility (looking after pigeons) that wouldn't allow her the time to scrounge drugs/money for drugs. Yet he seemed not to check whether or not the pigeons were actually being taken care of (they weren't).
* very unconventional way (i.e. turning out to be a flat disk and falling over after hitting the ground), which piques Lanolin's interest.
* very understated way, but he's only on screen for maybe two scenes per episode at most).
* very unofficial) "fight chant" sometimes heard at Norfolk State University football games in Virginia plays on the local pronunciation of "Norfolk" (NOR-fuk or NAW-fuk):
* very unpopular characters to begin with, so a lot of fans just didn't care what happened to them.
* very unusual services after his death, causing him to become infamous as "Mr. Hands".
* very useful in the fight between Juliet and Mason to keep both characters from getting permanently transformed once Mason scratched Juliet.
* very versions of Parker and Donovan (the backup chrononaut) still around. All they have to go on are the contents of Parker's bag from the future, including a key. Luckily, Dr. Mentnor knows a genuine psychic.
* Very, very arguably (sorry) the same effect, only slower, happens when

* Very, very common in war films (all countries, all periods) generally, to the extent that a
* very very good at doing two distinct voices, keeping them straight, and "interrupting" himself realistically, so those who tune in to the program in the middle without ever having heard of Hendrie before can be excused for not realizing he's performing both the host and guest parts. However, there's also a meta level to this; it's sometimes difficult to discern whether the callers actually believe the guests are real or whether they're just playing along (given Hendrie's vocal talents, it wouldn't be impossible that he plays some of the more ridiculous callers himself).
* Very, very powerful Drow who learned the right secrets are also functionally immortal, but their
* very, very specific in their usage to show the opponent can deal with them. Pretty much any time a player gets their ace out, it gets beaten by the opponent's ace, often by using cards that would be complete overkill in any practical situation. To reword an above rule, the best Duelist in the world, playing the most important game of his life, will probably beat a monster with 5000 ATK by playing a monster with 10,000 ATK. In real life, he'd probably just play Bottomless Trap Hole and kill it when it hits the field.
* Very visibly could honestly not give two shits about the news, the audience, professionalism or anything to do with his/her job except for his/her ego.
* very wealthy nobleman and it's hinted it was an Arranged Marriage as well. Unlike Aravis, though, Lasaraleen doesn't seem to mind.
* very weird by human standards, the aliens sent to Earth were basically (and probably purposefully) humanoid; Kreeblim just had to deal with only using two-thirds of her usual vision for a while.
* very weird way... it's just that bacteria, rats, and other vermin are so much more numerous.
* very weird year for NBA tanking, as even a quarter of the way into the season, only two teams in the Eastern Conference (Miami and Indiana) had a winning record — the rest were trying to tank. This led to the oddity of the Toronto Raptors, who had been trying to tank earlier in the season, giving up on losing, getting to the playoffs (with a winning record), and taking the much more experienced Brooklyn Nets down to the wire before losing Game 7 by a single point. ...Win?
* very well-received by the readers. The author has stated that he will try to do the same with other characters, like Cameron.
* very well. them and build cities for us, so we can move into a new place just like our old one."
* very were helpfully highlighted with a solid red bullet. This was removed during one of the first revamps to the site, though this functionality still lives on, with tropes instead displaying their proper symbol next to them if not in their proper namespace.
* very. When discussing with his high school friends where they think their old classmates have ended up, Derf comments, "Dahmer's probably a serial killer by now."
* very. When he's effectively kicked out of command, he's relieved and almost immediately goes back to his usual cheerful self. The wiki even calls him out on this.
* very, where another figure in the illustrations cocks an eyebrow up in the classic fascinating eyebrow style.
* very where he described the makeup of an Armored Cavalry Regiment in action, his descriptions of the vehicles and unit TO&Es are insanely off-base. He had published a non-fiction book detailing the equipment, organization, and tactics of an Armored Cavalry Regiment two years before. This reveals a major problem with the "accuracy cred" the books get: Tom Clancy has licensed his name and the authors who hold licenses to use it vary widely in how much research they do.
* very where the anime is set three years later than the manga, only really noticeable through the use of dates in the series.

* very. Where the line is tends to be a matter of debate, although the River of Life ones are probably the former and the current Domino Alley ones are probably the latter, but not as far into the latter as some of their ads have gotten in the past.
* very, where the politics between families is the main theme. This also actually plays a part in the plot considering hair color isn't the only thing being passed down. Gendry's hair color is decidedly Baratheon Black. It's what clued Ned in to him being one of Robert's many bastards, and later (collectively with all the other bastards) clued Ned in to Joffrey not being Robert's at all.
* very where they deliberately cloned the dinosaurs to be scaly because it was what the public expected when they see dinosaurs.
* very where they had the rights to use Clark Kent and some back story elements but not have the rights to show Superman (for most of the series).
* very, which also has a dub still in production, still airs reruns. This was later averted when the show returned to the block in August.
* very, who initially blows away the walls and ceiling, but otherwise floats in the air while his transformation completes itself. Both instances take a very long time to complete, and in both cases, Grey/Ashe just stand and watch.
* very who lost his pinky finger like this years ago, and there was more than one close-up to his hand.
* very willing to bring up the fact that she's now sexually active, even when it has very little to do with the conversation at hand.
* very with imitable shenanigans by a monkey who would set traps around its house, which led to the real death of a family member at something like roller skates or marbles accordingly imitated.
* very with the intention of consummating their "marriage" shortly after and to have a family.
* very wrong is when the two coroners discover that Jane Doe's tongue has been torn off.
* Very young children might do this if they don't know a lot about animals.
* very young ensign is Chief of Security. In a bit of gallows humor, Chakotay jokes, "Who said there was no room for advancement on this ship?"
* very Zig-zagged all over the place, and at least the lawyer was able to pass away knowing that her poisoner had been caught and the company was going to get the book tossed at it for both the malpracticing she was investigating and allowing the dye to be so easy to steal.
* Vesa Turunen of version two shows signs of this in his death scene, even believing that his death at the hands of
* Veslian will hire anyone or anything that can kill Veslin's enemies.
* Vesna Vulovic, the only survivor aboard a plane that exploded at 33,000 feet in 1972. She's the current holder of the Guinness world record for surviving the highest fall without a parachute.
* Vespa 150 TAP: a civilian Vespa 150 scooter made by Piaggio and then reinforced and fitted with a 75mm recoiless rifle, with the weapon being supposed to be mounted on a tripod before firing but still able to be fired from the moving scooter if needed.
* Vesper's Rapier is a weapon once held by the Eldest known as Shyka the Many— sort of a cross between
* Vespers: The pair of giant mutant bats. They are also accompanied by huge swarms of normal bats, which are driven to attack by the influence of the giants.
* Vespiform in "The Unicorn and the Wasp" plays this trope a bit straighter though. (Daddy was a giant wasp. Unicorns were probably not involved.)
* Vespoids are flying wasp-like monsters that zip around erratically and possess a paralytic sting. In the older games, they're led by a
* Vessar. As they are referred to under this name by associates of their father, it seems the twins purposely choose not to use their father's last name, likely due to their poor relationship with him.
* Vessel like "Car Radio" and "Holding On To You" going platinum. None of those songs came close to topping the Alternative charts or reaching the Hot 100 during

their initial runs, instead only collecting those sales in the wake of the massive success of the band's second album.
* Vessel with water is an effective way of killing them if they're causing trouble.
* V establishes that Soji chose the real robot and Chitose the super robot.
* Vesta Tilley (seriously) seems to have fulfilled this role a bit for
* Vester And Friends has Red Yoshi and the Plush Pranking Crew (Toad,Blue Toad,Yellow Toad ,and Pac-Man). A gang of mischief-makers that always humiliate the other characters , to the point where their pranks are borderline criminal.
* Vester And Friends , Mario has two. Link who thinks he's better than Mario and often gets beat up by the red plumber, and Luigi who calls the red plumber a "Fat Italian Plumber" while Mario calls Luigi a "Skinny Winny"
* Vester And Friends: Red Yoshi Is Scared of Minecraft because it is too pixelated.
* Vester And Friends Yellow Yoshi Jr is often teased by his dad who openly tells the class at school that he had an accidental in the bed.
* Vestigial, but ongoing: there are Worshipful Companies of Information Technologists and Tax Advisors, the latter formed in the 21st century. These are established in part for the prestige they give to their members, but also because the Livery Companies — both the archaic ones which are effectively social clubs or charities completely divorced from their industries (if those industries even
* Vestigial Empire: Ancient Egyptian history provides two examples; the second was noted in Greek histories.
* Vestigial Empire in a medieval setting, reminiscent of the roman empire and the small groups of monks and intellectuals keeping the knowledge alive. With his conflict against a feodal king and use of their ancient technology and knowledge, Duke Igthorn can be seen as an up and coming machiavellian renaissance lord.
* vestigial empire in an advanced stage of decay by the time humans appear on the galactic stage. Cruel and despotic, but otherwise corrupt and ineffectual, the Batarians are Humanity's primary extraterrestrial rivals in the latter's efforts to colonize space. Rather than jeopardize its dwindling military resources in an all-out war with the Alliance and risk the unilateral intervention of the Council races, the Hegemony has resorted to financially backing independent pirate and slaver attacks on outlying human settlements.
* Vestigial Empire in the first game, but the second game reveals more about it, and the Imperium is actually still quite strong, just not in the Southern part of Thedas, which they don't really much care about anyway. Besides, their hands are pretty full with the Qunari's constant attempts to invade.
* Vestigial Empire nation that had just lost its Arab possessions. One of the things that make current leader Erdogan controversial is his breaking with some traditions claimed to be based on Atatürk, such as blurring the line between Islam and national politics.
* Vestigial Empire: The corrupt, declining remnant of a once mighty empire.
* Vestigial Empire. The second was essentially the first following conquest by the Terrans but the size and senility of the first Imperium simply overwhelmed their bureaucratic resources causing the Imperium to collapse entirely almost as soon as the end of the Interstellar Wars.
* Vestigial Empire was created, starting a vicious cycle that has persisted for centuries.
* Vestigial Peter", Peter discovers a vestigial twin growing out of his neck, who is cheerier and more optimistic than Peter has ever been. So of course everyone loves him. Chip eventually gets removed and goes off on a life of his own.
* Vesuvius. An orchestrated piece about the title volcano. Does one NOT expect the song to suddenly get loud and vicious?
* Vesuvius, which turned the entire city of Pompeii to ashes. It erupted in late 1943 with enough force to provoke an effective local ceasefire in WW2, as both the Germans and the Allies struggled with the practicalities of staying alive in what threatened to become a disaster area.
* Vete A La Versh, explode. His second wish is for the genie to fix the bathroom because he made a mess thanks to the torta he ate. His third wish is for a new

remote for the TV because he lost the first. The genie complains about how idiotic his wishes are, so Darkar points at the exploded remains of Mecoboy and says "I wish for you to eat that shit". The genie immediately gives him the remote he wished for.
* Vete A La Versh has a sign that says "Obligatory Subliminal Message. Errm......Sex."
* Vetehinen rammed the Soviet submarine Shch-305 in the Sea of Åland and sank her. According to Vetehinen crew members, she was on a night patrol searching for Soviet submarines, which stayed underwater during daytime but usually came up during the night to recharge their batteries. A contact was found, and after confirmation of an enemy contact Vetehinen launched a torpedo, which missed probably due to being fired at too short distance. Vetehinen then opened fire with her deck guns. A second torpedo also missed, but the deck guns managed to damage the Soviet submarine which by then had started an emergency dive. The Captain of Vetehinen, determined not to let the submarine escape, ordered his submarine to ram the other vessel which at last was a success – the icebreaker "teeth" on the bow of the ship ripped open the Soviet submarine's pressure hull and caused her to sink. Vetehinen suffered a minor leak from the impact but managed to return to her home port.
* Vetenskap och Ovetenskap (Science and Unscience) features a member of the Flat Earth Society who dismisses the idea of the Earth being round rather than flat as "only a theory."
* Veteran automatically bail out when shot down. They can then be assigned permanently to ground vehicles (or parked jets, or helicopters that have landed to repair), upgrading them to the Veteran status earned by the first aircraft.
* Veteran fans of-of the now largely non-functional FASA Corporation's "Big Three" roleplaying games—
* Veteran Filipino senator Juan Ponce Enrile, in his bid to appeal to Filipino youths for his re-election in 2019, made use of
* Veteran goes from mildly dim and somewhat naive, but still experienced and intelligent, to a total idiot with some utterly bizarre ideas.
* veteran he's not mellowing with age. (He's almost 70 years old there, for crying out loud!)
* Veteran Instructor personnel. That way, they could avoid being casualties and hurt morale, train new recruits with their experience and improve the overall standard of the air force, and perhaps encourage other pilots to excel not just for immediate survival in the field, but they could be excused sooner for that excellence.
* Veteran Italian voice actress Elisabetta Spinelli has voiced a great deal of major characters, often protagonists, in many Italian anime dubs in
* veteran Nazi soldier vampires, don't need to bother with parachutes.
* Veterans features a character, Sir Geoffrey Kendall, a well-respected but somewhat dotty English actor transparently based on John Gielgud. In the play's original production, Kendall was played by...John Gielgud.
* Veterans for Peace UK once criticized the British military's policy of recruiting 16-year-olds by creating the video "
* Veterans may be familiar with the Plesioth, a giant fish-like wyvern notorious for the
* "Veterinarians' Hospital" sketch from the Roger Miller episode is also centered around such jokes, especially since Cluckitis is spreading through the theater and turning everybody into chickens.
* Veterinarians use tongue-clamps to affix pulse monitors to unconscious dogs and cats that are undergoing surgical procedures. Not harmful, but rather uncomfortable even to look at, never mind wear.
* Veterinary nurses are not aspiring or failed veterinarians. As with the doctor/nurse split, veterinary nursing is in fact an entirely different profession from veterinary medicine, since it's the nurses who run the labs, restrain the patients, handle all the bodily fluids, give the injections, insert tubes, control anaesthesia, set up IVs and report symptoms, lab test values and radiology results

to the doctor.
* Vet Hard Bennie has qualms about dressing as a priest) and fidgets a lot with the Christian cross on a chain he carries, which notably attracts the attention of a prison guard, who gives him a look seeming to question why a man of the Faith is treating the Christian cross so unrespectfully.
* Vetinari. About as old as Vimes (if not older). Not only a political mastermind skilled at manipulating people to act in his favor but a former assassin of incredible skill.
* Vetinari did this on a grand scale with the Thieves' Guild. Some form of thieves' guild had already existed in Ankh-Morpork, but Vetinari made them responsible for theft in the city, with a professional structure and quotas on thieving. They also have to, and quite take pride in, reducing
* Vetinari had the printer's plates for the book destroyed and the existing copies hidden away to ensure that
* Vetinari is used to the absurdities of the Disc, Ankh-Morpork being Ankh-Morpork. But don't be a mime... or else. He does, however, prefer corrective measures against practitioners of that form of art. Rather than the ham-fisted "
* Vetinari Job Security: A character cannot quit or lose their job because they're the only one qualified.
* Vetinari Job Security: A character will always have their job purely because nobody else can do it.
* Vetinari Job Security: any other system to manage financing in a modern economy would be just as complicated.
* Vetinari Job Security, right to Cersei's face, but she reveals that she's impulsive and capricious enough to just up and kill him, no matter the consequences.
* Vetinari's also an extremely good judge of character, and part of his success has been in ensuring that other major city institutions are run by the most competent and reasonable candidates. Examples: giving
* Vetinari's sword is rumored to be one of these (supposedly made from iron extracted from human blood), but in fact it is completely ordinary. It's not even a sword. People assume his walking stick is a
* Vetra Nyx, a female turian squadmate in the fourth game, has a canon height of about 6'6". Naturally she towers above pretty much everyone around her. Her human crewmates also apply, as they are visibly taller than
* Vetra Nyx is a turian who never went into the mandatory military service of her people, and it definitely shows. She has very loose qualms about breaking rules in order to help people and is very open about being a former smuggler who says "screw protocol" whenever red tape shows up. While she does admit that her former choice in profession wasn’t the best idea, she does reveal in a couple of dialogues that most turians are pretty tense thanks to their culture and are happy working in the shadows rather than the front line.
* Vetsin: Trade name by Tien Chun Ve-Tsin for MSG or monosodium glutamate; it is commonly used in the Philippines to refer to similar products regardless of manufacturer, most especially from Ajinomoto. What's even intriguing is that competing products from other firms also affixed the said brand name owing to Vetsin's brand recognition, like in the case with
* Vette! is an early example. It was a racing game that advertised the Chevrolet Corvette. In it, you raced around San Francisco in a 3D environment. It also came with a chance to win a trip to San Francisco.
* Vette! question correctly, after a few minutes, the game displays the message "You are driving a stolen Vette" and quits.
* Vette!, since the city is divided into boroughs/districts connected only by sparsely-detailed freeways.
* Ve vere not morning people" until they discovered Nutrigrain bars — and showed them sitting at the table in sunlight having them for breakfast.
* Vexacus is a menacing yet delightfully hateable villain in a sea of otherwise
* "Vexations" is a single page of piano music with a suggestion to play it 840 times in a row. The first performance to follow Satie's suggestion to the letter

took place in 1963, with a tag team of pianists, and lasted over 18 hours.
* Vexille has tried to spy on Japan but has repeatedly failed because of the electromagnetic shield that surrounds the archipelago. The shield scrambles all outgoing light waves which makes spy satellites unable to see anything but static. The main plot's infiltration mission is to get a team into Japan so they can set up a beacon that will act as a central focal point so a satellite can get a clear image of the country.
* Vexille still eat as a way of maintaining a semblance of normalcy in their lives, despite no longer needing food.
* Vexille, the first half of the movie is spent with Vexille, who's part of a force that's about to stage a covert operation against an isolationist nation. The second half of the film reveals the protagonist to be Maria, a character who wasn't introduced in the first half. Indeed, pretty much everything Vexille was trying to do didn't matter at all. Maria's the one who knows what the stakes are, has devised a plan to thwart the villain, and has gathered together a group of people to execute said plan. She has a direct and personal connection to the villain, as well as people on her side who she has to work against to gather resources and manpower to pull off her scheme. The story in the second half continues to be told from Vexille's point of view, yet her main contribution is to have things explained to. And to pilot the Mecha.
* Vexille uses this, in the form of Jags, giant revolving tubes of scrap metal that make their way across the desert outside Tokyo. They eat more metal to survive, which means that it's really not a good idea to drive cars out there. Also the reason why there's a "giant concrete gate" outside the main city. They also die when they fall into the water, a fact which is used to great effect in the movie.
* Vexillology is generally considered to be admiration for as well as the study of the history, symbolism and usage of... flags. Vexillologists, vexillographers and vexillophiles alike have promoted the concept of flag design, and have even created
* V explains the importance of his face-obscuring mask to Evie just before the end of the story. He wears it because if people knew his face, he would be just a man, but as "V" he is an idea, an icon, a symbol for people to believe in.
* Vexx, all of the titular character's animation files refer to him as Jinx, which was his original name during development.
* Vexx, and is preparing to retreat back to the portal leading out. However, the aftermath of the battle ends up destroying the path leading to said portal, leaving Vexx stranded. The final scene is of Vexx preparing to face off against ever increasing numbers of the dimension's lesser denizens as they surround him. This game was actually supposed to have a sequel, but the developing company broke apart before that could happen.
* Vexxarr actually win arguments this way. it generally goes like this:
* Vexxarr and most emphatically not warriors. True warrior cannot ever cooperate, but humans will cooperate readily, and they never deliberately seek to exterminate those they fight against. They do note that humanity does have problems trusting, which makes them less diplomatic than they could be.
* Vexxarr have six thin tentacles sprouting from just under their heads.
* Vexxarrioxide, get it?) are practically indestructible and feed off of radiation, while silicoid predators eat rock crabs and explode if fed cake. Both species are typically found roughly human-sized but grow to the size of asteroids.
* Vexxarr question to Sid the Rock Crab, who ends up freezing and getting very hot as he tries to think it out. "I think you beachballed Sid."
* Vexxarr to his parting remark just after the man has gotten out of earshot.
* Vexxarr to the ship' acceleration, this also solves a fundamental philosophical dilemma — "fight or flight".
* Vexxarr variant of this. The Tac-to-Trons deduced that the best weaponry possible against the Lattroxx — and curiously, the Bleen — would be a mobile cake dispensary. So they created a series of mobile, sapient cake robots who are quite delicious and very insistent on this fact.
* Vexxarr with that classification; true Warrior cultures would either be extinct or monolithical, uncooperative with others and themselves and prone to eradicating

enemies, which isn't Humanity's way, thus making humans an Explorer culture with slightly silly trust issues.
* Vexx has one in its second level, Dragonreach. The level is so-called because the giant skeleton is from a dragon, and it looks like it's reaching for the sky. Naturally, you get to clamber around its back and inside its skull.
* Vexx in the Under is collected by completing a simple platformer segment...while the screen is upside down.
* Vexx originally consisted of 6 worlds with three levels each, until time and budget forced only 9 of the 18 levels to make it in and the world idea to be scrapped. However, one of the cutscenes has Reia tell Vexx that he has to "activate the outer three structures of Astara," with those outer structures most likely being the three outer worlds of Astara that would be unreachable until a way was found somehow.
* Vexx was set on an exploded planet, various parts of which are scattered across the sky, with each level being a different one. There is a definite downwards direction, with it being possible (and infuriatingly easy) to fall off the edge.
* Vezok can absorb and store powers used against him. He can also combine them, though there's a time limit on how long he can keep hold of a power before he needs a "recharge", so to speak.
* Vezon accidentally gets himself fused with a mask of dimension gates and begins jumping between parallel realities involuntarily.
* V features a conflict between the Visitors and a rebel group known as Fifth Column who want save humanity and other races from being devoured. It is mentioned that said Visitors are currently at war with other races as well.
* V features two bank robberies as part of the original "Heists" update; the first heist has you knocking over a small local bank, and the fifth and final heist has you and a team knock over a big bank for a potential million-plus dollar payday.
* V' films might have something to do with their reclusiveness as well as Lana and Lilly having to live most of their lives as men.
* VFL, there were only four teams competing. Consequently, every team made the Final Four, including Fitzroy, who had won only two games in the regular season. Fitzroy then managed to win all of its games in the finals and take the premiership.
* V for Vendetta'’ stands about in the middle here. It updates the political context and generally makes it a bit more Hollywood-esque (stronger female protagonist, more action scenes, less moral ambiguity), while keeping a lot of dialogue, visuals and themes from the comic. On the other hand, the changes to the politics and moral ambiguity make it essentially a completely different story, leading to the creator disowning it.
* V for Vendetta, acceptance for LGBT people got a massive amount of traction - making it come across as rather fantastical from a modern perspective that the public would accept such a thing.
* V for Vendetta admitted that was a significant plot-hole as humanity would have never been able to survive a nuclear war such as the one in the graphic novel.
* V for Vendetta, a fine primer on anarchy. Fittingly, it doesn't provide any easy answers. How very anarchist of it.
* V for Vendetta, a Fingerman grabs what he thinks is V's hand, only for him to be left holding a prosthetic hand as V fights the other secret policemen and escapes with Evey. The Fingerman then says, "I've got his hand. What should I do with his—" and explodes in the same panel.
* V for Vendetta, after V destroys Lewis Prothero's priceless doll collection in front of him, he goes insane, and can only say "mama, mama."
* V for Vendetta, and his over-eloquent theatrics are meant to be a contrast to the bland and menacing fascist government.
* V for Vendetta and their running of death camps puts them firmly in the Black.
* V for Vendetta angle to it as Evey falls in love with V over the course of the plot.
* V for Vendetta: At a certain point, V is breaking into the television station to have his own recording broadcast. In the background, you see a number of other TV

shows playing. One is a sitcom with lots of innuendo, including a woman commenting on her (literal) melons.
* V for Vendetta: At the end of some serious psychological torture complete with a life changing letter from a woman who's already dead, this is Evey Hammond's only response to being asked to submit herself as having been coerced into her actions by V.
* V for Vendetta averts this by featuring the BNP by name, but with the reincarnated dragons kung-fuing their way through London you'd be forgiven for not noticing.
* V for Vendetta being elected Prime Minister for a third term and Moore wondering what it would take to push Britain into Germany of the 1930s.
* V for Vendetta: Bishop Lilliman apparently gets underage girls sent to him regularly. V has Evey pretend to be one so she can distract Lilliman while he kills him. She tries to warn Lilliman of this, but he thinks it's a game and Evey fends him off until V arrives to kill the guy once she's run away.
* V for Vendetta, Bishop Lilliman constantly preaches to his flock about morality, but regularly hires underage prostitutes.
* V for Vendetta cause Warner Bros. to get a small royalty with every mask they buy.
* V for Vendetta codified the look of the Guy Fawkes mask. Full V cosplays are rather rare at protest, but not unheard of.
* V for Vendetta, deliberately invokes this in order to bring down the Norsefire government.
* V for Vendetta, Detective Inspector Finch decides to go through government tax records while trying to find out details about the terrorist V. This thread of investigation eventually leads to him uncovering sensitive details about the conspiracy the Norsefire party used to bring itself to power. (In the original comic Finch got the information from the FATE supercomputer, which wasn't in the movie.)
* V for Vendetta do anything—then they'll kill her. She is only saved by the arrival of V.
* V for Vendetta) dropping a banana under the feet of the fake V, allowing the guards to catch him.
* V for Vendetta, England has transformed into a fascist dictatorship. Among the many things the government has made illegal, even possessing a Qur'an, let alone following the Islamic faith, is punishable by death.
* V for Vendetta: Eve observes on TV that her boss, a high-ranking party member, was murdered:
* V for Vendetta Evey does this to a policeman who's pointing a gun at V. Except that she doesn't punch, she uses pepper spray...and then gets knocked out by the policeman's flailing.
* V for Vendetta, Evey expresses amazement that V has access to real butter. He stole it from a shipment meant for the prime minister.
* V for Vendetta - Evey is attacked, but rescued by a strange man. She awakes underground in this mysterious man's bunker and informed that she cannot leave. While her rescuer/captor is not explicitly violent towards her, she is trapped underground against her will all the same.
* V for Vendetta: Evey is served some kind of food in prison which a rat looks at and then passes up.
* V for Vendetta, Evie's appearance doesn't suffer at all after a prolonged period of imprisonment and torture. It can even be argued that having her hair shaved down to stubble just makes her look even more doe-eyed and delicate. This is in stark contrast to the comic, where she looks like a mummy afterwards.
* V for Vendetta features a word beginning with 'V'; "The Villain", "Virtue Victorious", "The Verdict", "Verwirrung" (German for confusion), etc.
* V for Vendetta" features: "Fantastic fen, file in fast for this fanciful frolicking through fandom's fabulous frivolities of festive times of the fantastic future! While first and foremost a fallacy, fear not as this farcical fop felicitates to you, 'It's a Fanboy Christmas 2: The Wrath of Claus'!"

* V for Vendetta film begins as a meek, conventionally pretty pushover of a woman, but after V's done with her (most noticeably her shaved hair) she is independent, fearless, and for many much more striking.
* V for Vendetta, Finch describes the upcoming revolution with shots spliced in of an overeager enforcer killing a kid with a Fawkes mask and then getting lynched by the angry neighbors:
* V for Vendetta (gay supporting character, lesbian supporting character, homphobia)
* V for Vendetta graphic novel series, Evey assumes V's identity after V dies.
* V for Vendetta had worked in a death camp with no remorse, but valued his doll collection like most people do their children. V causes him to have a mental breakdown by destroying them.
* V for Vendetta has a short set of these when Evey imagines unmasking V. Not comic, but not particularly nasty.
* V for Vendetta has the British government stage a biological warfare attack against the London Underground and a primary school, also imitating the Reichstag incident.
* V for Vendetta. He blew up the research plant, killed the doctor and was the only survivor anyhow. It hardly matters since the formula that created V had totally random effects on everyone it was injected into (One test subject who died from it was mentioned to have had fingers growing inside her calves for example).
* V for Vendetta He calms down eventually but still speaks very intelligently. It's pretty epic, and implies that somebody pillaged a thesaurus a few times, specifically, the sections of a thesaurus between the letters "U" and "W".
* V for Vendetta helped popularize the Guy Fawkes mask, which are now widely available for purchase. What's different is the purpose they're used for: by Anonymous and various supporting groups as a symbol of protest. Just like in the movie.
* V for Vendetta)heroic example. V takes over a TV station to broadcast a message to the people, then dresses all the hostages in his trademark mask and cape to sow confusion and allow him to escape. This slightly backfires when police accidentally shoot one of the hostages and then use footage of the shooting to semi-plausibly claim that they have killed V; however, most people see through it.
* V for Vendetta "hobby" of terrorizing his wife with an unloaded revolver comes back to bite him in the ass when he runs into V. He pulls his gun, only to realize too late that he forgot to load the bullets into it. V promptly kills him.
* V for Vendetta, inside the broadcasters' studio when the whole place is filled with smoke. The cops think they've got V on the ground... but it's the wrong guy, and as the horror of it dawns on them, we see V rise up behind them.
* V for Vendetta, Inspector Eric Finch, in order to understand V's motives, visits the concentration camp where V was driven insane (and from which he escaped), and takes a massive amount of LSD. The resulting "imprisonment and escape"-themed acid trip not only helps Finch comprehend V's mind and thereby discover his hideout; it also leads Finch to confront his moral ambivalence, guilt and "trapped" feeling regarding his job, and ultimately to the V-like realization that he's his own jailor and can free himself.
* V for Vendetta: In the film, during the Dr. Delia Surridge's diary segment, V has no eyes.
* V for Vendetta, in the form of unspecified experiments performed on him when he was an inmate in a concentration camp, has given him superhuman reflexes, speed and endurance.
* V for Vendetta. In the graphic novel (though not the movie), she describes V's art projects in fascinated detail; these turn out to be intricate bombs and poisons that he later uses to destroy Larkhill and escape. The graphic novel also mentions that many pages are missing, leading to much speculation over what info they may have contained. Finch suggests that the missing pages contained information on V's identity and the reason he was imprisoned in Larkhill, also claiming that given where the journal was found in the police search that he deliberately placed it there so the government could collect it.

* V for Vendetta is a recurring number. "V" is even the Roman numeral 5. V (who tends to speak in iambic pentameter) was patient number 5, in a room marked with the Roman numeral "V". V's motto: Vi Veri Vniversum Vivus Vici (V.V.V.V.V.).
* V for Vendetta is controlled by a totalitarian fascist government, and the "Voice of London" is an amped-up (British) version of a Fox News pundit, with plenty of social conservatism and nationalism.
* V for Vendetta is covered in burns he received from his escape of the concentration camp. He normally wears a full-body outfit as well as gloves and a mask to cover himself, but his scarred hands are briefly seen when he cooks breakfast.
* V for Vendetta: Islam has apparently been outlawed by the Norsefire regime, since Gordon is shot just for possessing a Qu'ran (even when he's not Muslim). Presumably all Muslims have been killed or imprisoned by them.
* V for Vendetta. It's somewhat unusual to see a protagonist resort to this, too — but then, even the film version of V is a very unusual protagonist.
* V for Vendetta justified, as there is a shot of the Army successfully holding back the crowd behind barricades in places, so it's unlikely those Vs would have been standing immediately adjacent to the structure. Also, they all knew it was going to explode, they probably stood well back.
* V for Vendetta laying around his lair that he thought he'd lost long ago.
* V for Vendetta-looking people — then come out of their houses and kill the guy despite his gun and badge.
* V for Vendetta, mostly among the higher ups of the tyrannical Norsefire government.
* V for Vendetta. Mr. Creedy even describes him as, "Defiant to the end."
* V for Vendetta: Norsefire is essentially the British version of the Nazi Party, complete with a Hitler-esque leader (he even has a very similar mustache plus last name), a swastika-like cross symbol, genocidal persecution of LGBT people and religious minorities (in their case Muslims instead of Jews, at least that we see), concentration camps and brutal feared secret police. They also came into power as the result of a crise which they'd engineered, not unlike some claims about the real Reichstag Fire, which helped the Nazi Party take over.
* V for Vendetta. Not nearly as blatant as the movie version, nor does he say "Now it's my turn". He does, however, give a monologue after being shot.
* V for Vendetta, officer Finch takes a dose of LSD, which gives him some rather creepy visions, but also helps him figure out various things, including the whereabouts of the terrorist he's tracking.
* V for Vendetta, on Evey's first morning in the Shadow Gallery, she is given toast with her breakfast and is astonished to find real butter. V explains that he stole it from the Chancellor's supplies.
* V for Vendetta overreacted when children started wearing them, resulting in even more of a backlash from the people against the government.
* V for Vendetta proudly declares himself a slave to the Fate computer.
* V for Vendetta pulls off the bald look really well. Portman herself had this reaction, having wanted to shave her head for a while.
* V for Vendetta science, half-starved and worked-nigh-to-death subjects are less than ideal.
* V for Vendetta several times, he is likely to be viewed significantly more sympathetically than a large number of other examples on this list.
* V for Vendetta shatters a glass of warm milk as he sees a comedy sketch mocking his inability to stop V on television. Including a line mocking his fondness for warm milk, no less.
* V for Vendetta, Stephen Fry's sketch involved an exploding cigar being smoked by the tyrannical dictator of the United Kingdom.
* V for Vendetta supposedly came down from the publishers, and gave Moore and Lloyd a new impetus in crafting the graphic novel.
* V for Vendetta takes his place, carrying out the major plan he was killed to prevent and then continuing the role.
* V for Vendetta television of the Norsefire Party) it looks like they have fallen

into dire poverty and are plagued by disease to no end (though famine isn't among their problems, possibly).
* V for Vendetta (thanks to a bunch of experiments performed on him by the government he now seeks to overthrow).
* V for Vendetta, the aforementioned "V" always wears one. At one point, quite a few citizens put on the same mask, in a show of support for V's actions.
* V for Vendetta: The anarchist title character, to Eric Finch, who's just shot him:
* V for Vendetta). The filmmakers appear to agree with that last point, since he's a clear parody of Bill in the film.
* V for Vendetta. The head honcho Leader Adam Susan, in an introspective moment before the beginning of his slide into true madness, reaffirms to himself he is fascist, both by the historic and the Nazi definition. In his own mental phrasing (and Norsefire doctrine, no doubt), the war "put paid to freedom".
* V for Vendetta, the monolithic computer from the comic book is replaced with something called the Interlink, more or less implied to be the same as the Internet (minus the free speech aspect, of course).
* V for Vendetta, the Norsefire government has the Finger who serve them this way, with all the so-called "Fingermen" operating in virtual impunity. However, when the revolution happens, citizens turn upon them without mercy, as it's implied most secretly hated them (not surprisingly).
* V for Vendetta. They even changed many aspects of his character compared to the comic to make them more in line with Fry.
* V for Vendetta to be a closeted gay man, possibly to accommodate Stephen Fry now playing him.
* V for Vendetta to invert this by setting a release date of November 5th, 2005, but ended up being delayed to March 2006.
* V for Vendetta to the inspectors (Nose, not Finger). He actually used the term, but in a more insulting/literal reference to Creedy.
* V for Vendetta. Unsurprising, what with Norsefire being an extension of the National Front, British Union of Fascists, British National Party, and similar groups. Even clearer in the original comics where Norsefire shares the National Front's "NF" symbol.
* V for Vendetta uses a black and red logo, specifically in order to imply similarity to the Nazi party.
* V for Vendetta: V allows the baddies to gun him down so his final attack can be seen through.
* V for Vendetta. V has no expectations of creating a Utopia, just to destroy the fascist regime, allowing the people to decide for themselves how the country will be run from then on.
* V for Vendetta, V is fond of graffiting walls with a stylised V, which is meant to look similar to the symbol for anarchy.
* V for Vendetta, V is mortally wounded in the final confrontation and soon dies, though he managed to accomplish his goal of bringing down the Norsefire party.
* V for Vendetta, V rescues/kidnaps someone and brings them to the Shadow Gallery.
* V for Vendetta wears a grinning Guy Fawkes mask. Self-identifies as a villain.
* V for Vendetta were credited to Dave Gibbons and Brian Bolland, respectively).
* V for Vendetta, When Evey first meets V she asks him who he is, to which he comments:
* V for Vendetta when V threatens to destroy his prized doll collection. V naturally calls him out on this.
* V for Vendetta, where Dascombe is trying to defuse V's bomb. Lampshaded by an appropriately nervous Finch.
* V for Vendetta, which opens with Lewis Prothero claiming the 'Ulcered Sphincter of Arse-erica' has become 'the world's biggest leper colony' and its government is desperately petitioning the British government to supply it with humanitarian aid and medical supplies.
* V for Vendetta, which was originally scheduled to open on November 4, 2005 (the day before Guy Fawkes Night and the quadricentennial of the Gunpowder Plot) but was

delayed four months due to Warner Bros. being unsure about its box office prospects.
* V for Vendetta) while Evee wants to remember him as a person who lived and loved, as apart from the faceless totalitarian government he opposed.
* V for Vendetta - while it is obviously dark in tone and based on real events, most modern British people don't stop to think about the lyrics, much like most nursery rhymes.
* V for Vendetta. While throughout the series he's seen as more of a... vengeful terrorist, he does show some (although few) signs that he started out as one of these and simply got tired of not making progress.
* V for Vendetta, who staunchly supported the ruling regime, and called out its opponents with a lot of macho bluster.
* V for Vendetta, with everyone in the city donning capes and Guy Fawkes masks.
* V for Vendetta with fifteen-round semiautomatic pistols along to hunt for V near the climax. The mooks even form a semicircular firing squad and open fire in unison, led by Creedy's heavy revolver, as they empty their pistols into V. An armored breastplate under V's cloak keeps him on his feet long enough to kill all of them (including Creedy), but enough rounds penetrate it to inflict fatal injuries.
* V for Vendetta with the exact event the plot's been building towards: The destruction of British Parliament. It might not even count as a Class-Zero, but dang was it well done.
* VGA Miner: Asking for a surgery at the hospital does heal you slightly, even though Woody's (the surgeon's) razor is rusty.
* VGA Miner: If you try to go beyond the limits of the play field, the message "Here be dragons..." is displayed.
* VGA Planets can't actively pull other ships to them, but they can lock on a tow-beam and drag the target along as they move. The Crystal and Privateer factions can use this beam to capture ships which have been drained of their fuel. (Everyone else has to tow such ships to a starbase to be captured.)
* VGA Planets fights battles by having any involved ships attack in order, one on one, nose to nose, blasting away with any available weapons. This is all done automatically, the player can only order their ships how they want, send them into the fight, and watch the results.
* VGA Planets has ships equipped with Glory Devices, which can be detonated to damage enemy forces, both in space and down on the surface of planets.
* VGA Planets of Star Trek's Tholians, including perfering to live on hot planets.
* VGA Planets You're playing against 10 other people, so it's very easy for your space-empire to end up so weakened after defeating your immediate opponent that a second attacker can come in from a different direction and easily stomp on you.
* V-Gas which reacts badly with water and simultaneously dehydrates the user.
* vgboxart apply for the fan work seen there, a lot of uploads are actually good, and a select few are much better than the official packaging seen in stores.
* VG Cats, Aeris tries to wear a hat, but hasn't enough license points for that, and ends up wearing it over her face.
* VG Cats: Christmas 2010. Leo sees Aeris wanting the latest "Dungeon Guy" game, and gets several strange, Video Game related jobs to afford it. He gets her the previous year's game. She visibly becomes a bit disappointed in it, then realizes how hard he had to have worked to get it, and plays it happily. Heartwarming without the diabetes.
* VG Cats concerning the complete and total assha- er, "hardcore gamers".
* VG Cats does this a lot as well. Apparently the creator, when he can't figure out a good punchline, figures throwing bodily fluids around is the next best thing.
* VG Cats for always attempting to steal his one free-range Pikachu, whereas in the meantime he's captured so many Pokemon he's "tripping balls".
* VG Cats had a flash animation for the 100th comic, and actually skipped the 200th comic with a note reading "TBA 2009". Which now reads "TBA - Never".
* VG Cats imagines Fox & Falco having sex while making bad in-jokes... with Wolf presumably joining in later.

* VG Cats is getting to the point where Scott Ramsoomair is putting out more t-shirts than new comics a year.
* VG Cats: Leo and Aeris are a pair of anthropomorphic cats. Their families are also anthropomorphic cats.
* VG Cats, Leo gets his legs broken with a 2 by 4 for not having the money to pay back a debt.
* VG Cats — by plying it with copious amounts of soft drinks and then watching the bathrooms to see which of them it enters. They are thwarted, however, when it ignores both and goes to pee in the break room.
* VG Cats most definitely is. In the one strip we saw him: "Woof! I'm a cow!"
* VG Cats. Samus promptly flees his begging for another round and douses herself in a cold shower.
* VG Cats stands out as an example—it often doesn't even have a punchline in the proper sense, ending the strip when it's out of jokes on the subject.
* VG Cats strip. Warning: May offend those who are offended by bloody baby fetuses. (Say that five times fast!)
* VG Cats-style comic where Aeris talks about how Leo had once been scammed into buying a console called Boxxors-O-Roxxors (really just a box of rocks) and had used Aeris' money to pay for it. Aeris promptly beat the crap out of him with the box, and Leo has been attempting this trope as petty revenge. Unfortunately, Aeris saw it coming.
* VG Cats that received a friendly email from Scott. On VG Cats FAQ, Scott mentions he didn't realize Furries were a thing until after he started the comic. It was always just "Cartoons" to him. He goes on to say, "I really don't care either way so long as it makes you laugh."
* VG Cats to make Kentucky Firaga Chocobo, with a side dish of moogle pom-poms. "They're kuporiffic!" Funny if you know that "kupo" is a Polish expletive.
* VG Cats with Leo (who wears blue and has grey fur) and Aeris (who wears mainly purple-pink clothes and has pink fur).
* V got a second season was because all of the other new dramas on ABC that year bombed. ABC later cut the order to just 10 episodes.
* VH1, a general entertainment channel targeted at the LGBT+ community.
* VH1 Classic, it has been touted as being a return to MTV's musical roots. Neither Viacom, nor the MTV division itself ever made any such claims.
* VH1 did a special regarding horror movies. Throughout the show, they listed "Horror Movie Rules". One of the top rules was simply, "Virgins live, sluts die."
* VH1. Jim's reaction is "This movie's so terrible, people are gonna throw things at the screen!" Little did he know...
* VH1 mother Sister Patterson, but it's perfectly fine for her to insult a contestant's family members! There's a reason why Tango dumping her at the reunion show (because she insulted his mother).
* VH1 on a frequent basis for years after they started broadcasting more programs not dedicated to music. They usually showed the movies in cropped formats, meaning their pictures were not shown in their entirety (the second movie was usually shown in the 16:9 aspect ratio unlike the first movie, which was usually shown in the 4:3 aspect ratio, even after VH-1 started showing the second movie on a frequent basis).
* VH1, Rockwell (of "Somebody's Watching Me" fame) initially wanted to call himself "Roqwell", but was afraid people would think he as illiterate.
* VH1 Year-End Chart. While some of the songs that beat it are still well known (like "Baby Got Back", "Under The Bridge", "Black or White", "Life Is a Highway", or "Jump Around"), others are pretty much forgotten (like "All 4 Love", "I Love Your Smile", "Masterpiece", and "Live And Learn").
* Vhailor gain enough power to kill a god single-handedly when faced with the level of evil the Transcendent One represents, while you laugh and laugh and laugh.
* Vhan Fredericka in the Leeward Passage between the Virgin Islands, and murdered most of the crew by making them walk the plank with cannonballs tied to their feet.
* V has a natural inclination toward this, as the hero, Frey, is royalty and has a personal bodyguard in the form of Lyon (and in a first for the series, she follows

him on the field). Whenever she isn't available, Miakis fills in for her, and Roog even fills in for
* V has an incredibly broken monster on his field that is hidden from view, and doesn't let Kaito see it until the last second.
* V has a winding path of greenery passing through the desert. Simply traveling across the desert is faster, but you run the risk of encountering these things, which will almost certainly kill you at that point of the game.
* V has his entire skill list available from the start and just has to pay orbs for more attacks for his familiars, unlike Nero and Dante who aquire new weapons
* V has Willie who is a Visitor, but plays on the humans' team, as did Ryan from the new series. It turns out, though, that there is an entire underground of Visitors who resists the leaders from within.
* V/H/S/2's 'Slumber Party Alien Abduction' segment depicts Gary being lifted into one at the very last moment, though only the lights can be seen.
* V/H/S/2: The first victim in "A Ride in the Park" has all the fingers on one of his hands bitten off by a zombie while he's still alive.
* V/H/S and its sequel love this trope. In one story, the monster itself is a glitch, only viewable through a camera.
* VHS days much not cost-effective. VHS tapes were expensive, and you could generally only fit two episodes of a series on a single tape (you could in theory go up to five or six, but there was no way to skip to a given episode without the fast-forward button and patience). And VHS was also a pretty fragile format; imagine a $300 investment wiped out by a single hungry fridge magnet. VHS also degrades over time without the ideal storage condition(which is a dry and arid but cold vault, which means leasing such vault from a storage company, typically for thousands of dollars a month, as said vaults are usually leased by huge enterprises to store company backups, which are also made to tape even to this day), meaning that if you didn't transfer the footage to another tape (or to digital format when that became an option), after 25 years it can be lost forever.
* V/H/S for the Glitch so she could try to capture it. In the end her attempt fails miserably and the Glitch effortlessly mutilates her.
* VHS Game, and spawned dozens of imitators, each combining different gaming elements with a live-action cast.
* V/H/S has a segment called "Second Honeymoon" has a couple being stalked by a killer well on a second honeymoon/vacation.
* V/H/S — Found footage horror anthology series. 3 films since 2012.
* VHS tapes in fiction, especially after tapes were replaced with DVDs and other media in the 2000s, often feature glaring scanlines and visual glitches. Most tapes don't look this way. It takes either a lot of wear-and-tear or age for them to look so bad. It's unlikely that a tape from the 1990s will look worse than a beat-up home movie from the 1960s.
* V/H/S: While she's still undeniably creepy both in her human and bat/vampire/nymphomaniac thing form, Lily (from the "Amateur Night" segment) fits this trope.
* Via a combination of being hilarious and badass, Bronn is definitely this.
* Viacom at the last moment. (Some versions avert the effect by having the "V" stop at the end, though.)
* Viacom logo used in the mid-to-late 1970s known for having its logo race towards you as a synth horn blares accompanied by a timpani drum.
* Viacom-owned channels in 2019, said channels put a banner at the bottom of some of the screen during shows alerting viewers to fight to keep the channels on the network. Annoyingly, not only did these banner ads stay onscreen for several minutes and repeat the message, they appeared even if the viewer didn't have AT&T/DirecTV and wasn't at risk of losing the channels.
* Viacom's old advancing toward the viewer; the screen just fades out on it still moving...
* Víctor Quiñones was a frequent Starscream, which led to a lot of locker room and office drama, as well as
* Viae Ferae, or 'wild streets'. These are streets which may appear perfectly

normal, but are, in fact, alive and capable of moving about from place to place at will. Sometimes they even fight.
* Viagra's rework of Elvis Presley's "Viva Las Vegas" into "Viva Viagra". "Viva Las Vegas" means "Long Live Las Vegas". So "Viva Viagra" means "long live Viagra." Doesn't make it any less stupid, mind you, but at least Pfizer knows what it's doing. Not to mention that anyone old enough to remember the release of that particular movie/song is over 50. Pfizer knows their target market.
* Viagra: This wonder drug does have the comedic effect of inducing erections that last a long time even if they are unwanted and the situation is inappropriate.
* via lightning. One was permanent (until removed deliberately), and the other temporary. The villain of the week also attempts to copy the superpower-copying lightning in a lab enormously. She succeeds, turning a mouse into a superpowerful killer of cats. She briefly gains Kryptonian powers until beaten and the device used to reverse the effect. Strangely, this does not happen more.
* VI also has another "cursed" item, the Cursed Shield. It adds Condemn and a smorgasbord of bad status effects, and has terrible stats. But if it's used enough it'll become uncursed and transform into the Paladin Shield, a high-stat shield which is also one of the few ways to learn the Ultima spell.
* Viana Doesulen and Thomas Millwood are in this situation throughout
* via paperwork), and these organizations were run with the usual diligence and order. None of them expected that this evidence would become incriminating after it stopped being necessary.
* Viari's, the series' original intern, making no mention of Viari at all.
* Viashino by Mark Sumner. The designers of the game liked them so much that they worked them into the game, and they still turn up from time to time.
* Via The New Legends. The way the game expects the players to just play the game like a quiet obedient machine, and be so enamored by this experience that they'll buy all the merchandise, is just so silly.
* VI, being eaten by a specific one on a specific island leads to a hidden dungeon and party member.
* Vibranium, an alien metal with two subtypes: Antarctic vibranium, which can destroy any metal by touch (even Adamantium) and Wakandan vibranium, which absorbs all kinetic force (including sound).
* Vibranium, a super metal capable of many feats, fell to Earth as a meteorite the size of a mountain. It's the source of all of Wakanda's technological superiority in
* Vibranium). But then, how was the shield crafted in the first place, if the alloy would absorb and/or deflect any energies directed towards it?
* vibranium. In the end he's defeated when T'Challa uses shadow physics to render all vibranium inert.
* Vib-Ribbon: The main character will "evolve" from a rabbit to a fairy if she successfully clears enough obstacles in a row. If she misses a certain number of obstacles in a row, however, she will "devolve" into a frog, and then into a worm.
* Vibro Weapon – Bladed weapons which vibrate to enhance cutting power.
* Vice (2018): Made in 2018 and set from 2001-2009, flashbacks happen around the latter parts of the decade.
* Vice (2018): Made in 2018, mainly set during Dick Cheney's term as Vice President of the United States from 2001-2009.
* Vice Admiral Alynna Nechayev is presented this way in most of her appearances on
* Vice-Admiral Amilyn Holdo buys time to the Resistance remnants in spectacular fashion by turning her command ship's hyperdrive on... right in the face of the Supremacy
* Vice-Admiral Edwin Fischer may not be a military genius, but he can coordinate fleet movements with almost surgical precision, and while it's not the flashiest job, he is considered invaluable by Yang Wenli.
* Vice-Admiral Garp is known as "The Hero" to the common man. He was going to report that he let Luffy escape on purpose, and implicitly would have gotten away with it. His subordinate convinces him that a simple lie would at least be less trouble. He can brag about his son, considered by the Marines to be one of the most

dangerous men in the world, in public and be beyond punishment. Basically, nothing he does will ever result in discipline. It helps that his boss is also his best friend.
* Vice Admiral Jonathan has a civil, friendly even, conversation with Cross about why the latter is terrible at chess. There are too many rules and no matter what you do, it has to follow those rules but sometimes, Cross just wants to flip the board. This and the accompanying explosion let Jonathan know that Cross just metaphorically flipped the board on their little game.
* Vice Admiral Jonathan stays friendly with the Straw Hats, Cross in particular, throughout their confrontation. Upon losing, his only reaction is to respectfully acknowledge their success.
* Vice Admiral Onigumo has spider-Devil Fruit and can gain six more arms in addition to a huge spider abdomen, but it's unknown if he's
* Vice Admiral Ross gets a bit of this treatment, too. While he's still a mostly
* Vice Admiral William Ross who leads the Starfleet forces during the Dominion War. He gets props for being both a
* Vice-Captain Tetsuzaimon Iba seems to have an affinity for the high ground whenever he battles Ikkaku over who has to buy the next round of sake.
* Vice City: Crime rates are so high, it's a wonder that people still live there.
* Vice City features a mission where your friend exposes you to some extremely potent moonshine and then manages to blow himself up. You have to drive him to the hospital whilst your vision and motor control are still severely affected by the booze fumes.
* Vice City is most remembered for by UK fans are The Pointer Sisters' "Automatic" and Aneka's "Japanese Boy" due to their obscurity but the fact they are always playing when you go into the Malibu bar.
* Vice City Stories are also shown to have similar goals and calm personalities to Niko, but will sound like ravenous maniacs if you decide to go after NPCs full-force. And this same bloodlust disappears when you start the next mission cutscene.
* Vice City Stories, where the main character isn't even a criminal (and is probably the closest thing the game has to a good character) and is forced to engage in deviant acts by his drug-running commanding officer in the Army.
* Vice City Stories, you don't even lose your weapons if you die, only if you're busted.
* Vice City, the band would be washed up like many real-life hair metal acts.
* Vice City, the military bizarrely allows the local sheriffs (or at least you in a stolen uniform) to drive away with their stuff.
* Vice City, there were claims that there are ways to make the military submarine submerged off the north coast of the east island surface, up to and including talk of a secret ending where you can nuke the city.
* Vice City, which is the focus of around one quarter to a third of the game.
* Vice Ganda and starred in a string of box-office comedies in the 2010s.
* Vice: In the 1970s, Donald Rumsfeld makes a poker analogy about missing his flush draw while everyone else thinks that he's got pocket kings. This is a Texas Hold'em reference, which did not become mainstream until the poker craze of the 2000s. In the 1970s, draw poker variants were still the standard form of poker.
* Vice-President Clark of an alien consortium which seeks to destabilize Eath, but has only a short time to prove it before mankind is embroiled in another costly (and, most probably, terminal) war.
* Vice President for the same purpose. His first line in the game is evil laughter, and sets the tone for his performance.
* Vice President Who?: Nobody cares about the second-in-command of a national government.
* Vice: Project Doom, as the first thing that happens upon powering up is a prompt to press start, followed by a story cutscene, a driving stage and another cutscene, before the title screen finally appears.
* Vice Squad includes a scene in which prostitute Princess is paid to have sex with an elderly man laid out in a coffin as if he were dead. It's too freaky for her, so she bolts.

* Vicetopus, which has tentacles strong enough to break a Cerebrocrustacean like Brainstorm's shell.
* vice-versa (specifically, the cameraman of Hector Ramirez) as part of a plot to discredit G.I. Joe's purpose. Said man had a briefcase he constantly kept very close hold of... so the Baroness could keep her chest hidden behind it.
* Vice Versa, the main character Thomas sometimes uses his double Emmanuelle/Julia in order to get information on his crush.
* Vic Firth, a legendary percussionist and pretty much the face of concert percussion. It helps that his brand of equipment is the most popular (and for some, reliable) brand on the market. Also helps that he taught a blind hockey player to play the marimba. With four mallets.
* Vic Fontaine himself is a deconstruction of the trope. He's aware of his status as a hologram and is both aware of the 50s Vegas simulation he lives in, and that it's just a simulation and there's a real 24th century outside. It's not entirely sure if he's
* Vichy Earth: Alien invaders rule humanity before or instead of exterminating us.
* Vichy Earth are the masters and it is a loyal advisor A.I. — this allows it to harness human ingenuity and economic prowess while limiting the risk of revolts and keeping itself safely in charge.
* Vichy France collaborationist government, took a pill, but either it had gone bad or it was faulty to begin with, and all it did was make him vomit. He lived to be executed.
* Vicious and she turns on him. The niceness between them lasts all of thirty seconds:
* vicious and simple. Knights would ram people with horses, use multiple weapons, punch, kick, use sword as hammers while holding it backwards, etc... Backstabbing and double teaming opponents was also very common.
* vicious business acumen. He ran a sort of 'idea farm' at Menlo Park and recruited down-on-their-luck inventors to hammer out new devices, allegedly taking the credit (and patent rights) for many of them with or without some of his own input in exchange for financial support and a place to work. Critics claim he didn't always pay what he promised, with Tesla's case being just the most famous.
* vicious conflict. If most members of the two or more factions don't care enough about the issue to argue their position, that's a sign that the conflict is not particularly vicious.
* "Vicious Cycle" killing each other in wacky and elaborate ways. At the end of the video, the first character respawns and heads off to start the killing spree again.
* Vicious episodes centered around a single villain or group of villains that was never heard from again after the end of the episode (some were two-parters).
* Vicious Fun: Out of all the serial killers in this movie, the most dangerous one is named Bob Nice (pronounced like "niece").
* Vicious Fun: The plot kicks off when Joel follows his roommate's new boyfriend to a bar, motivated by pure jealousy. He learns that his behavior towards his roommate has creeped her out so much that she's planning on moving out as soon as possible. Then, when he finds out that her new beau is a serial killer and plans to make her his next victim, his previous behavior prevents her from believing his warnings: she thinks he's just being a jealous creep.
* Vicious has bright pink hair and her magic tends to radiate a matching shade.
* Vicious killing moves as the main attraction, yet nearly everyone shows up alive and well by the next game.
* viciously and sarcastically attacking Some of the guys in Marketing must really hate their own company...
* viciously attacked one to save his beloved mistress. Roy Mustang awarded him the honorary rank of Second Lieutenant for his services to their cause.
* Viciously subverted by Rickard Stark's death. After his son Brandon was accused of treason by
* Vicious Pink's "8:15 to Nowhere/Great Balls of Fire" was originally a B-side to their hit "Cccan't You See?". "8:15" later had its own single release with "The Spaceship is Over There" as the B-side.

* Vicious using the situation to heap as much abuse, bile, and vitriol at Stewart as his viciously sharp tongue lets him, gleefully enjoying every minute.
* Vicious, where she leaves Freddie and Stuart a message stating she's in trouble. The contact number she leaves is "0054-770-09-0B-B04-K51Q".
* Vicissitude. It is easily the most atmospherically disturbing mission in the game.
* Vickers A1E1, to be a flop. If you look on the list of how they were lost, most were to various malfunctions due to the combination of complicated machine and USSR tech/craftsmanship. Combining with her great size and relatively thin armor (and VERY cramped internal conditions), this tank wasn't well-suited to World War II standards. Literally anything that we mounted on a tank would shred it.
* Vickers Wellington, whose geodesic construction made it both exceptionally sturdy and able to accommodate ever-bigger bomb loads.
* Vicki, a troubled girl addicted to drugs and Matt, a down-to-earth, normal
* Vicki Carr's "It Must Be Him" is about waiting feverishly for a call from her significant other despite his being no good for her.
* Vicki Donovan, who is looking to be back for a while now that Jeremy and Matt are back from the dead, but it doesn't last.
* Vickie Guerrero. Originally only appearing in segments as Eddie Guerrero's wife, after his death, she became an onscreen character and eventually evolved into her own entity.
* Vickie Guerrero's duty to eat Hardee's when they sponsor the show. Remember: chew, then swallow. (Hardee's also sponsored Smackdown that week.)
* Vickie Guerrero: Signed with AEW as a manager in 2020, shortly after being released by WWE.
* Vickie Guerrero). Vickie kept exploiting her "injuries" long after her neck healed, often appearing in a wheelchair and otherwise acting helpless in order to get her male companions (both members of her family and her romantic interests) to act as her servants.
* Vickie Guerrero was one of the prime examples, especially whenever she shouts "Excuse Me!", until her last appearance...
* Vickie Guerrero webcast. (She ended her retirement by signing with AEW in 2020.)
* Vicki nominates herself to be the final girl after Paula dies, but is not eligible because being a
* Vicki, the First Doctor companion, has a major case of this, which is used as
* Vicki, the First Doctor companion. She was orphaned by a space accident, and we meet her after she's been stranded on an isolated desert planet awaiting a rescue mission while being psychologically terrorised by a repugnant monster with unclear motivations who turns out to be a man she thought was her friend in
* Vicki, the little android girl (little gynoid?) played by Tiffany Brissette on the TV show
* Vicki Vale and Alex Knox were both supposed to be killed off in earlier drafts of
* Vicki Vale is already beginning to suspect something about Bruce Wayne, but the penny finally drops about
* Vicki was seen not so much as a replacement for Susan, but an improvement, being smarter, more capable and less prone to screaming (it helps that Maureen O'Brien was a much better actor than
* Vicky, a complete sadist, and Tootie, a sweet if somewhat clingy girl, in
* Vicky Barnes, Junior Hospital Volunteer: The Story of a Candy Striper, was published in 1966. It follows the adventures of 9th grader Vicky as she transfers to a new school and takes up volunteer work at the local hospital.
* Vicky Cristina Barcelona, as she's initially not very good at speaking Spanish or Catala.
* Vicky Cristina Barcelona as well — which turned out to be a bomb — but Javier Bardem dropped out.
* Vicky Cristina Barcelona (bisexual female main characters, queer female romance)
* Vicky Cristina Barcelona in that the main characters remain the same people and their experience in no way helps them with their issues in the future.

* Vicky Cristina Barcelona, Vicky tells her husband that she is going to lunch with her professor when she is actually going to see a man who she is sexually attracted to. While she is at the man's house, his ex-wife shows up with a gun and ends up shooting Vicky in the hand. She tells her husband that her "professor" was showing her the gun when it accidentally went off.
* Vicky has done this a few times, but that's just one thing among a sea of evil things she's done. And one time, it's even
* Vicky Holmes' Facebook page, "Does Tigerstar love his mommy?" The answer was "Oh yes."
* Vicky is cited as saying that cats can't be named "Moon-" or "-moon" because the moon is too sacred to cats. It's not. Never are the characters shown worshipping the moon and the quote said the exact
* Vicky, of course, is also on the receiving end of slapstick most of the time when she
* Vicky the Viking (1974): In episode 1, Halvar, chief of the Vikings of Flake, promises his son Vicky to take him along on their next raiding cruise if Vicky can beat him in a footrace/stone carrying competition. When Vicky succeeds very much against Halvar's expectation, Halvar is in a quandary because he knows that the other Vikings are against taking Vicky on board. As a solution, in episode 2 Vicky suggests for Halvar to smuggle him aboard in a barrel, so he can later pretend he did not know that Vicky was on the ship. This works, and when Vicky is finally discovered, Halvar feigns surprise and indignation, but persuades the crew to take him along rather than to lose time by turning back. Meanwhile, Vicky's friend Ylvie, who has got wind of Vicky's plan, tries to join him by hiding in another barrel, but is found out before the ship departs.
* Vicky the Viking, the protagonist's father secretly listened to a children's story about a girl since he found it very touching.
* Vic Mackey is the living embodiment of the idea. He's pretty smart about it, though: after
* Vic Mignogna about the series (which he's not legally allowed to distribute online).
* Vic Mignogna and are good friends; however, Caitlin is married and Vic is engaged, plus he's old enough to be her father. That doesn't stop the fans from squeeing and asking them to kiss when they show up at conventions.
* Vic Mignogna, he got to realize his life-long dream of playing Captain Kirk.
* Vic Mignogna, therefore, is quite real. Vic wasn't given any more of the script than his own lines in chunks (which were recorded in chronological order) for the last three episodes. Now that's what you call enforced.
* Vic Morrow was acquitted of manslaughter charges, but his career went into decline after this.
* Viconia, being a drow, nevertheless an evil drow that constantly comments with harshness and bitterness (not counting when she openly despises the weak or doing heroic deeds to assist them), would make a strange and rather unusual mate for a paladin... although you can try to make her alignment change to neutral during
* Viconia de Vir without a doubt being the most popular one in the second game.
* Viconia's romance takes a different approach. You can bed her fairly early on (and she will break off the relationship if you don't accept), but later on she considers it just a tedious duty ("Let's just get it over with"). You can respond by just having sex as usual... or offer to just cuddle, since she's clearly not in the mood for anything else. Viconia is very surprised at this un-drow-like option, but says afterwards that it wasn't bad.
* Vic Reeves and Bob Mortimer. Especially Vic Reeves. Notoriously difficult to interview since they hardly ever give a straight answer to any question put to them, instead usually saying something surreal or non sequitur.
* Vic Reeves Big Night Out, a deconstruction of television variety shows, and the sketch show The Smell of Reeves and Mortimer. Shooting Stars was a deconstruction of celebrity panel games, and the duo's subsequent career has mined the same path.
* Vic Reeves, it was a bit odd for fans to hear her referring to him as Jim when the voting lines and show presenters all called him Vic. You can also very

occasionally hear Bob Mortimer accidentally call him Jim when they're performing, although he will immediately corrects himself.
* Vic Reeves of the Reeves and Mortimer comedy duo. Original color: Blond. Once had to
* V.I.C.'s only top 40 hit on the Hot 100 wasn't "Wobble", as popularized by the iconic dance craze, but rather "Get Silly". Because it was written and produced by
* Victarion and Aeron Greyjoy both seem to have this lack. Victarion isn't very bright and dislikes jokes because he's always worried that they'll be at his expense and he won't be able to tell. Aeron used to have a sense of humor until he found religion, at which point he lost it.
* Victarion Greyjoy is by no means a malicious man, and is certainly no moustache-twirling villain. In many ways, he's actually quite admirable and straightforward. However, he wholeheartedly believes in the
* Victim 2010 into a copy of his dead daughter through plastic surgery and brainwashing.
* Victim, a lawyer nearing 40 gets to know a young man about half that, who hero-worships him and with whom he shares a mutual attraction, though the older guy breaks it off because "he was getting too fond of me" — or, as his wife suggests, "you were getting too fond of him". Said young man has also had a relationship with a middle-aged bookshop owner, who is deeply in love with him and wants to give him a home and a job for life.
* Victim: Among the other issues the British Board of Film Censors had with it over its handling of homosexuality was that the film's most despicable villain is also given dialogue and a speech about just how wrong homosexuality is ... the general position of society at that time, when it was still a criminal offense in the UK. That was completely deliberate on the filmmakers' part.
* victim, and when the police learn precisely what kind of person he was, they outright tell his killer to plead self-defense.
* Victim be one criminalizing homosexual relations, as it only leads to gay men getting blackmailed as they're forcibly stuck in the closet.
* Victim Blaming: Blaming someone for the tragedies happened to them is heinous.
* Victim Blaming: Oh shut up! It's all your fault that you're a victim of an injustice!
* Victim Blaming: Someone did something bad to you? Well, it's your own damned fault!
* Victim: Dirk Bogarde was, like Melville, a closeted gay man. He not only wasn't out at the time, but never actually came out publicly (friends however knew of his orientation).
* Victim from the first episode. He has no superpowers yet he put up a good fight to the point that the Animator had to close the program to defeat him: Normally, he just beats them up.
* Victim, gays are being blackmailed for their illegal homosexual activities. (This groundbreaking film was made six years before homosexuality was decriminalised in Great Britain. It was also the first movie to use the word 'homosexual'.)
* victim is a woman. Furthermore, saying anything negative about the victim or positive about the criminal is considered equally deplorable, as is supporting people who sympathize with the criminal.
* Victim is outspokenly homophobic, but that doesn't stop him doing his utmost to bring the blackmailing ring to justice.
* Victim, Laura Farr can't stop loving her husband, despite her gradual realisation that he can never return her feelings.
* Victim Mack Rell was described as a "hitman" who was brought down to the precinct numerous times. Unlike de Killer, though, Rell was reckless, unrefined and unprepared (hence why he was caught easily).
* Victim of the System prosecutorial or police misconduct, unlike the things you see on TV.
* Victim of the Week — she's murdered, but thanks to her work, an innocent man will be freed from prison.
* Victim of the Week an envelope with a poisoned seal, knowing that the victim will

lick the envelope, seal it and place it in her bag. Then, after she dies, the killer doses her glass with poison to make it look like she had drunk it.
* Victim of the Week As the second man lays dying, she sits next to him and stares into his face.
* Victim of the Week at first because of his clothes and unusual bone structure (from a congenital disease) before the investigators figured out that he was one of the masters of ceremonies of an alien-styled marriage chapel. His friend (who had buried the man after killing him accidentally, because he knew that was the man's last wishes) was the master of ceremonies of a rival Elvis-styled chapel.
* Victim of the Week burns down their car dealership while attempting to make it look like an attack aimed at his late partner. Vera is suspicious when she checks his finances, and discovers that the only bill he has paid in the last three months is his insurance premiums.
* Victim of the Week dies from a head injury several hours after receiving it in a fight.
* Victim of the Week enough physical capability left in him to reach for the switch that shut down the alarm and push his wife.
* Victim of the Week episode "Breaking News". Determined to get out of reporting "fluff" pieces, she stumbled upon corporate corruption and was murdered by a fellow reporter who'd been taking payments to keep the story quiet.
* Victim of the Week episode "The Adventure of the Eccentric Engineer".
* Victim of the Week finds his body and stops short. Her husband walks into the back of her, causing a dramatic drop of the plate with a cake she is carrying.
* Victim of the Week for funsies. He has no idea he's hit anyone until he's arrested, whereupon it's pointed out to him that this trope is the reason it's illegal to discharge a firearm within city limits.
* Victim of the Week, given how she's dressed and the part of town she's in. They're confused when her autopsy shows her to be in perfect health and with good hygiene, something highly unlikely for a working girl and soon realize that she was just a typical college girl out for a night of partying. And her killer didn't mistake her for a hooker either—it was her boyfriend whose sex games got too rough.
* Victim of the Week> How does she do that?" as she squints and tilts the photo.
* Victim of the Week had been trying to talk his girlfriend, who works at a currency exchange, to leave the back door unlocked so he and an accomplice could rob the place when nobody was there, but she refused.
* Victim of the Week. His C.O. describes him as the most unpopular sergeant in the British Army.
* Victim of the Week. Horses are then stampeded over the body to make it look like he was trampled to death.
* Victim of the Week in "Saints and Sinners" is buried alive in an archaeology trench.
* Victim of the Week in "See You in Court, Baby" is a ruthless divorce lawyer who persuades a woman into pursuing a divorce she doesn't actually want.
* Victim of the Week is an actress, who turns out to be an emancipated minor now married to her manager. The dialogue implies that she bribed her parents to keep them from contesting the emancipation.
* Victim of the Week is a professional motorcycle racer, one of the suspects is a paraplegic former racer whom the victim had "accidentally" caused to crash in a previous race.
* Victim of the Week is a Vanguard member who Tooner kills in retaliation for their activities.
* Victim of the Week is chloroformed by an attacker hiding in the back of her car.
* Victim of the Week is decapitated by a single blow from an Indian sword.
* Victim of the Week is found locked inside a bank vault. Suspicion naturally falls upon the only person with keys to the vault. Father Brown believes him to be innocent and sets up to discover how this seemingly impossible crime could have been committed.
* Victim of the Week is found slumped dead over his typewriter with a gun at his

feet in an outbuilding with a window that doesn't open and a door bolted from the inside. However, Father Brown notices that there is not enough damage to his head for him to been shot with the gun pressed to his head.
* Victim of the Week is injected with black mamba venom. The killer then unlocks the black mamba's cage so it will look like the victim was bitten by the escaped snake.
* Victim of the Week is poisoned by a lethal dose of poison being placed on the end of his pen before he retires to write a speech. The killer then poisons the dinner being eating by everyone, including themself, with a milder dose in an attempt to make it appear he died from food poisoning.
* Victim of the Week is shoved under an illegally parked car. The body gets snagged on the undercarriage of the car and is dragged away when the car is towed.
* Victim of the Week is stunned and dropped on to a conveyor belt into an abattoir which carries into the gassing chamber where is asphyxiated with carbon dioxide.
* Victim of the Week opens the door of a brand new high tech public toilet and is washed off her feet (along with a bystander and the corpse) by gallons and gallons of water from the automatic cleaning feature.
* Victim of the Week shots. These didn't work for the government, however, as they had a number of Russian mob tattoos.
* Victim of the Week sophistry: he promised the would-be medic that he would be trained to save lives, just not that he'd be doing so by practicing medicine.
* Victim of the Week The finger prints lifted off the car mounted GPS units did not match of the lady, and the CSIs discovered that when she found out where the insurance agent went for coffee everyday, she asked her grandson to program a course on the GPS unit, he did so, and the old lady then used the directions to find the cafe, and kill the agent.
* "victim" of the week: The victim (an ex-cop who went renegade and started robbing armored trucks) is Denny Jardeen, who ends up having to go to Dr. Oliver Bloom for a chipped tooth that he gets in a scuffle with an armored car driver (in the resulting scuffle, both drivers were shot dead). As an ex-cop, Dr. Bloom is on Jardeen's medical plan. While going through the routine anesthesia, Jardeen, evidently under the anesthesia's influence, blabs to Dr. Bloom about the heist as well as the hiding place for the money, to which Dr. Bloom and his assistant Teri steal the money. Unfortunately, Jardeen, either from lingering memories of what happened, or having put two-and-two together, confronts them in their office while they are working on a patient, and he is killed when Teri strikes him with the roots of a giant plastic tooth after a fight. The patient Dr. Bloom is working on happens to be Randy, who tries to convince Stottlemeyer and Monk and anyone else around him that he saw the murder (Dr. Bloom cleans up the office after the fight and dumps the body as well).
* Victim of the Week to risk their life a second time. Cue embezzler Leon Tao flying out the window and landing at his feet, having pissed off yet another gang of thugs with big bank accounts.
* Victim of the Week, turns up dead, their appearances in flashbacks make them this.
* Victim of the Week until the guy turned on her. She gets arrested along with him.
* Victim of the Week was a young marine about to ship out to Korea. On the day he was murdered, he defeated a petty officer who was the ship's reigning boxing champ, making the petty officer a viable suspect. The opening scene of the episode is the boxing match between them.
* Victim of the Week was corrupt and received kickbacks for sentencing kids to a specific juvenile detention center (the bigger the sentences, the better) and b) the murderer was a young man that had his whole life destroyed (up to and including being abused at the center) because the judge sentenced him there for stealing a pack of gum.
* Victim of the Week was kidnapped by a "coyote" (someone who illegal immigrant families pay to smuggle their loved ones into the country), whose trademark is to cut off the victim's ear as a warning to those who can't pay him.
* Victim of the Week was revealed to have had at least a room full of sexual

conquests and a ledger of others. It turned out he was a "pick-up artist" who worked with two friends, one of whom admitted he struck out 90% of the time.
* Victim of the Week was subjected to this treatment via a radio hidden in her house's ventilation to make her hear voices.
* Victim of the Week; when he refuses to make a portrait of her on the grounds that there's something fake in her beauty and he won't paint it, she attacks him.
* Victims always act like gaping holes in their bodies are no big deal!
* Victims of paracetamol overdose can appear perfectly healthy for several hours despite suffering irreversible liver damage.
* Victims of Parkinson's disease sometimes describe their inability to walk with ease by saying it's like having their feet glued to the floor.
* Victims of shock frequently complain of feeling cold, and cold clammy (diaphoretic) skin is a major sign of shock, along with rapid heart rate and low blood pressure. Sudden complaint of cold in a trauma patient or one with known risk of shock (from infection, heart failure, internal bleeding, etc) is a very ominous sign indeed.
* Victims of the Week... and then Gibbs walks in and berates Kate for the poor quality of "her" sketch.
* victims was 17-year-old Ted Kaczynski, better known as The Unabomber.
* victim, who the audience soon sees coming out a few minutes after she did.
* Victim with this knowledge, knowing how personally Bogarde must have felt his role, certainly adds an extra level of heartwarming to the movie.
* Victor also fits this trope. Despite being the villain, he is proven to really care about the students deep down, when he kicked Vera out for hurting the students and sacrificing his last tear of gold to save a dying Joy Mercer.
* Victor & Hugo episode "Do-In-Yourself" type 8 happens to Victor while trying to disable an alarm system in a jewelers, ending in him electrifying himself, to the total disconcern of anyone watching.
* Victor & Hugo isn't driving, either...then they realise that Interpol, their pet parrot, is the one driving.
* Victor & Hugo. The titular brothers' boss, Mr. Big is a mouse in a huge human suit designed to MAKE him seem big and intimidating.
* Victor & Hugo - Victor's insults directed at Hugo often take the form of 'Brain of a (item)!' and they are often tied in to whatever is relevant to the situation.
* Victor and Rosa Vasquez are this to Billy and the others in the New 52 reboot of
* Victor and Valentino due to their similar premises that involve a pair of siblings (or half-siblings in the case of Victor and Valentino) spending the summer with an elderly relative in a town that has more than meets the eye.
* Victor and Valentino: In "The Collector", Val inadvertently trades Victor to a creepy collector named Chip to regain a priceless coin from his coin collection that Victor spent. When Val goes to get him back, he finds that Chip turned Victor into a doll and has likewise done so with other unfortunate victims. Chip awakens the dolls and sics them on Val, with the dolls chanting "Join us" as they try to capture him.
* Victor and Valentino: In "The Dark Room", the brothers try to take a picture of chupacabra. It turns out that the chupacabra is real, but it's a benevolent, vegetarian who loves goats. It also hates having its picture taken.
* Victor and Valentino is a probably-god-definitely-fashion-designer. During the song "In Your Own Skin", his mannequins and outfits are his backup dancers.
* Victor and Valentino ran to celebrate Halloween, as well as to celebrate the first day of Día de Muertos (Day of the Dead in Spanish) in Mexico. Justified in the case of the latter, as the series is set in Mexico.
* Victor and Valentino so he can grow a mustache. The mustache is alive, prehensile and independent, and it wants more of the tonic to grow a lot more.
* Victor and Valentino, the duo are trapped in a maze, but come across Achi, who is running a stand of useful items, but the catch is that they can only take one. Victor impulsively picks the only useless item there, the luchador mask. However, when the duo return to the world of the living, they discover that the luchador

mask allows them to see the undead spirits (and discover that their grandmother is... otherworldy) in their otherwise desolated town.
* Victor and Valentino: Two half-brothers encounter various, predominantly Mexican, supernatural beings in their hometown.
* Victor and Valentino: Valentino takes his new girlfriend Matty to the local cat cafe. All the cats freak out and start hissing at her. She tries to play it off as cats being allergic to her, however she's actually a monster in disguise. She just wants to fatten u Valentino and eat him.
* Victor and Yuri, which refers to a more heavenly, all-consuming love similar to agape.
* Victor Benjamin, The Savage Gentlemen wants to have the societal respect that comes with being cultured and the personal respect that comes with being a brute. This mostly results in him refusing to mingle with the lower classes in his spare time until he
* Victor Borge had a comedy bit where his piano sounds wrong... so he takes the row of keys out, flips them, and it sounds perfect.
* Victor Borge, in his "Lost Mozart Opera", described the stage for the opera as having two huge trees, on on either side of the stage. When the voluptuous soprano sings her 'death aria', he then said, "And then she stabs herself, right between the two huge trees!"
* Victor Borge made a routine out of this: he would play a piece from memory, but throw in a single off-key note, which gradually multiplied into three bad notes, then five, then an altogether unrecognizable mess. At this point he usually stopped, got hold of the sheet music, and played the song again while reading very carefully — until he started hitting the same bad notes again... the implication being that he wasn't a bad player, he'd just learned the piece from a hopelessly erroneous transcription.
* Victor Borge once made a joke that his uncle tried to invent a soft drink called 4-Up, then 5-Up, then 6-Up, before dying brokenheartedly from failure, unaware of how he close he had been to success.
* Victor Branco pulls the same thing, declaring that even if Max takes him in, he'll walk. Max responds "You'll walk with a limp" and
* Victor Buono, passed away, they killed off his character as well. Several episodes afterward mention or revolve around Jim receiving a large sum of money from his inheritance.
* Victor Cachat is described as average in size, slim and wiry. His girlfriend is the product of generations of selective breeding for size and strength and described as an 'ogress' by people first meeting her.
* Victor can steal proficiency from others by proximity, although this only works for mundane abilities. However, he retains these skills, while the victim of the skill drain can only recover part of the lost proficiency with time.
* Victor Comstock is struck and killed by a falling bomb during a broadcast from London at the end of Season 1 of
* Victor Creed, a clawed and beast-like creature with abilities similar to
* Victor Dashkov's earth magic. He can use compulsion almost as good a spirit user and can cause minor earthquakes.
* Victor Drazen could have escaped the country if he wasn't so busy trying to kill Jack.
* Victor "duties," which ended with Cashmere calling her brother a whore and throwing a vase at his head after he said it was no big deal.
* Victor Fleming - both in the same year, no less. The rest of his filmography is long forgotten, and today he is only brought up as a trivia question to talk about how those two rival films shared a director.
* Victor Frankenstein and Freddie Fox provide plenty of eye candy for fangirls who enjoy seeing good-looking actors in period costumes.
* Victor Frankenstein: At the SDCC panel, a clip was shown where Victor and Igor are wheeling a gurney down a hallway, and Victor repeatedly yells, "Big presentation in Hall H!" The SDCC panel took place in Hall H, and many of the attendees laughed and cheered at the line.

* Victor Frankenstein features a figurative and non-romantic variation. After Victor rescues Igor from the circus, he essentially "transforms" the latter into a younger version of himself. Victor fixes the hunchback's deformity so that Igor is no longer a cripple, he gives Igor fashionable clothing which is very similar (if a little less ostentatious) to his own, and encourages Igor's scientific talent by having him work as his lab assistant. Victor gradually grows to care for Igor, and ends up needing Igor more than Igor needs him.
* Victor Frankenstein. In one incredibly uncomfortable scene, he gropes a dead woman's breasts before
* Victor Frankenstein: Only Igor is willing to support and tolerate Victor's radical ideas and eccentricities. Almost everyone else views the latter as an embarrassing nuisance at best, or at worst, a lunatic who will bring ruin to the natural order.
* Victor Frankenstein the Lazarus Fork device is an alloy that tirns electricity into "Vital Force."
* Victor Frankenstein, Victor demonstrates to Igor the results of his electro-vitality experiments by using a pair of disembodied eyes in a tank of preservative gel that follow a lit match, despite not being attached to a brain.
* Victor Frankenstein. Victor gets really, really drunk and raves about the concept (and test-tube babies) to a couple of ladies at a nightclub.
* Victor Frankenstein: Victor proclaims to Igor that they will create a man after their own image. The process involves stitching together dead body parts and reanimating the corpse with lightning.
* Victor Franko is a member of the Mafia (and a convicted murderer), has no respect for authority, and makes several attempts to escape and/or undermine Reisman's authority.
* Victor Gains Loser's Powers: The character gains the opponent's powers after defeating them.
* Victor Garber, but was criticised in Northern Ireland for apparently using a soft southern lilt, rather than the much harsher Ulster accent.
* Victor Garber: Canadian actor, publicly referred to his homosexuality in 2012.
* Victor Garber episode "Duet" features an alternate universe where Stein is married to a man.
* Victor gets an erection in his "Tabula Rasa" state because of latent attraction to Sierra (who is showering right next to him). This is regarded as
* Victor Gruen was an architect best known for conceptualizing the modern shopping mall, with many of his notable projects including Southdale Mall in suburban
* Victor Herbert is best remembered as an operetta composer, but he also wrote a concerto for the cello (which he played) and put his musical theatre career on hold for a few years while leading the Pittsburgh Symphony.
* Victor Hoeness, a kalachakra who, by speaking to others who would see the technologies of his future, brought advanced tech to the court of a 17th century French king. This began a cataclysm which changed history enough for many kalachakras to simply cease existing. Once the remaining Cronus Club (a group of surviving kalachakra) got their hands on Hoeness in his next life, they began torturing him as punishment for his action and in order to discover his point of origin (date and place of birth). When he finally broke and told them, they cut off his tongue, ears, hands and feet, gouged out his eyes and bound him in a metal straitjacket. When he died, the Club simply abducted him and repeated the proces until he died a second time. However, after two lives and about two decades of torture, baby Victor wasn't able to use his hands, eyes, tongue or ears. The Club, upon discovering that they had essentially broken Victor, decided to kill him and abort his mother in the next life, thus removing Victor from existence.
* Victor Hugo, and they harshly criticized the film itself as a vulgar commercialization of Hugo's story.
* Victor Hugo as part of an effort to save the eponymous cathedral from demolition. He succeeded (and indirectly launched the historic preservation movement in the process), as the public outcry that resulted convinced the French government to reverse course and restore the cathedral instead of tearing it down.

* Victor Hugo expecting it to garner a large fanbase of teenage and twentysomething women.
* Victor Hugo. Gwynplaine is a disfigured man, and the only way he can make a living is by showing off his disfigurements to an audience. This always spread laugh among them, but Gwynplaine himself always feel mocked.
* Victor Hugo. How she remained pure and naive when hanging around with a bunch of thieves and prostitutes, and doing sexy dances in public, is confusing. Most adaptations deal with this by making her a much more worldly woman.
* Victor Hugo wrote a poem about an eye stalking Cain wherever he went. At the end, he digs a grave for himself, goes to live in it, and the eye is still there. The last line - "L'œil était dans la tombe et regardait Caïn" ("The eye was in the grave and looking at Cain") - is proverbial in French.
* Victoria 2 adds a suppression mechanic to stop ideas you find dangerous. However, it is a temporary reprieve—the suppressed movement will most likely show up again after a few years and be more radical and inclined to violence.
* Victoria 2, you can normally only recruit pops with the Soldier-profession to serve in your army. However, you also have the option to mobilize your civilian population, which will turn a portion of your laboring pops into basic infantry. This allows you to quickly increase the size of your army at the expense of goods production. Mobilized infantry is identical to regular infantry, other than drawing from a different manpower pool.
* Victoria, a corrupt federal official is thrown out of a window several stories up by a mob of angry citizens and does not survive the experience. This instance explicitly references the famous Defenestrations of Prague.
* Victoria Alexander has a quartet of books surrounding men who make a bet about who can evade marriage for the longest. The winner gets four shillings and a bottle of cognac, which are meant to symbolize freedom. They're all determined to be the one to win, and of course they all wind up married by the end of it.
* Victoria and seeks to create an artificial, all-female utopia. So, this one gender-flips the usual stereotypes, but otherwise plays totally straight.
* Victoria, and so can recruit only women for its military. So they invest heavily in hardware to minimize their main weakness (the physical inferiority of their manpower base) and build a high-tech, heavily mechanized military with its doctrine based on air supremacy and firepower. The Confederation for its part has little industry and money, and so can't field much in the way of modern aircraft or heavy artillery. They do have a large and high-quality recruitment pool, and play up their strengths by specializing in light infantry operations and unconventional warfare.
* Victoria and Ted planned to wait a month, but gets too impatient after the first two weeks.
* Victoria and the society they set up could be more accurately described as reactionary and theocratic than true individualism.
* Victoria, and they wield great "soft power" influence far beyond their borders.
* Victoria, an innovative and sometimes irreverent special forces operator who becomes a very valuable senior NCO advisor to the main military protagonist, Captain John Rumford.
* Victoria announced her retirement, the crowd chanted "Please Don't Go!", much like they did in real life when Victoria left WWE.
* Victoria are struggling to restore the pre-1918 German Empire, so they can finally return home and return the rightful Kaiser to the throne.
* Victoria are technically criminals, and this is certainly how their enemies see them. Early on, Rumford and his lieutenant, former Gunnery Sergeant Matthews, use military discipline and tactics to rally the downtrodden citizens into a formidable force to take on the ethnic crime gangs who terrorize their neighborhoods, thus building popularity and muscling in on their business. Later, they move on to overt anti-government action.
* Victoria) a senior political figure, literally catalyzing a civil war.
* Victoria Ash, a Toreador vampire with the voice of an angel and a body to match, had been trying for over a century to burst onto the global music scene. The best

she could manage was to become a one-hit pop wonder who blipped onto the public radar for a couple weeks and vanished just as quickly, while other less talented and certainly less beautiful singers continued to drown her out.
* Victoria. Ashe sees it, if the Christian Marines ever lose sight of what they are fighting for and why, they are worse than useless in any case; a few true believers are far better than a whole regiment of conscripts.
* Victoria, attempts are made both before and after her ascension to the throne to marry Victoria to various foreign or distantly related princes. One such suitor, her cousin Albert, actually does end up marrying Victoria, but it is a love match as well.
* Victoria Azania is an example, supporting secularism and considering Christianity a regressive cult that oppresses women. Their main enemy, the Northern Confederation, soundly averts this, being a reactionary and borderline theocratic state.
* Victoria Beckham once tried to sue English football club Peterborough United, because they were selling scarves, mugs and other items marked 'The Posh'. The lawsuit was dropped after it was pointed out to her that the club (or its predecessors) has been using that nickname since 1921.
* Victoria believed Weaver (aka Rumplestilskin/Gold) was a corrupt cop working for her. In reality, he's playing a long game to take her down.
* Victoria Bitter had an ad campaign that began late-80s/early-90s that is still recognizable today.
* Victoria, but Chief of Staff Rumford does relax grooming and uniform standards considerably for his elite units and allows considerable variation in details, reasoning that they don't need the spit and polish to maintain their discipline. He even jokingly references the Sukhomlinov Effect.
* Victoria, but the story establishes earlier on that the Azanians were busily expanding their forces in anticipation of the Confederate invasion, and were suffering a critical shortage in trained personnel in the meantime.
* Victoria but this trope is Lampshaded after the massacre of liberal intellectuals at Dartmouth College.
* Victoria, Captain John Rumford becomes one in right-wing circles for his brave (or at least perceived as such) anti-PC behavior and dismissal from the Corps—And then in a more traditionally heroic manner for his military leadership in the civil war and beyond.
* Victoria, Chief of Staff Rumford purposely encourages a rather informal style of work among his immediate subordinates, because he wants flexibility and character rather than a Pentagonesque military bureaucracy. Part of this is due to his background in insurrectionary warfare, where he got used to playing a little fast and loose with the ordinary rules.
* Victoria chronicles the downfall of the United States and the rise of the American successor states, this is present:
* Victoria chronicles the future downfall of the United States, and the struggles of a disgraced officer and his small band of companions first to survive, and then to rebuild some of the former glories of America out of the ashes.
* Victoria, chronicling a second American civil war, has several, for example that by General LeMieux before one of the decisive battles. Here is an excerpt:
* Victoria, concentrating instead on the military operations that are his own forte.
* Victoria, considering them a symbol of the old female slavery their ancestors fought so hard to escape.
* Victoria depend on foreign mercenaries, mostly Swedes and Czechs, to protect their persons and enforce their rule.
* Victoria describes large-scale breakdowns in government services and public order as part of an economic doomsday scenario. When food disappears in the big cities, great hordes of gangsters, looters and simple people just trying to survive migrate out into the countryside to plunder farmers and small towns. They in turn are met by local police, militias and ad-hoc self-defense groups that shoot to kill with extreme prejudice, and the near-urban regions become savage battlefields before the

swarming locusts exhaust themselves, succumbing to hunger and plagues.
* Victoria drag queens dressing up as party girls and getting him into a compromising position, resulting in blackmail and ultimately the end of his administration.
* Victoria: Early in the series, when Queen Victoria hears some rabblerousers are to be hanged, drawn and quartered, she's quick to order their sentences commuted to transportation.
* Victoria, elements of the old regime's military forces hold out slightly longer than the Federal Government itself, but soon cease to offer any meaningful resistance to the victorious rebels. Many of their personnel are then implied to join the New Confederacy and other successor states, once the collapse is complete, where they continue to cause trouble for the heroes.
* Victoria entrance video included a scene of an eye in the palm of a hand.
* Victoria Espinosa starts off as a loving cousin of the player's friend, Queen Kamea Arano. When her father seizes power from on Kamea's coronation day, she ends up becoming Kamea's fiercest enemy. She participates in the aforementioned attacks on civilians
* Victoria example of this in the Northern Confederation. A militia of former policemen and military veterans who are the ideological backbone of the Confederation's right-wing regime, they spearhead its armies and perform internal-security functions in peacetime.
* Victoria example, since he considers himself a subject of the German Emperor and leads his armored battalion through the campaign to defend New York dressed in a blue, late 19th-century Prussian greatcoat and Pickelhaube. Notwithstanding, he is both a savvy political operator and an absolutely terrifying enemy.
* Victoria family ask her to play a duet with Albert in the hopes of her warming up to him. It doesn't go entirely well.
* Victoria features one as part of the speculative future decline and fall of the United States. The last elected head of the increasingly decaying and corrupt Republic, Sam Warner, is a well-meaning but ineffective man, and unable to maintain national unity as a crippling economic crisis strikes, the federal government weakens and states begin to secede. After Warner and most of his cabinet are killed in an improbably successful lone-wolf suicide attack, General Wesley, the Chairman of the Joint Chiefs of Staff, overrides the constitutional line of succession and establishes an outright military dictatorship, trying to hold the country together with naked force.
* Victoria features one... in the basement of the Maine State House and used in an official capacity. We only see it used on men who assassinated the governor, but just the fact that the new regime felt a need for an official torture chamber raises all sorts of questions.
* Victoria features the Imperial Prussian government in exile, complete with a small armed forces. It has its seat in Koenigsberg, the historical capital of the Teutonic Knights, now situated in the Russian Kaliningrad exclave.
* Victoria Forester is broken by her previous isolation and the stories that are told about her.
* Victoria, former Marine officer John Rumford is an eminent polyglot: In addition to his native English, he knows German, French, Spanish, Latin, and apparently at least a little Russian and Greek. Justified at least in part by his military education and experience, as well as his private interest in the classics.
* Victoria for not following the common courtesy of writing an "I’m leaving you" note like he got and drives her back to the chapel to correct this.
* Victoria. From their POV, this gives women greater safety and freedom, but the procedure is hated as vile and unnatural by their arch-conservative enemies.
* Victoria games, you need alcohol to train and supply army units. You can have all the metal, gunpowder, and men in the world, but you literally cannot make even one more cannon if it's crew don't get there beer.
* Victoria, given the story's borderline post-apocalyptic setting. Even after the economy begins to recover and technology advances again, people prefer sturdy goods and tools that last, and/or can be repaired, over shiny gadgets and planned-

obsolescence consumerist items.
* Victoria gives us the Deep Greeners and their state of Cascadia, which takes environmental protection to such a degree their citizens must sometimes prove their right to air. Totally unlike the heroes, who are Good Luddites who only want to get out of cities for a pastoral existence without 20th Century technology.
* Victoria has an unusually positive example for modern fiction, where they appear in a minor role as one of the militias fighting for their local community in a dystopian post-apocalyptic world. What little we see of them paints them as largely sympathetic people merely trying to defend themselves in the midst of chaos, though also as misguided and ultimately largely ineffectual.
* Victoria has the heroes burn a female bishop in the beginning, and a televised massacre of college professors later on.
* Victoria, however, and just as in real life Victoria is destined to marry Prince Albert, forcing the Victoria/Lord M ship to be anchored permanently (but not sunk as the series and its accompanying novel - as well as historical accounts - indicate that Lord M, at least never stopped being in love with Victoria).
* Victoria in a death-grip is practically the only way you could explain the Victorian militias crushing every other army they go up against. Wooden ships with spar torpedoes can apparently easily destroy modern warships, World War II-era short-wave radar is good at catching F-35 stealth fighters, and outdated T-34s are technically better than M1 Abrams for being easier to repair and more reliable (though at least the author tries to justifies this by pointing out that they should avoid pitched battles with modern armour, it doesn't excuse how modern hand-portable anti-tank weapons would shred a T-34 without any trouble).
* Victoria in sophisticated ways, quoting sexist philosophers and poets throughout the ages.
* Victoria in this role. Captain Halsing's ideology is, of course, itself described as rather unsympathetic, but he nonetheless makes valid points when he exposes the inconsistencies and flaws in the heroes' own right wing libertarian-ish beliefs.
* Victoria in upstate New England, and its excessive brutality ends up alienating most of the government's remaining supporters in the region.
* Victoria is all about the violent dissolution of the United States prompted by, among other things, a hyperinflation crisis, anemic response to an engineered pandemic, harsh anti-smoking laws, and federal support of rapists, murders and criminals over the common citizen in the name of racial tolerance and sensitivity. Aside from the failed efforts of the Feds to retain power, few of the successor states are inclined to get along, or even suffer each other to exist.
* Victoria, is competent enough, but the civilian Secretary of Defense is not, and the cabinet listen much more to her than to him — at least until the crisis escalates precipitously.
* Victoria-ish virtues otherwise, his misogyny really is incredibly over the top.
* Victoria Justice - "Begging on Your Knees". Also has elements of the warning others type.
* Victoria Justice has been best friends with her co-star on the show, Avan Jogia, for a long time. If you're a big fan of her, you'd think they are meant for each other, given how close they are and that they spend so much time together. But she has stated that the reason he isn't her boyfriend is that she doesn't want to risk something going wrong and not seeing him again outside of on set.
* Victoria Justice soundtrack. Her first live performance was in the 2010 Macy's Thanksgiving Parade.
* Victoria Metcalf, the psychotic, poetry-loving bank robber who was the love of Benton Fraser's life in
* Victoria militants rebel and their uprising is put down, he reprieves the captives from execution and instead just exiles them from the Confederation. In order to justify this, he argues that while they are traitors, they are less malicious than merely misguided.
* Victoria military ranks structure and nomenclature lock, stock and barrel for their paramilitary organization. Despite this weirdness, they are presented as extremely well-organized, excellently trained and motivated, and consequently a

major threat.
* Victoriana (members of the lowest classes of society because they're unlikely to be missed).
* Victoriana of the Hexenjagers it's noted that "a single witch hunter might rouse an entire village to hunt down a rogue witch with torches and pitchforks".
* Victoriana RPG between the setting and the players the defining characteristic of the player-characters. Reasoning that some players would be uncomfortable playing accurate Victorian values unironically, the game encourages them to create characters whose beliefs are more in line with their own sensibilities, and hence profoundly revolutionary by 19th-Century standards.
* Victorian Britain gets dodged by having Jenny pretend to be Vastra's maid.
* Victorian Britain has been compared to the 1848 revolutionary movements as both attempted to topple autocrats, but ultimately made very few changes.
* Victorian Britain, the reading public and their predecessors didn't really make the same genre-groupings that we do today, so by virtue of never having been ghettoized to begin with, the following works remain "respectable" despite inspiring later genre fiction:
* Victorian Britain to cultivate stoicism as a virtue, or their lines would have collapsed. Since the Empire was so huge, many locals across the world witnessed this British attitude and the stereotype stuck.
* Victorian businessman Thomas Bin thought so, before offering them some peanut-butter and banana treats.
* Victorian Clara uses the name "Miss Montague" when working as a governess. One of the early ideas for the new companion was a Victorian governess named Beryl Montague.
* Victoria Neuman positions herself a benevolent critic of Vought, until the finale where she's revealed to be the one causing heads to explode, including ones who were working against Vought.
* Victoria Newman aged from 8 or so to 15 in a single winter in 1991, after aging more or less in real time up to that point. Then three years later, the same thing happened to her younger brother Nicholas. And it has since happened to Nick's children and various other assorted younger characters.
* Victorian London among the populace of London. It got so bad that the House of Commons could not meet in Westminster, and chlorine-soaked drapes hung in the windows of Parliament in an unsuccessful attempt to block out the smell. The Great Stink, incidentally, was the impetus for a concentrated effort to reduce the pollution levels of the Thames, leading to new methods of sewage disposal and water sanitation.
* Victorian London is the Ripper. The alien, in a new body, visits the protagonist in the asylum and promises to find his family and kill them before leaving.
* Victorian London People were actually encouraged to go there to relax and have fun. They were the first city parks.
* Victorian Novel Disease: Someone has a terminal illness but looks and often acts fine.
* Victorian Romance Emma, Emma and William, first meet when Emma opens the door right into William's face as he's raising his hand to knock.
* Victorian Romance Emma: Emma. Interestingly enough the series is set in age where it was rare for even the middle class to wear glasses, much less a servant girl.
* Victorian Romance Emma: Emma is convinced to attend a ball, and is shown to clean up nicely when she wears a ball gown and no glasses in comparison with her usual maid outfit and glasses.
* Victorian Romance Emma gives off vibes like this to those around her, which led a few men to court her, but is often considered aloof by her peers.
* Victorian Romance Emma included everyone who preordered the first boxset of the anime by a certain date in the credits (since they were able to use the money they made on preorders to actually help fund the release).
* Victorian Romance Emma is a female example. There's nothing wrong with her, it's just that William had already fallen in love with someone else.
* Victorian Romance Emma is revealed to take place sometime in the earlier

Edwardian years.
* Victorian Romance Emma is very odd indeed, bringing a huge entourage and a train of elephants for an 'incognito' visit. To a lesser extent, Emma's new German employers.
* Victorian Romance Emma Joneses to restore their fortune. William's father wants him to marry Eleanor to improve their social status.
* Victorian Romance Emma leads Emma and William meet when Emma opens a door right when William is about to knock. It leaves quite a mark.
* Victorian Romance Emma, little Colin Jones draws doodles that look vaguely like some animal or other and gets upset if they're misidentified. Eldest brother William is the best at figuring out what's been drawn, mostly because every other Jones child once drew like that.
* Victorian Romance Emma: Monica's husband, which might be part of why she married him.
* Victorian Romance Emma. One or two glitches slipped through in the earlier chapters, then Mori hired a historical consultant to help her.
* Victorian Romance Emma - Originally released sub-only in the United States, an Animax dub was produced for the Asian markets. In October 2018, a successful Kickstarter campaign funded an English dub, complete with period-appropriate accents.
* Victorian Romance Emma. Realizing that a well-to-do caller on her mistress has genuinely forgotten his gloves, she rushes out to return them. Initially, she fails, but manages to actually do so later. A further mutation of this occurs when she and the man in question begin to start up a friendship, which looks to be very quickly heading for romantic territory when Emma tells him she's always wanted a silk handkerchief for her own. He buys it for her on the spot.
* Victorian Romance Emma the eponymous Emma, being a maid, frequently curtsies.
* Victorian Romance Emma uses the 'just too late' variant when Emma leaves London and William chases her to the station.
* Victorian Romance Emma, where two ladies sneeze in unison after three other ladies talk about the two while far away. A male character even comments that the three ladies are probably gossiping about the other two. What’s amusing is seeing this very Asian trope being referenced in a manga that is set in Victorian England by characters who are English.
* Victorian Undead (aka Victorian Undead II) which covers vampires and retells the Dracula novel. It's revealed that Mina killed herself after being bitten by Dracula via sunlight rather then turn into a vampire. Arthur, who turns against the heroes and sides with Dracula for the sake of Lucy, dies when Lucy turns on him to heal herself and Seward is killed during the fight against the vampire brides. Oddly Quincy dies in this version too but he likewise did so in the main book.
* Victorian Undead II novel. Lucy Westenra actually survive the entirety of the book due to Arthur betraying the heroes and helping Dracula move her body after he finished feeding on her, allowing her to turn safely and develop her powers to be a vulnerable threat. Even in the final confrontation between with the hunters and backed by Dracula's brides. She manages to escape by killing the last bride for them under the condition they leave her be to enjoy her immortality. And indeed the book ends with Dracula dead but the vampriric Lucy still at large.
* Victoria of Cascadia is hunted down by the Resistance. They are out in the wild forest, and the unseen resistance commandos kill her attendants quietly and one by one, until she is left alone.
* Victoria offers a rare literal, villainous example, where the alt-right insurrectionists have a cyberwarfare outfit which is basically a militarized congeries of Internet scammers, hackers, and frogposting trolls.
* Victoria, often name-dropping real-world military thinkers such as John Boyd and Carl von Clausewitz. He's shown to direct individual battles, but also delivers heavy monologues on importance of morale, tactics and operations serving strategy rather than other way, fighting as a mere part of bigger grand-strategic picture, etc.
* Victoria of this trope during the courtship between Queen Victoria and Prince

Albert: it is the brooding and serious young man, who changes the life of the spirited and cheerful young woman. Albert wants Victoria to become more responsible and a bit less frivolous, and he reminds her of the harsh reality of how her least fortunate subjects have to live (she had previously not really opened her eyes to their situation). But despite a few arguments, there's an obvious attraction between them. And within only a few days, they're engaged to be married.
* Victoria), others are this to him (e.g. Captain Patel of Military Intelligence during that expedition).
* Victoria Perez on Monday Night Raw (or rather, a Raw Brand Pay Per View). Melina accepts because Victoria was in one of her psycho phases.
* Victoria persuades Yelena to let her court her by convincing her that she indeed would be a second love, because of the differences between her and her counterpart.
* Victoria played this role when she was the Commissioner of WWE's developmental promotion Memphis Championship Wrestling in 2001 since she was still competing and working as a heel manager for Steve Bradley.
* Victoria, politics and culture have a strong pre-World War II touch (including Nazis), and people dress in 1930s to 1950s fashion.
* Victoria, protagonist John Rumford becomes this to rebel leader William Kraft after he merges his own militia of freedom fighters into the latter's broader coalition. After Kraft becomes Governor of the independent Confederation, Rumford remains effectively his second-in-command as Chief of the General Staff.
* Victoria reach this point when a corrupt federal judge cracks down on their hitherto successful efforts to smoke out the drug dealers and gangsters infesting their neighborhoods. Their revolution begins by tarring and feathering the malefactor.
* Victoria rebel against the US Government, the restored Tsar (yes, that's a thing) gives them... 100 WWII surplus T-34s. This is perfect, the heroes say, because the T-34 is super-reliable (hah!) and the purpose of tanks isn't to fight head on but to raid the enemy's supply chain and rear areas. However, no tanks on any side are ever mentioned as making a difference in the war.
* Victoria rebel tactician who is already aging when first introduced and quickly steps down from active duty once the Confederation is established.
* Victoria receiving assistance from foreign volunteers. Conservatives in the New Confederacy contribute the Jefferson Davies Brigade to the Confederation's forces, whereas the Mexicans aid the Azanians.
* Victoria recognized as independent, and while the federal US Government lingers a while longer, its death knell has tolled, as the other secessionist states press their advantage.
* Victoria regularly uses highly irregular tactics, often subverts orders and frequently commits regular atrocities against military standards of grooming and conduct, yet does so with the full blessing of his superiors and maintains amiable and generally respectful relations with them. In effect, he respects authority, just not its trappings, and has an understanding CO who lets him get away with it because he can be counted on to deliver when the going gets tough.
* Victoria ruling an enemy state. Isis and Astarte are specific examples, with their idols venerated together with a debased Christianity in syncretistic ceremonies. The cult is eventually exposed and outlawed in the Confederation, and apparently suppressed after a female Episcopalian bishop who was a ringleader of sorts is condemned and executed.
* Victoria's career by ruining her looks, but ended up with a bloody nose and a cracked tooth before she made Trish spit out any blood.
* Victoria sees many iconic American monuments smashed as the nation descends into depression, disorder and civil war. Washington itself is ravaged by looters and rioters when the Federal Government evacuates to Harrisburg, Pennsylvania, and the halls of government are ruined and defaced much like those of Detroit in real life. Protagonist John Rumford comments bitterly:
* Victoria, sees the situation in terms of "Us or Them" and pushes full ahead for armed confrontation before the balance of power grows even more unfavorable. Eventually, he wins Rumford over to his point of view.

* Victoria see things. Especially being a woman, weak and oppressed by men throughout history. To break free from this, they have embraced transhumanism to eliminate female weakness and "oppressive" biology (such as pregnancy and motherhood), aiming to become a society of superhuman Amazons.
* Victoria's grandfather George III referred to his youngest and favorite daughter, Princess Amelia, as Emily.
* Victoria she has endured throughout her life have given her a sort of objective, philosophical way to view life that allows her to endure most anything with stoic calm.
* Victoria, since irregular warfare specialist John Rumford knows well just how horribly brutal and attritive this is, both to military and civilians, and makes sure to do his damnedest to avoid it if he can help it. He is on the whole successful, though not entirely so.
* Victoria, Sonne mentions this when he and Victoria enter an elevator.
* Victoria spends the whole series with no identity beyond being James's mate, which also serves as her only motivation for serving as the villainess for the next two books. Similarly, Irena's only identifying characteristic in
* Victoria's Secret had the Victoria's Secret Angels, who wore wings in their ads and on the runways.
* Victoria's Secret's PINK clothing line is marketed towards college students, intended to bring young women into the company's fold with the idea that they'll move up to the more expensive namesake when they get older. However, with it being trendy, youthful and inexpensive, the PINK line has had an enduring popularity among women well beyond that age group. Women in their 30s love to wear it (though they were within its target demographic when it first hit shelves in 2004) and with Generation X growing older, it's not entirely uncommon to see middle-aged women in their 40s and 50s wearing it as well.
* Victoria Stadium in Gibraltar provides a great view of the iconic Rock of Gibraltar.
* Victoria start out like this, a small group of ex-servicemen banding together to take on the criminals who prey on their old neighborhoods. Then they move on to bigger fish, the corrupt politicians and officials who shelter the gangs, and things escalate from there on.
* Victoria states declare their independence, the US government institutes a blockade against them to prevent them from obtaining war supplies from overseas. However, they still manage to get some weapons, for example across the Canadian border.
* Victoria subversives and militiamen are military veterans presently employed as law enforcement officers in some capacity or other. Naturally, this also later aids their infiltration of the police forces.
* Victoria that consciously practices this, with even cabinet officers selected for "representation" rather than competence. After its downfall, the new villains who take its place generally avert this, however, as each race and sectional interest tends to coalesce in its own successor state.
* Victoria that uses robotics, artillery, information technology and other force multipliers as much as possible to compensate for its inferior manpower base.
* Victoria: The central premise is the dissolution of the United States owing to a combination of hyperinflation, pestilence, and disobedience in the face of growing lawlessness. The heroes occupy the Northern Confederacy/Victoria, a deeply conservative version of New England, and in the South a New Confederacy forms, torn between its cosmopolitan and rural elements. Past that, Wisconsin is taken over by Nazis, the 'Party of the Will'. Insane parodies of 'Deep Greener' environmentalists take over the Pacific Northwest, forming Cascadia. California is renamed Azania, moving the capital to the Berkley campus and outlawing men. The rest is overrun by 'orcs' as minority gangs and rioters are called in-story.
* Victoria, the daughter of his brother Prince Edward. Meanwhile, his wife, Queen Charlotte, forestalled any attempts to marry off her younger daughters to keep them as her companions, with the result that two daughters married later in life (48 and 40) and two never married at all.

* Victoria) the memoirs of a former Marine officer, and as a result, the narration contains plenty of cracks at the other services, the Air Force in particular. There are also in-story frictions between the services, though these are not as serious as in much genre fiction.
* Victoria, the police are useless for cleaning out the criminals and drug dealers the vigilante protagonists are trying to get rid of, but spring into action as soon as the criminals' own "rights" are violated by the heroes. Justified, since the mob has highly-placed allies in the legal system.
* Victoria the protagonists, who are seceding from the US, are given Russian military aid in the form of a hundred T-34 tanks. As in, WWII vintage tanks. Rather than be dismayed, the protagonists praise the tanks for their ruggedness and reliability over contemporary armor (hahaha, no.) but resolve not to get into any tank battles, instead using them in raids to disrupt enemy supply lines.
* Victoria, there are many biographies of Victoria and Lord M that support the belief (which also existed at the time) that their relationship was a romance of sorts; certainly, Victoria had a stronger emotional bond with Lord M than with any of her later Prime Ministers, even the ones she liked (e.g. Disraeli).
* Victoria, the rebels make skillful use of this in the military sense in their struggles with federal law enforcement agents and military forces, taking full advantage of such factors as knowledge of terrain, sympathetic locals and overextended enemy logistics.
* Victoria the various Muslim nations all unite to invade Boston, along with a Black Muslim uprising, with the full approval and backing of the United Nations. Almost a decade later, all forms of Christianity unite to invade the Middle East (which isn't exactly the totality of Islam) and end the Islamic faith forever.
* Victoria, the vigilante protagonists' initial attempts to defeat the drug dealers infesting their neighborhood with non-violent means ends up with many of their allies arrested by the corrupt authorities for violating the criminals' "rights". This is one reason for why they increasingly drop the "non-" part later on.
* Victoria, this is the strategy the secessionists in the incipient Northern Confederation successfully employ against the US federal government. Realistically, their rag-tag rebel forces naturally have no chance whatever to, say, march on Washington and demand its surrender—but they don't really need to, either. All they have to do is to hold out and deny the Federal authorities control of New England, in order to win the war on the moral level: when the rest of the country sees that the Administration is unable to hinder secession, it loses its legitimacy and rapidly collapses.
* Victoria though, get theirs back, first through a genetically engineered plague, then by the end of the book banding together all Christendom for a new Crusade.
* Victoria. Though they do not play a major role in the story, protagonist John Rumford interacts with them during his mission to Imperial Japan, and they assist him with his "demonstration" viz. the Chinese. The main representative he deals with displays most of the associated stereotypes.
* Victoria/Tremaine believes her daughter Drizella is also cursed to think she's modern girl Ivy. She has no idea Drizella/Ivy remembers who she is and is working her own secret plan against her mother.
* Victoria used, though under these conditions cannons still claim most of the casualties.
* Victoria, various American states begin to secede as the economy tanks and the federal government lapses into totalitarian tyranny. Initially, they face very uneven odds; the protagonists in the New England breakaway state are particularly light on air defenses, with the Feds dominating the air. It becomes a plot point when a lucky soldier with a MANPAD manages to shoot down an overconfident Navy F-35 that went in too low and slow.
* Victoria whenever he ventures to criticize the ideas of his superiors.
* Victoria. When she notices that one of her faithful attendants has been shot dead with an arrow, she is upset — because the feathers on the arrow come from a holy owl, and mortals have no right to harvest them.
* Victoria, where the secessionists depend on this for essential supplies after the

US Navy cuts off their legit trade. One attempt by a Russian freighter to force its way through leads to a major naval incident between American and Russian forces.
* Victoria, where this is meted out to an activist judge who uses his powers to protect the gangbangers and drug dealers who prey on the protagonists' friends and family. The man is apparently not badly injured, but certainly does not enjoy the experience.
* Victoria which has scenes included in the non-commercial American PBS showing that were deleted from the commercial UK broadcast.
* Victoria who capture him to surrender to him instead; and once Governor Adams proclaims independence, he and his military advisors (including actual generals who have joined the rebellion) listen with great interest to the former captain and current militia leader's suggestions, ending up making him chief of the new general staff.
* Victoria, who followed him with the same devotion he followed Raven.
* Victoria who stays far away from the front and the closest he ever got to a live combat situation was a drive-by shooting, however this does not stop him mocking other officers for being intellectual cowards who have no idea what it is like at the front.
* Victoria Wood: One of the first English woman stand-up comedians to make it big, although she had a lot of other talents as well.
* Victoria Wood's "Things Would Never Have Worked". After three verses of why she's not attracted to this guy anyway ("I like big muscles, you were thin and lanky"), we get:
* Victoria: Yay! The heroes survive the collapse of the corrupt multicultural U.S. government and the warring successor states and are free to build their enlightened, traditional Christian society. Where heathens are banished or burned at the stake, Black people can be hanged for a violent crime within a week, and technology created after the 1930s is severely frowned upon, as are women working or getting higher education. Oh, and Victoria will be serving as a training center for a global crusade against Islam.
* Victor "I don't believe it!" Meldrew was stuck down by a car in the finale of
* Victories, Andrew McNeil normally has the mustache he sports as Otto for the majority of the film. He shaved it off for the flashback scenes to Otto's pre-war life.
* Victorious acts more like a friend than a teacher towards his students in many episodes, as he also helps them with personal problems or even pulls pranks on them
* Victorious and correlation of characters to the show's typical panel; then lampshaded that no kid in the audience would understand the reference.
* Victorious: Andre falls for Jade upon hearing her sing. Thanks to Tori, he eventually snaps out of it.
* Victorious: Andre likes to chase girls and is also the nicest member of the main group. He treats the girls in his group with respect and even feels guilty when he starts developing feelings towards his best friend's girlfriend.
* Victorious, and they're unable to live their normal lives without being recognized as the Diddlybops.
* Victorious attract a huge amount of interest from guys (and in the latter's case, her music career is only making it grow faster).
* Victorious: Beck, though a slight aversion as he gets more characterization in season one than most do of this trope, but whenever he figures prominently in a plot, it's always either relationship drama with Jade or ship tease with Tori and other cast members, and he's almost always seen through Tori's, Jade's or even Robbie's(!) point of view
* Victorious: Being a show set in a performing arts school, many episodes deal with the main characters putting on plays. Most of the time, these go wrong. Some notable examples include:
* Victorious: "Blooptorious" is a talk-show-formatted episode where the Rex puppet, this time as an actor named Christopher Cane, is interviewing the rest of the cast while showing blooper reels.
* Victorious, but it's clear Ponnie intends to do something nasty to get rid of

Tori.
* Victorious by a mysterious new student named Ponnie. Ponnie at first seems friendly, but always disappears whenever other people are around. She also vandalizes Tori's locker, but fixes it before Tori can show it to her friends. This causes everyone to assume Tori has had a mental breakdown and is seeing things.
* Victorious, Cat implies this happened at her last birthday. She was expecting to get a bike as a present, but when she got home her brother had shaved his head. This resulted in her parents spending the rest of the day shouting at him.
* Victorious, creates a new video series on The Slap called Robarazzi, and develops this when he embarrasses his friends to gain popularity. After his friends get revenge, they help him find new success in a cooking blog.
* Victorious does it a lot. "Rex Dies" ends with Cat being kept in the mental ward at the hospital. Cat still is in the next episodes, and it's never mentioned again. "Wifi In The Sky" uses it as well. The last episode to air ends with Cat and Robbie sitting in a trashcan in their underwear and Tori, Jade and Trina being chased by giant mice...
* Victorious episode "Beck's Big Break", Tori is sneaking onto a movie set and gets stopped by a security guard, who asks her name. She tells him it's "Crystal Waters" after seeing it on a water cooler.
* Victorious episode "Brain Squeezers" revolves around Tori having to choose three of her friends to be her team on the titular game show, with everyone giving them reasons why she should pick them or pretending not to care. Eventually Tori chooses Beck, Andre, and Robbie, but when she arrives to compete, Jade impersonates her so she can be on the team instead, though somehow, Tori and the rest of her friends still get to compete as opponents.
* Victorious episode "Jade Dumps Beck". Robbie is forced to review Trina's one woman show before opening night. Predictably, the show is terrible, but Trina harasses and threatens Robbie until he gives her show a good review. After telling André the play was "So bad, it was laughable", André suggests that Robbie review it like a comedy, which he does. Trina is furious at first, but after getting a standing ovation on show night, she goes along with it.
* Victorious episode "The Bird Scene", Sikowitz suggested that Tori enter through the window.
* Victorious episode "Tori the Zombie" ends with everyone dancing to disco music after Sinjin turns it on and encourages them all to "just go with it".
* Victorious episode "Victori-Yes", when the events of the episode lead to Cat and Robbie trapped outside in their underwear.
* Victorious films this and posts the video online. Later, she's seen laughing at the comments on the video.
* Victorious: Given how mean she is to everyone even him, it's a genuine wonder to viewers what Beck sees in Jade.
* Victorious had begun to insert a laugh track in every line, regardless of there being any joke involved.
* Victorious had Tori let Cat put zombie prosthetics on her, only for Cat to accidentally use an industrial-strength adhesive to apply them to Tori's face, requiring Cat and Trina to go out of town for a solvent while Tori had to act in a play.
* Victorious had Tori stumped on what gift to get her sister Trina for her "birthweek." (Trina is such a narcissist that she demands a whole week's celebration for her birthday.) After many ideas, Tori decides to write a song thanking her for all that she's done for Tori and explaining that, despite Trina's flaws, she still loves her sister. After Tori surprises her sister with it, performing it to her with a live band, back-up dancers, and a fog machine, Trina's first question is: "So, where's my present?"
* Victorious has Beck and Jade. No one understands it, but they've been going strong for almost 3 years, and it's implied they make each other better people as a result.
* Victorious has random strangers discuss the relationship between Tori and Beck at a pet surgery.

* Victorious, have a happy home life, and as of "Locked Up'' that view is pretty supported by canon. Beck's usually the only one who will have anything close to good parents, although there will usually be a few issues considering that he lives in an RV just so he can get away from them.
* Victorious. He's perfectly aware of her blatant rudeness and other faults. They usually make up at the end. For example, in the episode "Jade Dumps Beck", Jade gets jealous that he's hanging out with an attractive celebrity. She instantly regrets it and gives him a Rottweiler. Even though it almost kills his dad, they make up.
* Victorious, his friends take the puppet to the hospital to make Robbie feel better. When Cat tries to explain the situation to a nurse, the nurse assumes Cat is delusional and sends her to the psych ward. The bizarre things she does to keep herself occupied in solitary don't help.
* Victorious: In an episode where the main group must participate in a method acting exercise, Andre is given the role of a marathon runner who's pregnant. This ends up confusing his grandmother when she sees him with a noticeable baby bump.
* Victorious: In "Freak the Freak Out", Tori disguises herself as an ugly girl, as a scheme to be picked to compete against two girls in a singing contest. Since she looked like a nerdy loser, Hayley and Tara thought they had a sure chance of beating "Ugly Betty". When Tori starts singing on stage, she slowly rips off her disguise and reveals her true self.
* Victorious: In one episode, Cat meets a boy while she was wearing a blonde wig for a short film she was shooting. She lets him think she's a natural blonde as she worries that's the only reason he asked her out. However, eventually her wig is knocked off and the boy sees her actual hair. He admits he thinks she's beautiful but doesn't like that she lied to him and breaks it off with her.
* Victorious. In one episode, their daughter Trina has her wisdom teeth removed. They take a vacation and leave Trina in the care of their other daughter.
* Victorious: In one episode Tori and Jade sing a song (called Take A Hint) about getting unwanted attention from guys
* Victorious: In one episode, Tori got a job at a frozen yogurt stand to make extra money. As part of the job, she had to wear a witch costume, which she found hideous. However, since the owner's wife designed it, she had to pretend to like it.
* Victorious: In "Robarazzi", Tori's mom tells her to take off her shirt, as she wants to test an new depilatory cream to shave the hair on Tori armpits.
* Victorious intelligence and childlike behavior, there's a section of the fanbase that doesn't think Cat is in the proper state to give romantic consent to anyone, and thus treat any pairing with Cat (canon or not) can be seen as this.
* Victorious: In the aptly named "The Great Ping-Pong Scam", Tori comes across a scheme her friends have concocted where they've created a ping-pong team and “go compete in the locals” when really they use the majority of the money given to them to go to a fancy restaurant and use the rest to buy a trophy. Tori joins in on it and it goes off as planned... except the bill turns out to be more expensive then expected due to Robbie ordering caviar which put them over their intended budget. As the group argue what to do, Sikowitz quickly ducks out while no one's looking, intending to do this. Luckily the group get out of it by acting as the entertainment of the restaurant when the initial one had to cancel (with Sikowitz even returning).
* Victorious. In the end, they are forced to rush in order to finish the project. The final product gets some embarrassed looks from their teacher.
* Victorious: In the short film that the group of friends made in "The Slap Fight", Robbie's character has one: a violin with a knife hidden in it, or a "stab-olin."
* Victorious: In "Tori Gets Stuck" Robbie picks up a bag of blood Tori just donated only to drop it causing it to explode and splatter the both of them.
* Victorious in which the lead character is pursued by an obnoxious rich man and a kind valet.
* Victorious is E10+ primarily for the inclusion of the flirtatious "Take a Hint" (the ESRB mentions the lyrics "You should that we should hook up, but I think that

we should not" and "Get your hands off my hips, 'fore I'll punch you in the lips/Stop your staring at my—hey!"). However, these lyrics were allowed to be heard in the TV-G-rated TV show.
* Victorious, is one of these. When Jade needs money to fund her play, she offers the money on the condition that her daughter gets a part in the play.
* Victorious is pretty popular, and their respective actors are dating in real life.
* Victorious is Robbie's ventriloquist dummy. Despite Robbie controlling him, he seems to have a mind of his own, and the other characters, while at first humoring Robbie by pretending he was a real person, eventually start believing it themselves. If Rex says or does something rude, they get mad at him and not Robbie. And the reactions they all give when he is sucked into the Turblow Jet were as if one of their closest friends was being maimed.
* Victorious is this to a T. Especially if you have candy to help distract her with.
* Victorious, it does resembles a stereotypical Ruritanian country. The military outfits and the occurring conflicts seem to reference war-era Germany and Russia (or the more current Libyan civil war); and the Yerbanian flag's basis IS the Albanian flag.
* Victorious, it looks like Beck and Tori are going to kiss. However, Tori's mom walks into the room, interrupting them.
* Victorious, it's subverted in the episode "Prom Wrecker". Cat tells Robbie she can't go to the prom with him because she already has another date, who's from a different school. When Robbie accuses her twice of lying during the prom, she gives him an excuse as to why her date's not with her at the moment. But the second time, we learn her date actually is real and her stories were true after all.
* Victorious: Jade West likes gross things like blood, fat blobs, zombies and hot tubs (she pretends that witches make her human soup) but she´s scared of dolphins.
* Victorious: Jori is a popular ship consisting of two girls (Jade and Tori) who despise each other so much they've gone to psychotic lengths just to spite one another.
* Victorious just happens to enjoy pain and likes seeing her boyfriend getting smacked around by Cat, and isn't afraid to offhandedly mention that.
* Victorious Loser: The protagonist loses everything around him/her, but the protagonist's spirit isn't broken and achieves his/her goal.
* Victorious Loser: Who cares if I lost?! I still feel like a winner inside and achieved my goal in the end!
* Victorious moments between Beck and Tori, but the two never officially got together. Jade and Beck got back together, but they were shown to still have problems as a couple, suggesting that the two might break up again. Then the series got cancelled unexpectedly, preventing any resolution to this arc. In general, the show dedicated many episodes to Tori dating, but ends with her being single.
* Victorious moments between him and Tori. However, he eventually gets back together with Jade by the end of the series. It should be noted that the show ended unexpectedly, and many plot lines were ended prematurely.
* Victorious. Most of the cast appears in every episode with the exceptions of:
* Victorious, Nico is gradually being possessed by the malevolent spirit in her staff, and the team is being hunted by the Seed, children of their old enemies the Gibborim.
* Victorious). None of the cast or crew were told of this until they learned about it from their fans.
* Victorious notes that he finds Tori more attractive now that she's crazy.
* Victorious: One episode had Jade breaking up with Beck. Initially, she acts as if she doesn't care and says she's fine with him seeing other girls. However, this facade is broken when she shows up at Tori's door crying and asking for her help in getting back together with Beck.
* Victorious: One episode had Robbie becoming the high school version of this, taking embarrassing pictures and videos of his friends and posting it online. He

even recruits younger students to take the videos for him.
* Victorious: One episode had the main characters learn of a sale at a department store. When they arrive, they find an entire line of people camping out until the sale starts. Realizing they'll be at the back of the line and likely miss the sale, they sneak inside the store while it's closed so they can bypass the line.
* Victorious: One episode has Cat house sitting for her Mom's boss, who owns many valuable things, including a guitar signed by Elvis. Jade invites herself along, claiming to want to spend time with Cat, but really wanting to make Beck jealous. She ends up breaking the guitar. The two invite Beck and Robbie over to fix it, but they end up breaking more things. When it looks like Cat's Mom's boss will find out what happened, an earthquake hits and gets blamed for causing all the damage.
* Victorious: One episode involved a reality show being filmed at Hollywood Arts. The protagonists learn that show is largely staged and are encouraged to act out in order to make the show more dramatic. As part of this, Jade and Tori pretend to have a cat fight.
* Victorious: One episode involved Tori trying to help Beck get together with a girl he was interested, so he can get over his break up with Jade. Beck and the girl get together by the end of the episode. However, she's suddenly revealed to be obsessed with Beck, to the point of having no personality of her own. This causes Beck to leave her and get back together with Jade.
* Victorious, on the episode "Who Did It To Trina?", Andre says this when he isn't allowed to leave Lane's room. This is a close reference to the first aforementioned example.
* Victorious pairings have more support than other Het variations like Tori/Beck, Jade/Andre, Cat/Andre, etc.
* Victorious references the above scene with Cat telling what happened in the scene thinking it happened to Tori & Trina, only to be told it was just a scene from the above show.
* Victorious Roar let out by Marco Tardelli after he scored Italy's second goal in their 3-1 victory over Germany in the 1982 World Cup Final.
* Victorious Roar: When a character just has to let everyone know they won, they do it LOUDLY!
* Victorious, Robbie and Cat briefly make a business of singing bad news to people to make it easier to take. It works fine until they're hired to tell Trina her date cancelled on her.
* Victorious Roman generals would be feted with "triumphs", enormous festivals meant to honour the conquering hero of the Republic. An enormous parade would begin at the Field of Mars, winding its way past shrines while crowds of plebeians roared "Io Triomphe!", before finally reaching the great Temple of Jupiter. The general was followed by his soldiers as well as a host of toga-clad senators and priests, families of prominent patricians, and the Vestal Virgins. Chariots bore the plundered loot of subjugated tribes and captured barbarians were yanked along in chains. The general, at the head of the procession, was followed by a slave who held a laurel wreath over his head while whispering "remember, you are mortal" into his ear. Later, during the Empire, only the Emperor was feted in this manner - whether he had led his troops in the field or not.
* Victorious seems to be invoking this trope as part of her gothic persona. She has pale skin, black hair, and a creepy, hostile attitude.
* Victorious. She originally started out with a more normal-sounding voice, but it got higher, slower and more baby-ish sounding as she became more ditzy.
* Victorious showed up at a stage play performed by Trina. However, this may be foreshadowing a planned crossover event between the 2 shows.
* Victorious, some Hollywood guys setup a "Jersey Shore" type show with the Hollywood Arts Kids. When they edit two different conversations that Tori and Beck have with others to make it appear that they are having an affair, Jade isn't too happy. The producers freely admit the deception saying they're doing it for ratings.
* Victorious, sometimes even having conversations with the dummy. In one episode, Rex gets severely damaged. Robbie treats Rex like he's been fatally injured and

demands his friends take the dummy to a hospital. His friends play along with this and act like Rex is dying, believing that if Rex dies, Robbie will become "normal".
* Victorious special "Locked Up", Yerba is this. For clarification, the Yerba website depicts a beautiful country with white sandy beaches, but this turns out to be a scan of a picture hanging on the wall in a local hotel. The actual Yerba is a 3rd world hellhole with an easily angered dictator for a ruler.
* Victorious starts with Tori being embarrassed when Robbie films her dealing with a zit.
* Victorious teaching his class about method acting. This involves a contest in which his students must adopt personas and stay in character as long as possible. The last person to stay in character is considered the winner.
* Victorious: The B-Plot of "Tori & Jade's Play Date" involves Cat and Robbie breaking bad news to people through song. They show up at Tori and Trina's door at the end to sing about how Trina's date cancelled... and get their guitar destroyed for the trouble.
* Victorious: The episode "The Gorilla Club" had Tori wanting to get the part of a troubled girl in movie, but being told she was too nice for the part. She spends the whole episode trying to toughen up by engaging in risky behaviors. This climaxes with her fighting a gorilla.
* Victorious) The women chased him into an alley and beat him with sticks; he has a black eye for the rest of the episode.
* Victorious: This is outright stated to be the reason why Beck stays with Jade, despite how terribly she treats him at times. In one episode, Beck admits that he's bored of the girls who constantly throw themselves at him and will do anything to make him happy. He'd rather be with someone like Jade, who at least challenges him.
* Victorious. This leads to several awkward moments when she's around Andre and his friends.
* Victorious this other girl because she has no personality of her own and ends up getting back together with Jade.
* Victorious to Hollywood Arts and is more grounded compared to her more quirky classmates. She often reacts to the unique traditions at the school the way a typical person would.
* Victorious to no end. She's upset by any girl who looks at Beck and she demands to know what he's doing with a girl that isn't her. For one episode, she breaks up with him because she couldn't handle him being friends with a popular girl. In Season 2, Jade's insane jealousy is one of the reasons why Beck wants to break up with her. Even when they're separated, she still doesn't like Beck dating another girl.
* Victorious, Tori ends up becoming extremely woozy after giving too much blood, and while trying to perform in the school play ends up speaking gibberish while trying to speak her lines.
* Victorious, Tori prompts this to Kat after seeing on the news they accidentally set an actress's house on fire and got the person injured and sent to the hospital.
* Victorious: Tori's sister Trina spits out milk when Robbie kisses her.
* Victorious to show off Victoria Justice's singing skills. Especially noticeable in the episode "Beggin' on Your Knees".
* Victorious, Trina does this to get close to a boy she had a crush on. To sell the deception she creates fake coupons, pretends to be the restaurant manager when he calls, and even bakes the pizzas herself.
* Victorious was cancelled and that other members of the cast were "shocked" by the cancellation. The kicker is that he didn't write any series finale.
* Victorious: When Cat catches Tori kissing her boyfriend, she punches her in the face, albeit at Tori's request. When they go to the hospital, they tell the nurse that Tori got hurt by falling down.
* Victorious: When Tori gets a record deal, the record label asks her to do things like wear ridiculous outfits and act out in public. She's told that this will boost her profile. Of course, she can't tell anyone what she's doing, so her friends assume the fame is going to her head.
* Victorious, when Tori's ditzy friend uses the wrong glue. She is supposed to be

the lead in the play that night, and ends up performing her entire (serious) part wearing the zombie mask. With the author of the play in the audience.
* Victorious: When Trina starts complaining about pain after getting her wisdom teeth removed, Tori rummages through the freezer, looking for something to soothe her pain. She finds a bag of peas, which Trina complains about because she doesn't like peas. However, she changes her tune once the peas are on her mouth.
* Victorious, where if contestants get a question wrong, they get physically hurt (i.e. they get something dropped on them, something disgusting gets sprayed on them). By the end of the episode, the entire gang is shown to be badly beat up by the experience, with Cat's face being covered in ash.
* Victorious while the students are left to protest and argue with the staff.
* Victorious who is a talented musician but untrained, is this with her asking questions that the rest of the cast can then explain what certain theatrical or musical plot relevant terms mean in case the audience don't know.
* Victorious, who the show was meant to be a vehicle for) have long since faded into obscurity.
* Victorious: "WiFi In The Sky" has Tori and Trina on a plane the entire episode. While Tori is attempting to videochat her friends to get a project done, Trina is having a bad time with the kid behind her kicking and mocking her while his father doesn't care. Tori gets in on some of the "fun" as well, as every time Trina has to leave, she has to squeeze past Tori and her laptop.
* Victorious with Mrs. Vega cheating on her husband with his partner. It's more for laughs than anything.
* Victorique de Blois, though she admittedly has traits common for a child of her age, such as curiosity and a love for sweets.
* Victor is significantly more unhinged and murderous than his brother Logan in
* Victor is their main enemy for this season and Corbierre (his stuffed raven) is his "pride and joy":
* Victor Jovica's victory over NWA World Heavyweight Champion Ric Flair in Trinidad was struck from the record books after review of the tape revealed Jovica had his feet on the ropes.
* Victor Laszlo, hero of Europe, is the antagonist. He wants to flee the Nazis and take Ilsa with him.
* Victor Lewis-Smith's assassin Mark David Chapman would have been considered a hero if he'd aimed two feet to the left.
* Victor Lundberg. Lundberg never returned to the charts after the single's run,
* Victor Lustig is another famous example though his existence might or might not be a hoax.
* Victor Mancha, he keeps trying to find a codename for himself, each more painful than the other.
* Victor Mancha often refers to him as the 'house android' due to androids' status in his own culture.
* Victor Milgram (aka The Psycho) wants to kill the Washingtons (Hannah, Beth and Josh) due to
* Victor Neuburg. He and Aleister Crowley engaged in a "sadomasochistic magical working" (with Crowley being very much the sadistic half), during which time Crowley was a horrible racist to Neuburg and "leveled numerous brutal verbal attacks on Neuburg's family and Jewish ancestry".
* Victor Nieves doesn't get much characterization throughout the movie until his death before the climax.
* Victor Pelevin. There Russia is ruled by advertisers no less who only show the imaginary politicians on TV to the unsuspecting populace but run the things themselves.
* Victor Rogers trains a group of teenage Hunters—all of whom have the requisite traumatic past—to kill vampires by setting them on newly embraced vampires who've been framed for grisly murders.
* Victor Sells/The Shadowman is at least as strong a magical talent as the title character, particularly when powered up by the storms he draws on, but because he has little formal magical training he makes some sloppy errors that Harry is able

to exploit, and can't think of creative methods to deal with Harry beyond "smash harder", while Harry, crippled by being unable to kill with magic, outwits him easily.
* Victor Sifuentes was the token Latino lawyer at McKenzie Brakman. He comments on it a couple of times. When he left he was replaced by Daniel Morales.
* Victor spraying him with gunfire by putting up telekinetic shields, typically using one hand to hold the shield and another to throw the shooters through the windows/walls. Victor and Nick are also seen augmenting their punches and kicks with telekinesis.
* Victor Stone/Cyborg's very first movie role. He was previously better known for his stage roles on Broadway.
* Victor Sullivan, he knows how to use guns and won't hesitate to shoot at other armed criminals he encounters on his journeys. Sullivan also happens to be a trained pilot, presumably another skill he learned from the Navy.
* Victor Szasz leaves no survivors but what he does leave is a carved line on his own flesh for each life claimed.
* Victor the navigator smiles at the camera when Randy sings "River of Jordan".
* Victor/Victoria (1982), this trope is Victoria's cover story: she disguises herself as a young man in this sort of relationship with the older Toddy.
* Victor/Victoria. A dancer gets punched whil wearing a mask on the back of his head and it's the mask that ends up toward camera.
* Victor/Victoria bodyguard was an All-American football player in school.
* Victor/Victoria) but has to perform as a contralto so that her voice is deep enough to keep up the illusion.
* Victor/Victoria, but then the cockroach climbs up the leg of another diner, and during the resulting melee they're able to escape.
* Victor/Victoria, King Marchand finds himself distracted by thoughts of "Victor" and suffers from this while trying to have sex with his girlfriend Norma.
* Victor/Victoria of this trope. Marchand (the guy) is initially repulsed by the idea of having a relationship with another man but eventually decides that it doesn't matter. He tells Victor he doesn't care if Victor is a man and kisses him. Victor then reveals herself to be a woman. Marchand says he still doesn't care and kisses her again. While it's true that he's happier to be with a woman, there's no sense of extreme relief when he finds out because he loves Victor/Victoria as a person either way.
* Victor/Victoria provides a few perfect examples of the reverse of this. The one that stands out most is when Victoria, dressed as Victor, pulls Norma into a bedroom and acts as if she wants to have sex with her. Norma later bursts out of the room and proceeds to yell angrily at her ex(?)-boyfriend (who is now dating Victoria) that Victor is a woman.
* Victor/Victoria romance; subject matter includes queer male romance, homophobia)
* Victor/Victoria series has the titular character prepared to have a relationship with a man, but then luckily finds out they are a woman.
* Victor/Victoria the mobster is thought by his girlfriend to be attracted to a man ("Victor" who is actually a woman playing a man playing a woman). His girlfriend keeps going on about it, and he grabs a bar of soap. We expect rough anal sex as punishment to ensue; the next scene has his furious girlfriend throwing furniture at him- with a mouthful of soap.
* Victor/Victoria two broke actors eat a sumptuous meal, planning to avoid paying by claiming there's a cockroach (which they brought with them) in their food. The waiter is not fooled, but the cockroach flies to another table, causing the patrons to scream. In the ensuing chaos the actors decide to just run for it
* Victor/Victoria when King tries to find out if Victor[ia] is really a man or a woman. King's poor bodyguard gets the worse end of the deal, being trapped out on the balcony in the snow.
* Victor/Victoria when Victoria complains about the discomfort and expresses a fear that she's damaging her figure.
* Victor/Victoria: When Victoria finds a cockroach in her hotel room, she takes it to a restaurant and orders everything on the menu for her first meal in days, a

plan that Toddy decides to help her with when he drops in and joins her (having watched her talented but failed audition at his nightclub). But the waiter and manager, having seen this scam before, both express skepticism—until the bug escapes and crawls up another diner's leg, causing a mass panic and allowing Victoria and Toddy to flee unnoticed.
* Victor/Victoria, when Victoria starts masquerading as the female impersonator Victor, she and Toddy pretend to be lovers.
* Victor von Doom apparently has surveillance of the Baxter Building in
* Victor Von Doom life and helping her deliver her and Reed's daughter safely, claimed as his reward the right to name the child, and so named her Valeria, after a lost love of his childhood. He then declared Valeria to be under his protection. The two of them have had an oddly sweet familial relationship since, with Valeria even calling him "Uncle Doom".
* Victor Von Doom's pride and arrogance pushed him into an ill-considered experiment that backfired, permanently scarring his face. Though it could also be argued that his less handsome appearance
* Victor Vran has the Codex, which is mostly an ingame manual (it describes the different weapons' attacks, the crafting recipes, etc.), but it also includes descriptions of monsters (including bosses) written as they were notes from Victor's diary; those entries appear when Victor kills one for the first time.
* Victory at Ostagar has Adam Hawke, to his brother's constant consternation. He is both talented and very, very lucky.
* Victory at Ostagar which goes unsuspected thanks to the lack of a Fereldan forensics department.
* Victory at Sea. About twelve hours of Flaunting Your Fleets. Oh yes, the army gets in there somewhere too...
* Victory Auto Wreckers commercial, in constant rotation (with minor updates) since 1985.
* Victory by Endurance: Winning simply by lasting longer than the other participants.
* Victory by Endurance: Winning the battle simply by lasting longer than everyone else.
* Victory by Endurance: Yeah! That opponent's now worn out and too exhausted to fight back! I win this battle!
* Victory by First Blood: A person loses a duel by being made to bleed.
* Victory class. Smaller and not as powerful, but cheap and reliable and just as useful in mass quantities.
* Victory-class Star Destroyers; Katana-fleet Dreadnoughts; some of the corvette-class ships edge into this.
* Victory, Earthforce is gonna stay looking that way for a while longer.
* Victory Fakeout: When it looks like the boss in a video game has been defeated, but it hasn't.
* Victory (featuring The Notorious B.I.G. and Busta Rhymes) but it was very brief.
* Victory-Guided Amnesia: A character accomplishes something only to lose their memories of it afterwards.
* Victory-Guided Amnesia: A character wins, but ends up losing their memory of the incident.
* Victory Gundam actually features a good number of dark-skinned characters, but Shakti is a bit odd considering her mother is extremely white, living in a society (Zanscare) of predominantly white-skinned people. No explanation for this is ever given (her father is never shown).
* Victory Gundam and her memorable moments in the series, and at the same time hated for all the horrible things that she has done to the point where her fate is considered to be fitting punishment by many fans.
* Victory Gundam featured at least one female, Afro-American main cast member and a couple of other kids who were not white. Also, the origin of Shakti are up to debate, with her name suggesting Indian descent.
* Victory Gundam Fonz Ka Gatie manipulating things for his own benefit.
* Victory Gundam has an evolving eyecatch that advances two frames per episode.

* Victory Gundam in a mobile suit. Usso may be a very competent pilot, but has to painstakingly learn actual combat strategy throughout the series.
* Victory Gundam managed to avoid using much stock footage for much of its run. In fact, the only really noticeable stock footage is... a brief one-second explosion that takes up the entire screen when transitioning between scenes.
* Victory Gundam right back and treat him as as much of a threat as any adult soldier.
* Victory Gundam. The first of the girls is pregnant in the end of the story, too.
* victory in battle and a universal creative force. To the Romans, the leader of their forefathers was Venus' own son Aeneas.
* Victory in the Pacific are combined. E.g. Lae represents multiple bases on the northern half of New Guinea, Saipan also represents Guam & Tinian, Pearl Harbor & Yokosuka Naval Yard stand-in for all of Hawaii & Japan respectively, etc.
* Victory in the Pacific are this—not only are they slower than their Japanese counterparts, but they have no central base to operate from, adding to the "glacier" effect by limiting the amount of ocean over which they can project their "mighty" surface combat power.
* Victory in the Pacific between approximately equal opponents has a good chance of coming down to a giant battle in the Sea of Japan with the game at stake.
* Victory in the Pacific if you win a battle by mostly "disabling" opposing ships (which sends them back to port and ends their part in the battle, but inflicts no lasting damage) while most of your own losses are sunk and thus out of the game for good.
* Victory In The Pacific of both sides, despite the large amounts of American reinforcements, but played straight with land-based air units, which when destroyed, sit out the rest of that turn plus the entire following turn, and then return to the game good as new. The idea is that a ship sunk is completely sunk, but a flotilla of hundreds of aircraft isn't entirely destroyed, it just takes losses to the point it has to re-form with new equipment before it is combat-worthy again.
* Victory in the Pacific: The Japanese fleet is usually reduced to making one of these at the end of the game, due to their lack of reinforcements.
* Victory in the Pacific, the sole fleet carrier with an armor factor of only 1.
* Victory Is Boring: A character succeeds, but doesn't know what to do afterwards.
* Victory Is Boring: Achieving one's goal has the downside of no longer having the fun of trying to achieve it.
* Victory Is Boring: Achieving your goal has the downside that you can no longer experience the fun of trying to accomplish it.
* Victory is definitely an example: It's an incredibly powerful (and visually impressive) Vorlon beam weapon that draws so much power from a relatively underwhelming Minbari-sourced power plant (rather than the Vorlons' usual hyperspace tap) that it cripples the ship for a minute after firing.
* Victory marks A tally of how many kills/successful missions a pilot has accomplished. The more there are, the more badass the pilot/craft is. They can vary in form from simple tally marks to decals of the victims' roundels or flags.
* Victory of Eagles, drafts the human herders/minders there for a logistics train, and heads for the fighting. Meanwhile Lawrence makes it to the lifeboats (his cell having been opened by a stray cannonball), is briefly jailed in Dover before Admiral Roland has him brought to the main forces south of London and convinces the high command that Temeraire is needed on the front lines badly enough to send Lawrence to get him, and is shuttled to the breeding ground... to find it abandoned by human and dragon alike mere hours before.
* Victory of Eagles, the high command got word of local militia west of London defeating several french foraging units (by some accounts even making use of unharnessed dragons that had wandered from breeding grounds in that direction) and sent a messenger with a battlefield commission of Colonel for whoever was in charge. Temeraire accepts with alacrity, to the suprise of all humans involved.
* victory of erasing the Blues so that they can get back to the status quo of fighting Blue soldiers. This fear remains consistent from this point forward and is

finally admitted directly in season 15.
* "Victory of the Daleks" at being destroyed at the hands of the newer, more "perfect" Daleks they had created.
* "Victory of the Daleks": Churchill gets one too (how many shows can you say that for), when the Doctor is indisposed, inspiring Bracewell to take the fight to the Daleks, in characteristic Churchill style.
* "Victory of the Daleks": Danny Boy is one of three pilots that fly Spitfires into space to assault the Dalek ship, and is the only one to survive.
* "Victory of the Daleks" has the Cabinet War Rooms as a major setting.
* "Victory of the Daleks" hostage by threatening to blow up the TARDIS and take the Dalek ship with it. Eventually, however, the Daleks figure out that the self-destruct device the Doctor's been threatening them with is actually a jammy dodger, and everything goes to hell in a handbasket.
* "Victory of the Daleks", new Daleks are created with colours according to their rank. Those with the rank of "Drone" are red. We don't know if this was intentional.
* "Victory of the Daleks" sequence when they first appeared, showing off their appearances and explaining their special power.
* "Victory of the Daleks" The Doctor and Amy talk pointedly about how they're going to go away and do something else for half an hour, but Bracewell takes a while to get the hint.
* "Victory of the Daleks". The smallest Dalek time unit, the "rel", also began in films and comics but has been incorporated into TV canon in post-2005 Dalek stories.
* "Victory of the Daleks"), the trope is played with when the older Daleks pose as helpful servants of the Allied War effort. This gives rise to the amusing yet menacing request "WOULD-YOU-CARE-FOR-SOME-TEA?"
* "Victory of the Daleks" to a Dalek while whacking it repeatedly with a giant spanner. "YOU! ARE! MY! ENEMY!"
* "Victory of the Daleks", turning on every light in the city just before a German air-raid. Attempts to turn the lights off prove futile.
* "Victory of the Daleks" while trying to persuade Winston Churchill that the "Ironsides" he's using as secret weapons (read: Daleks) are actually dangerous aliens.
* Victory on Janus and an old friend, both probably, but not certainly, long dead.
* victory party will be held at the moment the polls are opened. Unfortunately, everyone's so busy celebrating that they forget to vote, leading to Martin Prince's moment of triumph with a parody of the "Dewey Defeats Truman" headline mentioned above.
* Victory Road, Matt Morgan lost such a match when Hotstuff Hernandez threw fake blood on him. In Brew City Wrestling, Stacy Shadows cheated in a First Blood Steel Cage match by pouring previously drawn blood on women's champion Selene Grey.
* Victory Road under the mask yet it made no sense for her to keep her face hidden for weeks when she could have taken off the mask to reveal who she was and thus let Madison keep the title. Furthermore why would Madison have her attacker wear a mask if it wasn't Velvet or Lacey? The stipulation only said Madison would lose if either of them interfered. It would only be a simple DQ if anyone else interfered. And when it was confirmed that it hadn't been Velvet or Lacey under the mask, the title switch to Angelina was still counted despite being a bad call by the referee.
* Victory, she wasn't the first ship to be given that name, but the one that remains is the one that saw the glory and death of Admiral Horatio Nelson at the Battle of Trafalgar. While Nelson's story gives the ship legend status, she's still a full-fledged Ship of the Line and thus a valuable piece of history as well. She was almost lost to time as well, but her significance was touted, and the British government agreed to maintain the ship as a testament to the Royal Navy's glory days.
* Victory shows a more realistic deployment: In the beginning, the V-Gundam takes the Superiority Fighter role while the Gun EZ takes the workhorse role. Then, the V-Gundam is mass-produced as the V-Gundam Hexa and takes the workhorse role, with

the V-Dash Gundam filling in the Superiority Fighter role until the V2 is ready, at which point the V-Dash takes on a Joint Support role, covering both the V-Hexa workhorses and the V2. The Gun EZ and Jamesgun are relegated to the gunship role held by the Ball in the One Year War.
* Victory Unintentional" had three robots sent to explore the surface of Jupiter and contact the Jovians living there. The aliens are so impressed by the robots, they promise to leave space to the obviously superior species.
* Victory Unintentional. Their objective? To discover if the Jovians have developed force field technology. Once the Jovians demonstrate the technology, the robots somberly return to their ship to report the bad news to their human masters.
* Victory Unintentional": The Jovians greet the ZZ robots by opening fire with some sort of heat ray, raising the ambient temperature of their target ninety degrees centigrade (roughly 150 degrees Fahrenheit). The ZZ robots were built to be nearly indestructible, so they don't notice the effect immediately.
* Victory Unintentional to talk with the aliens directly, and establish if they're able to create spaceships.
* Victory vessels. Number six is the Trafalgar one, still in commission as a museum ship.
* Victor Zsasz, a foe who, even more than the Joker, just likes to kill people. That's it. Unlike the Joker he does not have schemes, plans or esoteric motivations, he just likes to kill. When Black Mask, the criminal mastermind who managed to take control of
* Victor Zsasz has dozens, if not hundreds of scars on his body. They're all self-inflicted; Zsasz is a serial killer who carves a tally mark into his skin for every victim he has.
* Victrola (phonograph): A trademark of the Victor Talking Machine Company (later absorbed into
* Victus being into this trope also cause him to not believe Tib when the kid tried to tell him that he was being bullied at school, it wasn't until Alt!Shepard confirmed it to him that Adrien realized that
* Vic Viper, was described by EGM as "30-percent finished" when they previewed it in 1995. EGM's suspicions that the game might not be released proved correct.
* VIC; while "Vic" is a real name, it actually stands for Virtual Intelligence Computer. Similarly, though FILSS is often referred to as "Sheila" (thanks to a
* Vic: "Yes, dude, hello, can you read me? Hello? Check one, check two. Yo, I hear you. Calm down, dude, what's going on? Hello, yo, can you hear me, hello? "
* Vida: A couple who Emma hooks up with offer to have her be their third. She rejects the offer though, saying that never works in the end.
* Vida: A number of minor/background characters appear either nude to varying degrees or having sex in the series.
* Vida: (bisexual female main character, lesbian supporting characters, biphobia, queer female romance, homophobia)
* Vida: Lyn has casual sex pretty frequently, with the second season also revealing that she even regularly attends orgies (though this stops in the episode we see, as she's grown tired of it). Emma does this too, but to a lesser degree, with her number of sexual partners in the show being more limited.
* Vida: Lyn meets up with her long-missing father at his church and reveals who she is to him (they hadn't seen each other since Lyn's childhood).
* Vida: Marisol gives a guy oral sex, then a video he took of this gets shared around, humiliating her.
* Vida: Mishel Prada, like her character Emma, is Mexican-American. The only difference is that while Prada's character is of full Mexican descent, Prada is of mixed Mexican, Dominican, Puerto Rican, and French descent. Likewise, Roberta Colindrez is half Honduran and half Argentine like her character, Nico. However, Colindrez is Mexican-American, having been born in Mexico though growing up within the US.
* Vida: The American-born Lyn is played by Mexican actress Melissa Barrera. Likewise, Elle Paris Legaspi, who played Lyn as child, is of Filipino and Italian descent.

* Vida: While still Latina, Nico's the only Honduran/Argentine-American living in a Mexican-American neighborhood.
* Viddsee, a site hosting free indie short films and web series from Southeast Asia as well as around the world, but with a focus to popularising Singaporean indie productions
* Videl as well, who just tapped into her ki during the World Tournament Saga and got a taste of the super human strength, speed, and durability the Z-Fighters took for granted. Yet her torture at the hands (Or
* Videlectrix. Almost all their games are based on the most repetitive or unplayably dull gaming styles of the 1980s. Despite this, some of them are legitimately fun.
* Videl, Gohan's girlfriend is the daughter of the "savior of the world"
* Videl often wears pink outfits while Gohan wears blue or green, and when she becomes Great Saiyanman 2 she has a big pink cape and helmet.
* Videl was introduced as a powerful fighter and someone who was suspicious of Gohan and the other Saiyans' unusual power. But once the Buu arc got serious she was sidelined and after marrying Gohan and giving birth to Pan she seems to have retired from fighting. This is probably reasonable since she is a
* video about all the warning signs that had been missed and all the things that had been wrong (i.e. not heeding any one of those warning signs) during the bout. In addition, Munson had been severely dehydrated to make weight and was suffering from rhabdomyolysis when the bout happened.
* Video And Arcade Top 10 (Canadian kids game show about video games that aired from 1991-2006, and one of the longest running English language Canadian game shows in history)
* videoblog. Imagine the manliest thing in the universe, only in Morgan Freeman-esque voice.
* Video Brinquedo is a Brazilian company notorious for making cheap knock offs of popular animated movies. Some of their widely known ones are
* Video chatting, online gaming, online shopping and video streaming are all shown, more-or-less as they would turn out in
* video" consists of rotoscoped coloring book pages, each colored in with crayons by elementary school students.
* video does not have to necessarily have to be about one. It could be about addiction or any other thing that you enjoy no matter how much it hurts you.
* Video Driver" involving a steering-wheel controller and a light sensor with detachable car cover that slid along a platform that was set to rest along the bottom of the TV screen. The gameplay was score-based, with a counter going down if the sensor/car touched either of the flashing white bars that shifted along with the video's roads. Including that of the base set, three tapes were made for it in all, involving different vehicles; the standard car, a Formula 1 racer, and police car.
* Videodrome: After encountering Videodrome, Max is able to communicate with the television and uses the screen as a medium; he crawls through the TV screen, and the TV gives him a gun, as well as growing into a mouth.
* Videodrome, being a movie about media theory and the televisual medium, apparently put a lot of work into solving this issue, and is in fact the first movie to properly sync up colour monitors with the cameras.
* Videodrome, by both Barry Convex and Bianca O'Blivion. Both are able to "program" him to assassinate anyone they want to. Bianca has the decency to note that Max is an innocent victim.
* Videodrome) is all part of a massive psychotic break triggered by the Videodrome signal. Maybe.
* Videodrome: Max has a picture of Hitler in a ballerina skirt with a swastika on it and on stilts in his living room.
* Videodrome's childhood. He used to pick up television signals from Buffalo, New York, late at night after Canadian stations had gone off the air, and worry he might see something disturbing not meant for public consumption.
* Videodrome that can double as a VCR player for video cassettes made out of living

flesh, and his gun fuses to his hand in a revolting biomechanical fusion.
* Videodrome that could be given their instructions via subliminal broadcasts (usually videotapes). The Mega-Corp murdered O'Blivion for the technology, which set off a secretive corporate warfare between Barry and Bianca, Brian's daughter.
* Videodrome there is rarely a scene, in the first half of the movie in particular, where the main character isn't lighting/smoking or putting out a cigarette. Several other characters are seen to smoke quite regularly throughout the film, but the lead is the most notable. His assistant even lights one up before he gets to the office, and gives it to him -along with a cup of coffee- straight from her mouth, before he goes into a meeting.
* Videodrome, the Spectacular Optical corporation is revealed to have stolen Videodrome (a mysterious force that can give people the power to warp reality) from its creator, Dr. Brian O'Blivion, and assassinated him with it. While O'Blivion wanted to use Videodrome to help the human race, Spectacular Optical uses it to further their own evil goals of world domination. According to its CEO Barry Covex, the company makes everything from cheap glasses to missiles.
* Videodrome: TV culture critic Professor Brian O'Blivion only interfaces with others through taped messages, and in an early scene is even portrayed as responding to an interviewer's questions.
* Videodrome: While the film averted the trope by being the first to feature low-flicker television, the trope is used in stylized form on the poster's logo, however.
* video ends with the theory that it would be a giant salamander, rather than an alien.
* video features an "Optical Illusion Girlfriend" who looks like a pretty girl to her boyfriend but an ugly hag to his friend. After an argument with his friend over her ambiguous driver license picture and them both trying to explain to each other just what they see in it, the boyfriend's perspective of her suddenly switches to the "ugly hag" and he flees in horror whereas his friend begins seeing the "pretty girl" instead and approaches her with a leer.
* Video footage of the players as they play, images or animation depicting the characters or setting, and/or displaying the physical or digital tabletop used to play.
* video for an ARG with a somewhat humorous bend. Appears to have died, unfortunately.
* video for "Debbie Gibson Is Pregnant With My Two-Headed Love Child." The titular Debbie has an unconvincing Jello-fight with Tiffany.
* video for "Lovin' So Hard" features Becky spending time with her then-boyfriend Austin Mahone, and both are frequently laughing together.
* video for the website for Lacuna Inc.', Dr. Mierzwiak does it when saying the company's slogan:
* Video Full of Film Clips: tap the camera lens, and any TV broadcasting them shakes...it ends when he smashes the wall and they emerge on a street one of the TVs was sent scooting along.
* Video Full of Film Clips, the film it was recorded for, and "performance footage" that's also animated.
* video game acts as both a prequel (Telling the story how the gang was formed, how certain members joined and how they gained their notoriety against other gangs) and a direct adaptation of the movie.
* Video Game Adaptation Duels of the Planeswalkers. However, this has not appeared on any of his four planeswalker cards so far, a fact that Head Designer Mark Rosewater has publicly regretted.
* Video game adaptations have also been prone to this, especially the 2010 video game, which is no surprise considering that repeat offender Ludia developed it. However, the 1988
* video game, are out to capture humanoids and turn them into Mutants.
* Video Game. But in the prequel co-op campaign, we learn he never actually was a priest. He just killed one non-chalantly, took their clothes and then posed as said priest. When Shank enters his church, one of his goons is also dressed like a nun.

* videoGame/California Games, a shark will occasionally come up out of the water whenever you wipe out, implying an unfortunate fate for the poor surfer.
* Video Game Caring Potential, as you punch up zombies to save civilians.
* Video Game Caring Potential: You think all gamers are self-gratifying sociopaths? Nah.
* Video Game cartoons. Sometimes this was subverted when Bob-ombs were capable of causing disasters such as avalanches.
* Video Game Championship Wrestling borrow one another's catchphrases in the run-up to their match.
* Video game characters in general can usually be on the receiving end of electrical attacks with no lasting damage.
* Video Game. Characters who like or hate your grifter will stand by or against them in negotiations and combats, and characters who love/hate your character will give passive perks.
* video game commercial shows Predator doing this to the Alien, complete with the latter's trademark hiss.
* Video game companies deal with this trope all the time, as the most popular system often becomes a synonym for video gaming itself. It's still common to hear people say that they are or "playing Nintendo" even though Nintendo obviously has more than one system.
* Video Game Companies under a different label. Among these companies (and their eroge labels):
* Video game composer duo Takayuki Iwai and Yuki Iwai (née Satomura), who married in 1996 while working on the music for various
* Video Game Confessions, when interviewing Fox McButt, stopped him after hearing him casually state that "humanies" (the reverse of "furries") like him "like to get together and play games, and talk to one another, make jokes, sodomize one another, and then usually go out and have a bit of dinner."
* Video game console libraries tend to be very large, and are guaranteed to burn a hole in your wallet and chew up lots of time;
* Video Game Corollary:", although that division is more nebulous because it relies on a particular game's ability and willingness to filter out such content.
* Video Game Cruelty Potential actions - even if you're beating up pregnant women. It's quite hilarious.
* Video Game Cruelty Potential and enslave the populace. Pre-sentient life? Uplift them and use them as labourers or fodder in your wars. If you go the route of biological ascension, you can nerve staple them and permanently remove their ability to think. You can even genetically modify them to suit your purposes, be it assimilating them into your hive mind or combining the "Delicious" trait with wide-scale nerve stapling to turn them into docile livestock to provide food for your citizens!
* Video Game Cruelty Potential: I like doing cruel things in video games!
* Video Game Cruelty Potential: Sometimes certain things the player can do will push their character over it.
* Video Game Cruelty Potential to the extreme, and allows the player to get away with things that wouldn't fly in most other games. You can toss bodies off roofs or into rivers for the hell of it. Tranquilizing people leads to them running around while moshing up and down in pain. You can set rocket-armed security bots on weak NSF enemies, or you can just run through locations causing havoc for innocent civilians.
* Video Game Cruelty Potential, with a variety of tools and weapons capable of anything from sniping innocent creatures from orbit and blowing up entire planets, to messing with a planet's ecological cycle by altering the atmosphere until nothing can live on it anymore. All in the name of fun/vindictiveness/boredom.
* Videogame Cruelty Potential worth 993 quadrillion dollars. Variations on "won the game despite deliberately playing as wrong as possible" happen in his videos so often that a lot of his fans suspect the main reason creators keep sending him early access codes is for bug testing.
* Video Game Cruelty Potential: You think people play video games to be heroes?

Nah.
* Video Game Cruelty Punishment: Even though the game encourages immoral behavior, actively engaging in it will get in you in trouble.
* Video Game Cruelty Punishment — For when the game decides to retaliate for your anti-social behavior.
* Video Game Cruelty Punishment: Oh... you shouldn't have done that...
* Video Game Cruelty Punishments, and attempting to pull through regardless.
* Videogame Dashing: Lunging forward or back-stepping has the same effect as firing an invisible jet pack. This makes dodging bullets possible, so why wouldn't you be okay with keeping unrealistic instant movement?
* Video Game Delegation Penalty: By delegating a certain in-game task or mechanic to the AI or a NPC, you get a less desirable result than when you do it yourself.
* Video Game Delegation PenaltyBy delegating a certain in-game task or mechanic to the AI or a NPC, you get a less desirable result than when you do it yourself.
* Videogame developer and journalist Erik “Gronkh” Range voices the Joker in
* video game duel, though he still had the leg up on most other heroes due to having played the game before.
* videogamedunkey begins with a clip of his (cautiously optimistic) first impressions on the game from E3 2017:
* videogamedunkey - Comedic gaming YouTuber famous for his experimental and outlandish content, which ranges from regular Let's Plays to game reviews (or "dunkviews" as he calls them).
* Video Game Dunkey). Dunkey says that he's still useful as a critic, meaning you just have to see what he thinks of a film and figure the film's actual quality is the opposite of whatever he says.
* Video Game Dunkey lives and breathes this trope. While he can be off-the-wall and overtly goofy, some of his more subdued moments are golden.
* Video Game Dunkey often mistaken for being African-American by new viewers of his due to his voice. This has actually become a running joke amongst his fans, with lines such as "I don't watch Dunkey because he's black" or "Dunkey was black. Now he's not" being seen in his comments section on a regular basis.
* videogamedunkey: While the content of his videos is often silly and nonsensical, there are often times where the goofy jokes serve to illustrate a salient point about the subject.
* Video Game emulators for older consoles often have an option to mimic the scanlines of a CRT tv, as many gamers who grew up with the actual consoles find the games look "wrong" without them. The scanlines also help blend the pixels making them look slightly blurry, like a very early anti-alias effect.
* Video game enthusiast, Eugene does the pose and cries "Hadoken!" while using his
* Video game fans also tend to prefer specific genres over others, so reviewers might find themselves criticizing a game just because it's a genre they're not really into. "Don't like, don't play" can be a valid response when it's just some guy on
* Video game franchises that specialize in a certain genre tend to receive complaints about games that dabble in a different genre; for example, fans of
* Video Game Geography: The consequences of making maps fit to a game instead of the other way around.
* Video Game GeographyThe world map is square and wraps around on both edges. How exactly does that work? Who cares?
* Video Game has a more abstract form of this in its War Support. Grievances against other empires aren't themselves a valid pretext, but if demands for reparations go unmet, it builds public support for war. Notably, this also works the other way. When war support hits zero during a conflict, that side is forced to capitulate, and gets no say in the terms.
* Video Game High School, a news segment about the president being kidnapped is interrupted with news about varsity captain of VGHS getting fragged in a pubstomp.
* Video Game High School, Brian Firenzi plays a high-school-age character but obviously looks much older. Near the end of season 3, another character tells him

that he "looks like a thirty year old man" but he just laughs it off.
* Video Game High School frequently has characters making wagers on video games with real-world consequences.
* Video Game High School intent on keeping his son Ted in his shadow, making fun of his usual role as an arrogant, over-the-top action hero.
* Video Game High School that only cares about himself and torments people that get in his way or show him up (like the protagonist did in the first episode.)
* Video Game Historical Revisionism: The practice of misrepresenting facts in a historical setting, even when it would make no change to gameplay to be true to history.
* Video Game is an amputee rabbit named Lucky who has quite the violent temper.
* Video game journalist Jeff Gerstmann, when he worked for GameSpot, gave the Wii version of
* Video-Game Lives drop them in favor of having you lose coins upon dying instead.
* Video Game Long Runners: A franchise that has at least six games in its main series and spans ten years.
* Video Game: Many Gym Leaders and several other characters usually have a signature Pokémon on their team, the one they are the most heavily associated with.
* video game mods, where said Ferraris would most likely face way too much torture than what the Prancing Horse could even imagine.
* Video Game Movies Suck: The opinion that film adaptations of video games are awful.
* Video Game Movies Suck: The opinion that film adaptations of video games are terrible.
* video game of the same name, contains coordinates for the various colony worlds within the game.
* Video Game onward. In fact, the 5,000-point item in the fifth game is a plain ol' bag of sugar.
* Video Game Perversity Potential: Customizable video games usually don't end well.
* Video Game Perversity Prevention: Video games have censorship systems to stop players using editing options or crafting systems in offensive ways.
* Video Game Perversity Prevention: Video games have systems to prevent people from crafting items, using names or images, or putting characters in poses, that are considered offensive.
* video game, pits the player against aliens kidnapping helpless humanoids.
* Videogame Recaps like the games they review, it's just that they also enjoy applying copious amounts of sarcasm to them as well.
* Video Game Remake. However, Scarface One's planes are now (by default) gray, rather than blue camouflage.
* Video Game Remake: Only the "Unsorted" folder needs some work; the rest is done.
* Video Game Remake, which simply bathed the screen in blinding white light in the original version, also conjures love bubbles.
* Video Game Remake... yet in a strange inversion, it carries the same E rating as the original game. Maybe the ESRB was in a good mood that day.
* VideoGamerTV that follows all the tropes associated with abridged series. Abridgings of many more conferences followed.
* Video Games — everything will be way too small, and vice versa.
* Video Games and Fate, in which the strict linearity of the gameplay is a plot and thematic element as well as a gameplay contrivance.
* Video Games and Fate: Video games tend to be highly linear by their very nature. Some games call attention to this by having fate or destiny be a narrative or thematic element.
* video games are harmful, it really shouldn't come as a surprise that, so far, no science exists that backs the notion that video games cause any more or less violence than books, and video gamers are no more or less violent or sociopathic than anyone else; it just becomes more of an uproar in media when avid gamers kill people than when passionate quarterbacks do the same.
* Video Games) are Japanese, as are two of the three companies that still make

video game consoles (Nintendo and Sony).
* Video games are often made in the order they're played, which is to say, production starts on level one, followed by level two, etc. As a result, by the time the final level is being completed, the staff might be rushed with completing production of the game taking precedence over giving the game a flashy end. Cynics in the development team might likewise figure it's unlikely anyone will have the attention span to play the game all the way through, so the ending isn't really worth devoting much time or effort to. Games made on the cheap, including so-called "
* Video Games Awesome! absolutely loves to make fun of his viewers every chance he gets.
* Video Games Awesome! a female dwarf noble with a ridiculously large and square jaw who they name 'Chinderella'.
* Video Games Awesome! website has dozens of banners done in the style of various video game franchise's logos.
* Video games based on movies, especially in recent years, will inevitably end up doing this if they don't want their game to be shorter than the movie.
* Video Game Setpiece: An occurrence that is not part of the game's typical gameplay/engine mechanics (e.g. monsters suddenly smashing down doors).
* Video Game, Shaggy (incorrectly) blames the spooky groundskeeper, who then appears and starts a long rant about how everyone always blames the spooky groundskeeper, including the line "Why don't you just say the butler did it?"
* Video Games has surveyed hundreds of thousands of players worldwide and identified twelve primary motivations for playing games. They have then applied statistical analysis to their data and discovered that certain motivations often go hand in hand, ultimately arriving at three "motivational clusters" that appear to hold up regardless of player nationality, age, and gender:
* Video Games. Having never intended gamers to challenge it, the programmers gave Kerafyrm 10 billion HP (for reference, a standard dragon has 100 thousand and gods top out at 2 million). It took almost 200 of the best players in the game over four hours to kill it. On the second try.
* Video Game, she was this to her husband Malfurion and his brother Illidan (who hate each other, long story). King Varian also let her act this way towards the entire Alliance on occasion, out of respect for her superior age and considerable skills as a commander.
* Video Games improving, but you're still likely in trouble if you're looking for a more niche game.
* Video Games industry. Many workers (programmers, graphic designers, 3D modelers, animators, etc.) are hired to work on large projects with astronomical budgets, only to be fired once said project is complete. Many companies don't even go that far, and just fire their workers before they're legally required to provide any benefits (such as Health Insurance).
* Video games in general fell into this category when they became popular during the '80s and '90s. In many cases, there was a notable divide between the children who enjoyed playing them and parents who felt they distracted them from doing more constructive things. Since many of today's parents grew up with them, however,
* Video Games in general have prices in the format of multiple of fifty minus one or occasionally five such as 399 or 549.
* Video games in general tend not to suffer from this, and indeed most of the truly successful (non-sports based) games of the past decade have had at least faint hints of science fiction or fantasy, and many of them have been openly and unashamedly embracing of it. This may perhaps be to do with the fact that the medium is suffering from its own ghetto, and that it has until recently been primarily the preserve of the type of people who tend to also be interested in science-fiction and fantasy.
* Video Game Sliding: Sliding is much more useful when you can do it from a standstill, with enough force to break walls and/or kill enemies.
* Video Games of the 1980s. In this decade it made, named and codified:
* Video Games of the 1990s, to the personal computer; the industry became an

inevitable force of media, spawning new genres and tropes with it. The era gave us:
* videogame's performance in the original film as well as a soundalike for new lines. Although this came with Pacino's blessing, who hand-picked his replacement: years of smoking made it impossible for Al to do the Tony Montana voice again.
* Video Game Stealing: Video game characters steal in unrealistic ways.
* Video games that are deliberately corrupted frequently fall into this territory. Either by messing with graphical/model data which can cause flashing textures or large, spastic polygons. Same can go with sound bytes stored in the game, either distorting horribly or becoming plain (if rather painful) white noise.
* Video Games That You Play Games with Including Visuals Played Using Electronics
* video game streams were crossed when fighting Tiamat in her home dimension. Later on however, the idea was rejected when fighting the Megaspook, since they were still in New York City and this time they didn't have an extradimensional portal to skew the odds.
* Video Games, usually the ones where Witty Banter is a feature of real commentary. In games, you can get the same canned lines of "witty banter" played back 50 times during a single game.
* Video games were for men and boys, until virtual pets and, a year later,
* Video Games, where it's common to use Pokémon as steeds, especially in the Alola region. Bonus points for literal examples with the following evolutionary lines: Ponyta/Rapidash in Kanto, Mudbray/Mudsdale in Alola and Blitzle/Zebstrika in Unova (this one being more a zebra than an actual horse, but otherwise it fits).
* Video games which have a war in the background usually put the player character in this role. By letting the player be the one to take out the crucial target which lets the
* Videogame/Tea for God to allow the player to traverse a very large building in the space of one room, without teleportation.
* video game that the production team decided that in general, original characters were the only ones they could tell new or interesting stories with, and not have to worry about Disney pitching a fit at characterization or portrayals of their properties.
* Video Game (the game upon which the comic is based). He got over this relatively fast, though, leaving RM as the only "metagamer" in the series.
* Video Game, the main villain Octavio has an x shaped scar on his left tentacle-arm. This scar is also present on the tentacles that serve as weak points on bosses.
* Video Game. They were basically identical, except Ralph had a red nose and Wile E had a black one, and they lived in different areas.
* Video Game Time, and it'll have some liberties taken with time if it means the whole story is told in a more entertaining way.
* Video Game TimeFake use of a time scale means that empires rise and fall in the time it takes to take the trash out.
* Video Game Time — basically, the time period a turn is meant to represent starts long and gets shorter. In the Ancient Era, where turns can represent up to a century, it results in even fairly brief skirmishes and raids looking like millennia-long blood feuds.
* Video game Trick-or-Treating II's doorstep. He sees right through it and Ms. Pac-Man gobbles the ghost up.
* Video Game Tutorial: Complementary to new players that are getting the hang of how the controls work.
* video game voices Red Alert and Cyclonus and the rest of the characters, including Hot Shot, Starscream and Unicron, being based out of Melbourne House's home country of Australia.
* Video game web site GiantBomb.com actively works to avert this. They record their annual Game of the Year award deliberations and release them as a series of podcasts, letting the listener in on just exactly how much acrimony, politics, and backbiting goes into coming up with a simple top 10 list and serving as a yearly reminder that these things are ultimately arbitrary and not
* Video Girl Ai adapted into a Hong Kong film (which used a laser disk instead).

* Video Girl Ai because she's faulty. The CEO tries this once by abducting Ai by stealing the cassette to erase it, but the store owner is able to save Ai's essence by redubbing (copying) it onto another cassette. In the finale, Ai's videotape is almost over, the CEO and Youta confront each other, with the CEO promising to fix Ai, but in a heart-wrenching betrayal, The CEO rewinds Ai's tape, rendering her mind and personality as if she had just met for the first time. However, a desperate plea from Youta brings her back to normal.
* Video Girl Ai. Being played in Yota's broken VCR made Ai's breasts smaller. She tells him that the VCR also turned her into a boy and grabs his hand and puts it between her legs for him to check. After realizing it was just a joke, he laughs but leaves his hand there a just little too long.
* Video Girl Ai best friend, despite that he still has a huge crush on her for almost half the series. After they break up, since the friend was originally uninterested anyway, she does fall for Youta but only after he's already moved on.
* Video Girl Ai best friend, Takashi. (And his selfless act is what lets him get Ai's help in the first place...)
* Video Girl Ai has a moment where Yota and Moemi are out shopping and Yota seems to have gotten up his courage and a soft speechbubble appears with the words I love you... and it turns out he was just thinking it and Moemi is embarrassed cause he's just standing there with his mouth open.
* Video Girl Ai shortly before end-of-year exams and is forced to repeat a year. This doesn't seem to affect his relationship with his old friends, however. Note that the OVA series, which ends at this point in the story, does not mention him getting held back.
* Video Girl Ai than the usual version of this trope, did jump out of the TV.
* Video Girl Ai) that equally lonely, brooding, but not-quite-pure-hearted boys would succumb to a severely codependent relationship and would end up broken even worse than they started.
* Video Girl Ai, Youta's first love was Moemi, which was unrequited. He eventually falls in love (and ends up) with Ai, whose original purpose was to cheer him up and encourage him to pursue his love.
* Video Girl Len was pure-hearted enough to see the Neo Gokuraku store.
* video has a chalk outline of his broken guitar while crime scene investigators carry it away.
* video. He also reprised the costume and implied it would be a holiday tradition.
* video here), while sporting a more modest 3 barrels and a less buzzsaw-like 1300 rounds per minute, fires hefty .50 caliber bullets from a weapon light enough to be mounted on smaller vehicles.
* video, he would often forget to write them in scenes and story-lines.
* video, is about the Russian military and shows about 150 Russian soldiers emerging from a single truck.
* video. It's still not advised to look for it, although news agencies are also showing them more and more often on prime-time TV.
* video. It suddenly leaps up and runs off as the hunter reels back in fright.
* video just to drive home the level of crazy he was dealing with right then. He considers it the most terrifying experience of his life, even above being bombarded with mortars while trapped in a porta-potty in Iraq. Of course, Mike, a Marine, finds this hilarious.
* "Video Killed the Radio Star" was originally recorded by Bruce Woolley and the Camera Club, then later by
* Video Mode has the player beating up a Peeping Tom who's trying to watch the protagonist kiss his girlfriend.
* Video Mode is a shuttle simulation in the holodeck. An alternative replaces the simulation with a game of Five-Card Draw Poker against Commander Riker instead.
* Video Modes, among other pinball creators, is known for refusing to put video modes in his tables as a result.
* Video Nasties: In 1984, certain gory horror movies were blacklisted by the British government and forbidden to be imported. Many of them were very forgettable, some not even that bloody violent, but they remained in the public

consciousness just by the fact that they were put on that list.
* Video Nasties shlockfests responsible for the corruption of Britain's children and the BBFC's subsequent banning of them.
* video nasty can only be killed this way. All other attempts to stop him just make a mess.
* video of two cantors, Yochanan and Yehoshua, who are competing for a position. Yehoshua has forsworn non-essential speech. After Yochanan demonstrates the Ashrei portion of the liturgy and Yehoshua holds up a sign saying he will also sing "Ashrei like Yochanan", Yochanan asks in shock how Yehoshua knew he would pick that. Yehoshua then begins to hold up a series of signs for every possible thing Yochanan could have picked.
* Video on Trial: If they're an musical artist and they make music videos for their songs, they will be mocked.
* Video Power (for the second season; the first season was a mix of live-action segments and a cartoon)
* Video Rental Shop shows a female customer enamored with a female employee of a video rental shop. Currently on hiatus.
* Video Review Shows format of these shows, this trope would move out from their shadows and become a genre all its own.
* Video Review Shows has even cited the problem of not sufficiently separating himself from "The Spoony One", which caused people to think they're the same. These reviewers also inject a lot of their personal opinions into their reviews, even when they're technically playing a character. It's hardly surprising that people start to wonder where to draw the line.
* video's creations and following a Diana who progressively turned more and more into a great cat — certainly heavily implied the literal version towards the end.
* video's "Heartbeat Song", the featured couples tend to laugh as they find love with each other again.
* video shown here was posted by a user who intended (he claimed) to make a political satire. The video consists of a real Arabic newscast with phony subtitles. President Obama's detractors quickly took the video as fact and posted it on several conservative blogs, until the poster, — who admits to being conservative but quotes the Trope Name directly (as shown) — cleared it up.
* Videos in 2021 gave us two recurring characters that are fanatics of "4". In the 10th Anniversary Special, they're revealed to be SMG1 and SMG2, who came from a universe that was destroyed by a malevolent entity called
* Videos of Speedpaints can end up looking unintentionally funny because it's, well, it's not called
* Videos of Ted breaking down while giving speeches at weddings are a minor YouTube hit.
* video so much that he asked the creator of the video if he could upload it to his YouTube channel.
* video song "Love", the featured couples tend to laugh when they're together.
* Videos on the Glove And Boots YouTube channel where at least some of the action takes place inside Mario and Fafa's house (which is most of them) will feature a framed photo of a celebrity on the wall. Mousing over the portrait will reveal it's a link to a video that is somehow related to the person—if there's something other than a photo in the same spot, it'll usually be a link too. Sometimes they'll work additional video links in too—click on the changing posters during the montage in
* Video Source: A list of tropes which contain video examples from media.
* Videos recorded outside doors or next to walls where a neighbor is having loud sex (usually recorded in dorm buildings or hotels) are ubiquitous on
* video's "Valentine's Day" consists of just about nothing but David playing guitar while making a Slasher Smile at the camera.
* videotape ("I've been listening to your reason / It makes no sense at all!").
* Videotape was originally a trademark of Ampex (who introduced the first successful videotape machine in 1956), which meant competitors like RCA had to use

"television tape" instead.
* Video telephony. In the US, the technology has failed to catch on with consumers and is widely only used in businesses- largely due to accusations of
* video this game can become when it comes to inappropriate outfits to fight the zombie apocalypse in.
* Video tribute packages for the recently deceased are also fairly common, the World Wrestling League doing so for both important figures in their history like Perro Aguayo Jr and even those who never worked for them like Hayabusa and
* Video Vixens who turns out to be twins — one twin would go out raping while the other is his alibi, having been seen doing some mundane activity at the same time.
* video, while discussing the latest grades on his report card with his father.
* video, who was killed one day before the Pulse massacre, both in Orlando.
* Video Will does this, allowing a pause for the beneficiaries to object before telling them to shut up.
* Video Will When you reach the stash and spring the trap, Will berates you through the ECHO, and then grumbles "you suck" afterward when you survive the ambush.
* video with this CMOH: "Admittedly we do err... but given where we started from, which was crawling up some beach somewhere... we actually haven't done that badly. And I would much rather be a rising ape than a falling angel."
* video, you'll never have a world record-pace run. As such, even a good player would have an incentive to cheat; modding the game to boost the chances of getting those items would dramatically reduce the number of runs killed by bad luck. Or as he succinctly puts it:
* Videssos Cycle. Bonus points for including a misplaced Gaul prisoner along with the legion.
* Videssos: The Empire of Videssos hires mercenaries from neighboring countries to fight the Yezda. Each country specializes in supplying different types of troops.
* Vid explains that when the Warr came around, people lost interest in the church- and lost their hope, as well. He worked to bring people back, and got in contact with the "unknown spaces of the universe"- also known as the callers. Despite this, not everyone came back, and those who didn't criticized his church, as it focused on something beyond the Warr and the government. Vid's goal is to break the barriers of reality and live in peace with the other world.
* Vidians look roughly like Kirin, except when they look more like Eastern Dragons.
* Vidocq. For extra creepiness, it also makes the victim see their own dying face while looking at him.
* Vidocq needs the blood of virgins to make a special type of glass for his mirror mask. Said mask grants him immortality and eternal youth by storing and slowly draining the souls of people who died staring into his mask. So there's a lot of death involved
* Vidocq to, has the title character investigating some paranormal murders, and it's implied he has some occult knowledge himself.
* Vidocq. Very creepy, since when a victim-to-be tries to glimpse under the hood, they only see their own face staring back.
* Vidocq, where the villain called the Alchemist cheerfully breaks the laws of physics in his every appearance, once jumping through a large window and several stories to the ground, walking away unharmed. Later on, another character does the same with no explanation. Coincidence?
* Vidofnir, a dragon seeking peace with Ishgard, is run through by Nidhogg controlling Estinien's body. Her injuries are non-fatal and she recovers after Nidhogg is vanquished.
* "Vidstan'" ("Let me be"), a song released in 2003 where the singer basically characterizes his girlfriend as bipolar and aggressive, and the chorus includes the lines "You moron, let me be, I'll kill you... I'll put poison in your tea". All that set to a lovely piano tune.
* Viego, the Ruined King, can steal an enemy's entire kit minus their ultimate using his passive "Sovereign's Domination". The catch is that he has to help kill

the champion he's trying to copy first, and he doesn't necessarily mimic his enemies so much as
* vieira is a rare, expensive mollusc that is frequently carefully prepared and served, in its shell, one to a person as a tapa. In the United States, especially in the Northeast (more or less due west from Galicia), scallops are frequently served in large handfuls with bread crumbs and butter, broiled in a disposable pie plate, and are generally the whole meal along with a beer and some bread.
* VI elements are seen (well, visibly futuristic. The jackalheaded guards are probably robots, but they don't look the part).
* Viel Spaß mit... doesn't take over and make the protagonists unrelatable. For example, the daughter of the Roman family is married off at the age of 16 instead of 12 - the latter is mentioned as being standard then, but the family does it differently. And of course, they always treat their slaves / servants well.
* Vienna and the countryside around it doubles for Paris and the French countryside in
* Vienna produced by Big Finish Productions, has a rule that anyone who hears her real name has to be killed. The Doctor appears to be a rare exception.
* Vienna Teng depicts the aftermath of a suicide bombing in a major American city through the perspective of a first responder. The speaker alludes to a time when such events were only a distant reality reported on the radio, at which she could easily "turn away to another station" to hear a love song.
* Vienna Teng: "In The 99". The verses are sung so fast that they're hard to understand without lyric sheets, and the backing doesn't help either.
* Vienna Teng song "No Gringo" (poor Americans illegally cross the border to Mexico looking for work)
* Vienna Teng take on it, in which the lovers keep dying miserably in different lives while dreaming of being together in a better one. The last verse has them meet on a sunny afternoon and realize they are finally in the better life they wanted.
* Vienna Vegetable Orchestra does exactly what their name suggests. (After concerts they turn the instruments into soup.)
* Viera becomes Gaz's arch enemy, as the two cannot stand each other.
* Viera take the name of their home village as their surname, while their forenames are based on forest names. Since these names translate poorly into the common tongue, Viera who leave their homes behind or otherwise deal with outsiders adopt "city names" inspired by other races, such as "Fran".
* Vietcong are always armed with either a submachine gun or an assault rifle.
* Vietcong had a series of training missions presided over a Drill Sergeant that would make R. Lee Emry envious. "Fucking cocksmokers" is a mild example of his vocabulary.
* Vietcong Not to mention the T-34-76s used by the NVA, when they should be using T-34-85s, and M50 Ontos tank destroyers in the second game.
* Vietcong participated in and single-handedly help the Americans/South Vietnamese win the Battle of Hue.
* Vietcong pretty much carries on due to the radio not reaching a VC underground tunnel.
* Vietcong, providing ammo and repairs. His C4 doesn't count because the Commando class has his own.
* Vietcong series, anti-communist forces will always wear camouflaged (ERDL/Tigerstripe), lime, or brown uniforms while the NVA wears dark green and tan uniforms. Some VCs in the first game (or all of them in the second) wear black pajamas.
* Vietcong series has the radioman. In the first game, you have to use his radio whenever the radio icon shows up. In tunnel-based missions, you're equipped with your own radio. In the second game, he uses the radio himself.
* Vietcong, where any Vietnamese character speaks this way, except the Hue Mayor, Captain Soat, and Major Thu, all of whom speak English fluently.
* Vietnam and Thailand, while their official height is not revealed, is also often portrayed like this in fanon as the former is mid 160 (5'3) and the latter is

little below 180 (5'11).
* Vietnam, as the country was united before 1955, being separated as a result of Cold War politics and Western meddling, much like the Korean peninsula (except, of course, that Korea never reunified).
* Vietnam, being a country with a long history of struggles against various foreign forces trying to subjugate them and a long history of matriarchy, has quite
* Vietnamese developer Dong Nguyen had a surprise sleeper hit in 2014 with
* Vietnamese did their Vietnam special in 2008 (and Jeremy bragged about his shoebox full of cash before realizing it would only buy him a motorcycle), it was closer to 15,000 to the dollar.
* Vietnamese folk tale of Tô Thị: The titular woman accidentally married her long-lost older brother and produced a healthy son with him. When the husband found out, he left the family forever without telling them the truth. Tô Thị and her son longed for him until they both turned to stone.
* Vietnamese with Kalashnikovs (North Vietnam / Viet Cong / Modern Vietnam)
* Vietnam mod features UH-1 Huey gunships with a massive shark mouth on the nose of the chopper.
* Vietnam" pattern, and the other would finish with "two bits". If the respondent instead repeated "shave and a haircut", it meant he was a Vietnamese agent.
* Vietnam tends to get this treatment in fanon, and shows shades of this in the 2011 Bloodbath when she takes charge of the girls' meeting.
* Vietnam to salute him when they first arrive, lest they reveal that he's an officer to any Viet Cong snipers watching over the base.
* Vietnam vet about his unit hunting him out of revenge and four people were killed. Trooper Dennis Wells knocks him unconscious with a ketchup bottle after he tries to escape. As a result, the Nightcrawlers unit again manifests from Price's thoughts and attacks the diner, killing Wells and Price in the process. With Price dead, the Nightcrawlers disappear.
* Vietnam War both had a drive for power that is best described as pathological.
* Vietnam War. Considering that most of them were drafted, they had low morale and didn't like their authority, i.e. you.
* Vietnam War in which eleven rescue crew members died, two were captured and one ended up being rescued alongside the original pilot. It was worse that this also led to a massive reduction in air support for the South Vietnamese due to the amount of resources that were used to rescue the American.
* Vietnam War light attack "bombers" such as the A-4 Skyhawk, A-6 Intruder, A-7 Corsair or F-105 "Thud" would often jettison all their bombs once enemy MiGs engaged them. This was because these aircraft were as maneuverable as fighters, when not laden with bombs, and except for the A-6, all other aircraft had a nose-mounted gun with which they could defend themselves in a dogfight.
* Vietnam War muses that since such a large portion of the U.S. economy is geared towards the military, there is a risk of a military-industrial alliance affecting policy, and Vietnam is a case in point.
* Vietnam War, under the belief that the Vietnamese held the symbol to mean death and ill-fortune. This was inaccurate, but the gesture helped American morale.
* Vietnam War warns of becoming "an island in a communist sea" if Indochina is lost.
* Vietnam War were actively supported by the USA, Thailand, South Korea, Australia, and New Zealand, which all provided troops and advisers; while North Vietnam and various communist insurgencies were supported by the Soviets and Chinese who again provided advisers, while North Korea provided some combat troops.
* Vietnam War, whereby one country turning to communism would lead to another doing the same, and then another, and so on.
* Vietnam War, which involved recruiting 100000 persons who had scored in Category IV of the Armed Forces Qualification Test (meaning they were mentally and/or physically unable to serve): some of them were mentally challenged, suffered from light physical impairments or had weight issues, and others were unable to read, or even speak English. They were soon nicknamed McNamara's Morons and McNamara's Misfits, and suffered worse outcomes, either in or after the fighting, than regular

recruits.
* Vietnam War without noticing either him or his white feather. He often referred to his targets as "hamburger". You'd expect a guy like this to be a Cold Sniper through and through, but this is what he had to say about himself after the war:
* Vietnam was the greatest military quagmire in United States history.
* VI. Even though it's only spelled out, there's something about his affected "Uwee hee hee!" that fails to inspire much in the way of fear.
* view each other as the only worthwhile opponents they've had in a long time. It's the main reason Gringotts thinks so highly of Harry and his group.
* Viewed as heroic and admirable when his actions are things villains in other (or even the same) media would do. Which at extremes can be extreme
* Viewer-Friendly InterfaceComputer interfaces are designed for the viewers watching them on TV, not the characters who are actually using them.
* Viewer Gender Confusion: Fans misinterpret a character's gender because of the character's appearance.
* Viewer Gender Confusion special, where a very young Garfield and Odie are seen, and they too had eyelashes.
* Viewer Gender Confusion suffered by the original Toad over the years.
* Viewer Gender Confusion: The viewers get the gender of a character wrong.
* Viewer Mail Day couple whose abnormally sized rear ends require the use of two chairs.
* Viewers Are Geniuses: Some biopics are made for audiences who already know a lot about the person and will alienate the general public who hasn't got enough knowledge beforehand.
* Viewers Are Geniuses: When a creator overestimates how intelligent their audience is.
* Viewers Are Goldfish: A work of fiction reminds the audience of stuff that just happened shortly before as if the audience can't remember stuff well.
* Viewers Are Goldfish: Reminding the audience of stuff that was explained a short time earlier as if the audience has very poor memory.
* Viewers Are Goldfish: Repeating stuff that was mentioned just earlier under the assumption that the audience won't remember it.
* Viewers Are GoldfishThe creators think we can't remember past plot developments, so they will remind us constantly
* Viewers Are Goldfish: We're gonna keep repeating this because the viewers are too simple-minded to remember!
* Viewers Are Indexed: The sliding scale of what creators think about their audience.
* Viewers Are Morons: Explaining every single thing as if the audience is too dumb to figure it out themselves.
* Viewers Are Morons: Explaining everything as if the audience is too dumb to figure it out themselves.
* Viewers Are Morons: My audience is stupid. I dumb down my material so their puny little minds can understand.
* Viewers Are Morons: Things are often simplified in order not to confuse, disturb or make audiences think too much. Often they are downright romanticized.
* Viewers Are Morons: TV network executives seem to think their viewers are complete morons.
* viewers had all the "interesting" houseguests who'd make drama voted out first, while the viewers complained the people left were boring. In The Glass House, Alex was voted out for being a drama whore by people who knew that if Alex remained in the house, the house would remain united against him, and that the lack of a common target would cause cracks to split in the house.
* Viewers in 2021 have noticed that the episode "Mid-Life Crustecean" was missing from Paramount+ and quietly removed from Amazon. Nick later
* Viewers in Mourning: Audiences mourning a fictional character as though a loved one has died.
* Viewers in Mourning: Fans treat the death of a fictional character as if a real person had died.

* Viewers in New Zealand on all platforms occasionally get blipverts changing between the national and regional advertisements.
* Viewers' introduction to "Dr. Smith" is her accidentally murdering a
* Viewers of programs or networks whose primary funding comes from voluntary donations, rather than advertising or subscription.
* Viewer Species Confusion: Fans can't quite figure out a character's species due to their appearance.
* Viewer Species Confusion: Viewers get an animal character's species wrong.
* Viewers will no doubt be aware that the BBC adaptation of Robin Hood is not known for its historical accuracy.
* Viewers will often appreciate a Quarter Hour Short for its lack of
* View From the Mirror quartet has the Whelm, a race of human-like creatures who — when finding a master they deem to be 'strong', will become the fearsome Garshard — an almost unstoppable force.
* View from the Top: Donna encounters various interesting characters on her journey to become a flight attendant. The rudest she meets however is someone she initially trusted, Christine. While handing in their exam papers, Christine (aware of her inferior skills) swaps her results with Donna. As a result, Christine is employed on international flights, while Donna is stuck travelling interstate.
* View From The Top has any kind of lasting pop cultural significance.
* View From The Top. His character, John Whitney, has a lazy eye and when one of the flight attendants is being interviewed by him, she has a hard time not mentioning the eye at all. Finally, she slips up at the end and as a result does not get the job.
* view of Jade's developing abs provided by her new summer hoodie. Jade, in turn, appreciates the way Irma's own new outfit shows off her curves.
* views on gender roles), she can be as cute as her girlfriend, Charlie.
* Viewtiful Joe 2 After getting thoroughly beaten, the crowd starts to chant their support, at which point, the two of them transform, and hand out a royal beating of their own.
* Viewtiful Joe After you defeat Fire Leo by burning at temperatures over 1000000 degrees, you join a planet-dwarfing mech-battle.
* Viewtiful Joe Alastor demands this of Blue after Alastor finds and reads a love letter Blue wrote to his wife.
* Viewtiful Joe but then, OH DEAR, the studio shut down, and we never got closure on any of that, or the overall story of the games.
* Viewtiful Joe damage from everything. Combine that with a two-stage final boss whose most common attack now takes a monstrous eight hearts out of your life bar (the maximum being 16 with all upgrades), and you're in for a bumpy ride. Totally worth it to see that fatass fly at supersonic speeds with his hands on his hips, though.
* Viewtiful Joe depending on the length of their VFX Gauge and the duration of their charge.
* Viewtiful Joe game is said to be the best in the series, despite the successful sales and good reviews of the sequels.
* Viewtiful Joe games, right down to the easy 'Kids' setting being unable to move on to more difficult settings after beating the game.
* Viewtiful Joe. Good range, but it lacks the combo potential of Joe's punches.
* Viewtiful Joe has a character who would show up randomly with this as his gimmick. He failed a lot.
* Viewtiful Joe has all the playable characters scrambling around, looking toward the sky in a high, wide-angle shot.
* Viewtiful Joe: One of the bosses, Sergeant Big John, frequently talks over the military walkie-talkie and as such he always ends his sentences with "over". Even when he's disguising himself as "Big Lee" later on, he still says "over" after his sentences, which easily gives up his identity to Joe and Silvia.
* Viewtiful Joe (the first installment of Kamiya's Hero Trilogy), which is owned by Capcom and can't be used in a Nintendo published game. Although, a hidden secret has Wonder-Pink call Sylvia from the game and ask about Joe.

* Viewtiful Joe. To an outside observer, this could just as easily be a magic spell Joe casts which causes a bazillion Joes to appear on the screen beating the bejeezers out of everyone.
* Viewtiful Joe, who originally voiced Hulk Davidson in the games, voiced the announcer in the anime.
* Viewtiful Joe would take over as Dante in all his appearances thereafter.
* Viewtiful Switch hold hands and spin around before making a cute little pose. This creates a heart that damages all enemies onscreen.
* Viggo's dragon hunters make their chains, cages, etc. from a "dragon-proof" metal completely impervious to all forms of dragon fire and that dragons can't bite or claw through. It's a constant mission to find dragons that can get around this. The winners? Any Razorwhip tail is sharp enough to slice through it, all Hot Burples can bite through it, Changewing acid can dissolve it underwater, and Dagur's able to train his Gronckle to smash through it. Lava also weakens it like it would any metal under such intense heat, enough that one good blast can shatter it — such a technique would normally require at least 2 different dragon species to pull it off, but since Dramillions have both lava
* Vigilance believes in a glorious past, even giving themselves names of figures from the American Revolution. They believe that privacy has been stolen from them by the government, though the privacy rights they believe in were never really constitutional rights, they were merely the result of the practical difficulties of collecting information in the pre-digital age. When they put the government on trial, Collier says the defendants were only entitled to the rights given in the original constitution, clearly forgetting that as a black man, he would have had no rights whatsoever under the system he was espousing.
* Vigilance series of games have artificial gravity, which probably made programming the game's engine a lot easier.
* Vigilante 8'76'', has pretty much every vehicle weaponized; even garbage trucks and motorcycles.
* Vigilante 8 (and which intentionally feels out of place compared to the realistic settings from the rest of the game). Even the music is wacky and upbeat.
* Vigilante 8 apparently is a manual, judging from what he yelled at the idiot who took it for a joyride.
* Vigilante, but their toppled motorcycles will proceed to explode violently.
* Vigilante can be seen before the final level and during the final battle hanging like this from a construction hook.
* Vigilante consist entirely of heckling Pro Heroes until they chase him towards a crime he spotted earlier. While certainly not glamorous, it does help people and Izuku currently has neither the skills nor physical fitness to fight villains himself.
* Vigilante, Dave Winston (a.k.a. the Vigilante) is horrified when he runs across a man nicknamed 'Sarge' who fantasizes about the Vietnam War (the same war Dave served in) and falsely claims to have served.
* vigilante does this quite a bit in order to get close to her targets or put them off guard. To be fair, Pam Grier is very easy on the eyes.
* Vigilante Execution: Killing someone accused of a crime without the permission of the judicial system.
* Vigilante Execution: Killing someone to punish their (alleged) crimes without the permission of the judicial system.
* Vigilante Execution: Killing someone to punish their (real or alleged) crimes without the permission of the judicial system.
* Vigilante Execution: When the criminals get off too lightly, we're the ones who will exact the punishment they deserve!
* Vigilante is officially this, although the focus is more on the quest to rescue his girlfriend.
* Vigilante justice, as vigilantes are almost always acting out of this when it's not direct revenge.
* Vigilante killings of suspected drug traffickers incited (and are still inciting) bitter

* Vigilante: Leonard Kord is released after the real attacker confessed to the attack Leonard had spent years in prison for, but the public still considers him guilty of the attack and he gets attacked and his home surrounded by an angry mob preventing him from getting any work and ensuring he gets blamed for any "fights" where he tries to defend himself from his assailants. He's eventually murdered by the Electrocutioner for a crime he did not commit.
* Vigilante Man and a professional killer. He kills horrible criminals for Diana, but seems to do it for the satisfaction of it rather than money. It's not clear whether he gets any payments from Diana, who receives ceremonial "offerings" from the victims' families.
* Vigilante Man: An individual who takes the law into their own hands.
* Vigilante Man: A person who isn't a cop decides to pursue and fight criminals, which often involves using illegal methods to do so.
* Vigilante Man cause their cases to get thrown out or result in nonconvictions or successful appeals (usually either due to entrapment or because they rendered large amounts of evidence or testimony inadmissible).
* Vigilante Man, due to his frustrations with police procedure throughout the film.
* Vigilante Man: Most superheroes are essentially vigilantes, as they try to fight criminals despite lacking any official legal authority to do so.
* Vigilante Man on any criminal he meets. He's also faced off with other veterans of various wars (mostly Vietnam) who have turned to crime (including a former squadmate and an unnamed colonel smuggling drugs in the bodies of fallen American soldiers).
* Vigilante Man points out that he could use his high-powered gun to blow MacLeod's head off. MacLeod responds with "but you won't", and the two draw their swords and fight by the "rules".
* Vigilante Man: Someone who's not an official agent of law enforcement decides to go out of their way to find, capture, or even punish (alleged) criminals.
* Vigilante Man storyline. A rich man who wears a white suit and mask and kills the "undesirables" in his neighborhood. Frank is not flattered.
* Vigilante Man, this badass will just have to take the law into his own hands.
* Vigilante Man to be driving. It has advanced electronic surveillance capabilities, an onboard computer system with phone link (in the 1970s!) and a retractable 4-shot guided missile launcher, but no armour except for some steel plates around the driver's seat, as Bolan only uses it for long-range combat.
* Vigilante Man Wells Fargo. Yeah, if you thought messing with the bank was bad today...
* Vigilante Militia: A group of like-minded vigilantes form a crime-fighting organization.
* Vigilante: Nick leads a neighborhood vigilante group, of himself and at least three other men, killing or roughing up local drug dealers, killers and rapists, while also making rallying speeches for new recruits at secret gatherings and having plenty of locals tipping him off.
* Vigilantes also has trouble with the "instant villains." They are ordinary people who took a drug that boosts their Quirks to unmanageable levels, often with some mind-affecting drugs mixed in to make them behave irrationally. Despite them going on rampages, there's not much the police can do to legally prosecute them, as the drug itself is technically not illegal. It gets worse when people start getting dosed without their knowledge or consent. The heroes have to treat them as both villains to be stopped and bystanders to be saved at the same time.
* Vigilantes consist of a small, oval-shaped structure at the stern with a couple boxes attached that house most everything on the ship. And a
* Vigilantes' Dawn: After everything they've gone through the last five years, neither Oliver nor Laurel have any interest in being with anyone else.
* Vigilantes' Dawn: After reuniting with Oliver in Russia, Laurel fakes her death to escape the League of Assassins with him. Unlike most examples, the decision was largely impromptu, Laurel had no plans to deal with the League when the ruse was blown to hell after her and Oliver's return to Starling City.
* Vigilantes' Dawn: Every chapter begins with an excerpt from a book written by one

of Oliver and Laurel's descendants, published one hundred years in the future.
* Vigilantes' Dawn: Laurel can speak multiple languages like Oliver. Thus far, it's confirmed she knows Russian and Arabic. As she's had the same training as canon Sara, she may know Cantonese as well.
* vigilantes simultaneously kill the presidents of both nations, and without leadership in either nation everything escalates. Best-case scenario, America is nuked. Worst case, everything is nuked.
* Vigilante Tendency: In a rare heroic example, Hibari "appropriates" the local Yakuza group's base for the Peaceful Namimori Committee to use for their vigilante activities. Said Yakuza are forcibly converted and eventually become their loyal minions.
* Vigilante Tendency: The events of the fic stem from Tsuna's decision to protect his crush Kyoko from some bullies who want to get revenge on Ryohei. It all goes downhill from there.
* Vigilante Tendency, the Tomaso Family becomes well-known throughout the Underworld for their robot army (built by Spanner).
* Vigilante, the fifth and final stage has the player fighting on top of girders high above street level.
* Vigilant is a failure in every aspect of his life, repeatedly testing fate. And yet, he is the central protagonist of the show.
* Vigil are a hard counter to plasma weaponry in space combat: the kinetic barriers stop plasma from making direct contact with a ship's hull, meaning the only way hot plasma could transfer its heat is through vastly less-efficient radiation over conduction through direct contact. In order for plasma to affect a ship in any meaningful way, the shields have to first be knocked out with kinetic munitions, unless one bypasses them entirely with laser weapons, which the shields can't stop.
* Vigil humanity has created are bears. Some of which joined XCOM, resulting in giant, power-armor clad humanoid bear soldiers with plasma cannons.
* Vigil of Stendarr of Mercy and Justice, and selflessly protect mortal life from the Daedra and other supernatural threats, like vampires and werewolves.
* Vigil technology. The turians developed their own rough approximation in the form of Exos, although it wasn't until they met humanity that they could directly upload a brain into an Exo body.
* Vigil. Then again, it says a lot that hunter society has a term for cells that work with monsters towards a greater goal. That term is "cancer cell."
* Vigil, where brain uploads, backup copies of everyone's brain, and cortical stacks—small storage devices that maintain a saved brain-state—are ubiquitous except among bio-conservatives. Death just means you get uploaded into a new body.
* Vigor Mortis: a half-dead starved orphan discovers they can innately use Necromancy, an illegal and blasphemous branch of magic. Can they balance the need to use it to save them and the ones they care about from abject poverty with the need to not get executed?
* Vigor Mortis The 'creatively' named Templars of the Church of the Mistwatcher act as general enforcers and special forces for the kingdom.
* VI has this as part of its theme. Specifically, that violence has been the only option for so long between the Klingons and the Federation that there are people on both sides willing to violently betray their own leadership to
* VI He shrugs it off as "Mechanical Flatulence from the ship" near the start
* VII and ensuring that reconciliation between Erathia and Tularea is unlikely for the forseeable future.
* VII for the first time thought Barret and Tifa were a couple, or a couple that had recently split up.
* VII from the locked basement, it's assumed that he'll simply stay there forever. Presumably, all he was doing in the thirty years up to his release was sleeping in some perpetual nightmare state.
* VIII, allowing the player to not only choose which monsters could fight, but also allowed the Hero to call your monster team in battle to fight for a few turns.
* VII) installments are more closely tied together. That's because they have the

same director, while the second film has another director.
* VIII opportunities, both from harvesting dragon corpses and enslaving and 'training' young dragon. As to it being a war, dragons in the setting are fully sapient, and Quixote's expedition is in Garrote Gorge — seat of the largest known dragon settlement, complete with a king.
* VII is aimed at young teenagers, many of the new fans are this age, meaning that twenty years of aging technology hasn't softened the game's ability to relate to kids.
* VII is similar. It gives whoever it's equipped to a good stat boost, but there are two major downsides to it: The first being that as soon as the battle starts, the person who it's equipped to has Death Sentence cast upon them, which kills them after 60 seconds have passed (unless you finish the fight before then), and the second being that once it's equipped, it's a physical nightmare to unequip unless you meet certain conditions. Tifa tends to make the most of the curse since two of her weapons get big power boosts when she's Condemned.
* VIII, there were the Necromancers, but they were only enemies if you chose the Light Path. If you chose the Dark Path, they were important allies.
* VI is also an example of the trope. His mechanical, sand-diving, transforming castle just by itself is an example of how incredibly COOL an Engineer can be.
* VI is led by Lady Triệu, whose leader bonus that gives all Vietnamese units a speed and combat boost in jungles, woods and marshes, bonuses that are doubled in Vietnamese territory. Given that Vietnam's base civ ability encourages it to settle in such terrain, and gives its workers the ability to plant new forests as early as the Medieval Era, this means that any would-be invaders are going to end up slogging through dense, green terrain while Vietnam's units come speeding out of the jungles to deliver an overwhelming counter-attack.
* VI, it does reduce the maintenance costs of units (by 1 or 2 respectively) being a very useful Policy Card for civilization or any playthrough. Conscription is gained at State Workforce, one of the last Civics in the Ancient Era and Levée en Masse is earned at Mobilization, one of the first for the Modern Era.
* VII, the franchise is starting to plummet. They argue that the fun factor of the game is relinquished for the sake of pleasing the fanboys and fangirls, sacrificing the deep integrated storyline that made the original RPG such an amazing game for the sake of indulging in characters such as Sephiroth, Vincent, and Zack.
* VII. This in turn brings it up to somewhere between a Level 2 and 3.
* VII to happen in the conflict are skirmishes and manouevering for position, followed by peace negotiations. It can escalate into a full-scale war, but hints in later games implies that the path in which that occurs isn't the one that happened).
* Viivi & Wagner. In one strip, Wagner calls the insurance company, only to hear this:
* VII while Frizz will allow her to hold up to the other two party members. However, by the endgame, mages can only hit for a couple hundred damage whereas a warrior can hit for up to a thousand damage with a good Knuckle Sandwich. The game's class system, however, allows a mage to learn some good support and offensive skills as well.
* Vijay Singh hit a ball of the 16th tee at the 2009 Masters, it skipped about 5 times off the water hazard, hit the berm, bounced onto the green, took a curve to the left, and rolled right into the cup.
* Viki is one of the strongest magic users and has a unique "Blinking Rune". She is also the weakest physically and sometimes joins the Tenkai Star's army because she's looking for her next protector.
* Viking Age Scandinavia which may or may not have existed in history and were likely inspired by the Valkyries of Norse mythology.
* Viking age were infamous for this. If a man felt wronged by another, meaning an insult or an act of violence, there were four ways to resolve the conflict.
* Viking Funeral: A dead person is cast away in a boat with their possessions while it is set on fire.

* Viking Funeral: A funeral rite where the deceased is laid on a boat with his effects, sailed on the sea and burned with a flaming arrow.
* Viking Funeral (fire. Probably neither variant represents real-life burial customs).
* Viking Funeral in the bathtub (which ends up setting the shower curtains on fire).
* Viking Huntress: Rune of the Dead, and find GOLD! Next morning, they start murdering each other for a bigger share.
* Viking invaders. Accounts of her actions might very well be the origin of the phrase "cutting off the nose to spite the face".
* Viking metal bands are sometimes accused of promoting fascism, Nazism or white supremacism, largely because they make use of
* Vikings a captive priest is given the chance to gain his freedom by carrying a red hot sword across a village to the Viking queen. He sees himself protected by his Catholic faith, easily handling the sword and putting it at the Queen's feet to great awe. Then the sword is put into his hands, he screams in agony and only makes it halfway before collapsing in tears as the Vikings laugh.
* Vikings and being confronted by his brother Ragnar finally snap Rollo out of it.
* Vikings are depicted running about tossing eggs at huts, with the caption explaining that "for many years, until they became truly nasty, Vikings would plunder, loot, and then
* Vikings because she could no longer cope with the long filming periods in Ireland away from her family.
* Vikings: (bisexual female main and supporting characters, queer female romance, implied bisexual male main character)
* Vikings: Bjorn and his viking companions travel to the Middle East and get in the middle of a feud between two nobles. One noble invites them all to a feast and then reveals that the meat is one of the feuding nobles. The vikings spit out the food in disgust.
* Vikings, but whether they actually are her parents or even existed is left ambiguous. The show integrates the legendary inspirations with other historical sources, and often changes around both to fit its needs.
* Vikings: Clive Standen said that he was actually more interested in the part of Rollo, but nonetheless auditioned for Ragnar, which would turn out to be the lead role for the first four seasons of the show. (Despite early drafts that planned to kill Ragnar in the first season.) After Travis Fimmel was cast as Ragnar, Standen did wind up playing Rollo.
* Vikings, due to his background as a Catholic monk and scribe, Athelstan has a fluent or working knowledge of several languages, including Old English, Latin, Greek, Old Norse, and probably High German because of his time in Charlemagne's court. He's also shown to have a natural gift for picking up dialects. It was this demonstrated ability that initially caught Ragnar's attention and resulted in him sparing Athelstan's life.
* Vikings: Earl Haraldson's young daughter Thyri is married off to an old man, Earl Bjarni. Both Thyri and her mother Siggy are dissatisfied with this decision. Earl Bjarni tells Thyri about their wedding, the sons he expects from her, and promises her gifts but she is visibly repulsed. During their wedding night, the fat, old and drunk earl passes out before he can consummate the marriage. In "Burial of the Dead", he complains about Thyri's lack of enthusiasm in bed and threatens to beat her for disobeying. Later, after Haraldson is defeated by Ragnar Lothbrok, Thyri is saved from her horrible marriage by her mother Siggy who kills Earl Bjarni in front of everyone. Thyri looks beyond grateful.
* Vikings encounter new cultures, often there will be a language barrier. This is lampshaded by having the characters actually speak Old Norse (Vikings), Old English (in England), and Frankish (in France). Eventually a translator will turn up who speaks both languages, and then one or both parties will begin speaking modern English for the benefit of the viewer.
* Vikings, flinging said teacher across the room. He storms out of the room and knocks down a chair for good measure.

* Vikings has recycled plenty of costumes from other productions filmed in Ireland and Northern Ireland.
* Vikings, if a Northman isn't wielding a shield or two-handed axe, he's almost certainly dual-wielding weapons. Floki in particular is unique in that an axe and dagger are his primary weapons.
* Vikings: In season 3, Ragnar's health slowly starts to deteriorate while besieging Paris. Whether it's from some illness, an accumulation of battle wounds, or a combination of the two, it's never revealed. When he gets back to Kattegat, he's bedridden and everyone assumes that he's dying. However, he eventually makes a slow and equally unexplained recovery in season 4.
* Vikings, in which King Ecbert presents Lagertha with a necklace and gently clasps it around her neck, complete with arranging her hair over the top of it.
* Vikings. It helps that it gives their region a more intimidating, marketable image. Many descendants of Scandinavian immigrants who have settled in Upper Midwestern America are also fans of the Minnesota Vikings with its stereotypical Viking mascot.
* Vikings, King Ecbert had a deep admiration his ally/rival Ragnar Lothbrok as he considered Ragnar to be a kindred spirit. When Ragnar surrendered himself to Ecbert, they had a drunken feast where they debated about each others gods in Ecbert's hall despite the fact that Ragnar was still his prisoner and was being sent to his death, much to Ecbert's deep regret. This exchange between them sums it up:
* Vikings often features armies fighting in formation, but sometimes not:
* Vikings, Ragnar Lothbrok takes on the princess and mystic Aslaug for his wife, after conceiving a son with her. Ragnar's first wife, Lagertha the shieldmaiden, leaves him with their firstborn son. Lagertha returns a few times in season 2, and now Ragnar gets to enjoy all the awkwardness of sitting between them at the dinner table.
* Vikings rode on horses that were around 130-150 cm at the shoulder. The horses are still here: Shetland ponies.
* Vikings Saga involves collecting scattered presents, taking care of Santa's reindeer and decorating a large tree, while the bonus level for earning three stars on levels 11-20 has you building snowmen.
* Vikings shieldmaiden Lagertha, has studied martial arts since childhood and started her own schools.
* Vikings shows the titular warriors wreaking havoc upon the hapless Saxons in this manner; with all the rape, slaughter and pillaging shown on-screen. Well, the rape is surprisingly low-key. In fact, we only see two instances of it, and only barely.
* Vikings the Saxons, while only suffering two casualties, plus the two guys who were originally watching the boats.
* Vikings this tends to be subverted as the Viking landings are usually unopposed since the defenders don't have the time to assemble a force big enough to stop them. On one occasion they have to storm the beaches the other way since a Saxon force blocks them from their ship. This is played straight when the Vikings sail up-river to invade Mercia. The Mercian commander decides to oppose their landing by splitting his army and defending both sides of the river. Ragnar simply choose the side of the river with fewer defenders and sails his ships right for the river bank. The Vikings storm the river bank and quickly rout the defenders while the Saxon force on the other side of the river watches helplessly.
* Vikings. While still a badass, he is severely diminished both physically and mentally.
* Vikings who is constantly doing weird movements with his hands and has a distinctive laugh.
* Vikings, who would go on to sack cities as far away as Italy, first shows up as an 11 year old who tries to talk his parents out of domestic squabbling, and later we have the rest of Ragnar Lodbrok's famous/infamous sons like Ivar the Boneless and Ubba, who would nearly conquer all of England for the Northmen, as cute little kids.
* Viking sword and its descendants (one-handed swords): The classic, cross-shaped

knightly weapon, a descendant of the Spatha and those originally used by the Vikings, and commonly paired with a
* Viking to interrogate prisoners by cutting their fingers off one at a time while they are hung upside-down from the Fjord-Elk's mast.
* V.I.K.I.'s motivations world dictated by robots. If she had started out with the premise of "I must preserve human happiness" instead of "I must preserve human life" things would have been far different. Of course, life, unlike happiness, can be quantified, and even logic based on preserving and maximizing happiness can become something horrific when pushed to its logical conclusions.
* Vikki Dougan (who may or may not have been one of the inspirations for
* Vikki Hiller is the only female editor on the staff of Bannerhouse Books in
* Viktor Bout, a former Red (retired Russian GRU major) with a lot of military stuff for sale. He was supplying weapons to nearly everyone (except for people linked to Al-Qaeda and the Taliban, or so he claims) for fifteen years, until he was arrested in Thailand in 2008. Nicknamed "The Merchant of Death". Also, the main character of
* Viktoria Ridzel, better known as Viria, is a popular fanartist for Rick Riordan's
* Viktor is a giant grump with a bad temper who has been described as a "badger caught in a wire fence with a personality to match." As such, he always has either a scowl or a
* Viktoriya Ivanovna Serebryakov, who often laments the decay of her birth country under Communism as the Russy Union.
* Viktor Korchnoi, one of the strongest chess player of the world in the 1970s and 1980s.
* Viktor Krum also has quite a few admirers — both because he is his school's champion in the Tri-Wizard tournament and an internationally famous quidditch seeker.
* Viktor Kurchatov from v3, his entire body covered in scars and missing genitalia, was caught by Will Sigurbjornsson and Julie Mikan nude and eating the corpse of Karl Van Buren. Viktor responded by screaming "I am the master butcher!" and moving toward Julie to try and kill her, only to be shot AND stabbed in the head.
* Viktor Kurchatov is horribly scarred more or less all over his body from being burned. He's both depraved and bonkers.
* Viktor Reznov managed to add onto that programming, sending him after the men responsible for the initial brainwashing.
* Viktor Schauberger is saucer-shaped, because it functions by spinning two concentrically-ridged discs very fast in opposite directions (in some versions, only one disc spins, and Schauberger's own notes state that they were coated with a paste of quartz and water, implying they were partially electrified) in order to generate a vortex that the vehicle supposedly uses to fly. Some designs (made by hobbyists) include a complicated air-injection manifold on the top to bring in already-spinning air, but they look remarkably like a stereotypical UFO otherwise.
* Viktor's decision to kill his only daughter for loving a Lycan kicks off the war between vampires and werewolves that leads to the death of Vampire Elder Amelia. Not only that, his decision to spare Seline because of her striking resemblance to the daughter leads to the deaths of both himself and Markus, also Elders. Without any strong leadership, the vampire covens fall apart and become fairly easy pickings for the Lycans by the events of
* Viktor Suvorov claims that when he was recruited into the GRU, he was shown a film of
* Viktor Suvorov described in his book "Tales of a Liberator" how, during the invasion of Czechoslovakia, a group of Soviet soldiers accidentally burned a motorcycle and attempted to pass it off as loss to enemy action. The battalion commander spotted the lie immediately, but said he'd sign the protocol... so long as they'd add that the motorcycle had upon it a grenade launcher another company dropped into water. By the time the documents reached the front commander, the motorcycle also carried two fur coats, two night-vision devices, a rangefinder, a

machinegun, a radio transmitter and a barrel of alcohol.
* Viktor Suvorov wrote in one of his books how a man on television was given a Western and a Soviet tanks to drive, and stated that the Western is better because it has automatic transmission. Then Suvorov remarks it is very foolish of the driver not to understand the difficulties in wartime production and field repairs. Suvorov failed to understand that a properly designed heavy-duty automatic is actually more "soldier proof" than a manual.
* Viktor tries to dump Nick into the pool at the Malfoys' French manor as a tease, but ends up in it himself after Nick's dog bites him in the rear. Nick then pushes in Adrian, who returns the favor by pulling Nick in after him.
* Viktor Tsoi on the Internet, this is mocked a lot by Russian netizens.
* Viktor was the undisputed champion of men's figure skating with no one trying to challenge him until Yuuri showed up in the
* Vilani and Vargr: The Coreward Races. At the end of the Long Night, an offworlder from a high tech world came to the low tech world Sikilar and used high technology to make the natives think he was an angel. He used this authority to set up a strict religious dictatorship that continues to the current day.
* vile, and well-boiled coffee. Expect any local health food fanatics to complain loudly about the fat and cholesterol content while making comments about people dying early deaths from eating the food, or any out-of-towners used to funkier fare to scoff at how boring the menu is.
* Vile Bodies at the end, but is clearly not interested in leaving Ginger and appears oblivious to how Adam might feel about it. Like everything else in the novel, this situation is played for black comedy.
* vile hieracosphinx Nonetheless, a gynosphinx will defend her cubs to the death, regardless of who the father was.
* Viler New Villain: The villian stands out as more evil than the other villain.
* Vile, Tayler is pregnant with Nick’s child, and the characters debate for a few minutes if she should still be tortured and risk harming the baby. She makes the decision to only harm her upper body, so that she can still contribute without directly harming the child.
* Viletta gets shot and falls into the bay, hitting her head and getting amnesia almost immediately after learning Zero's identity
* Viletta's day uniform as a Britannian Knight of Honor probably isn't regulation. Jeremiah also wears a different uniform, although he gets away with it by being
* Viletta surviving the fight at Port Yokosuka is also up in the air, since this time, she was shot by Bumblebee, using Knightmare Grade Weapons.
* Vile Villain, Laughable Lackey: A sinister villain has a comedic henchman.
* Vile Villain, Laughable Lackey — Villain sidekicks tend to be goofy and less serious than their employers.
* Vile Villain, Laughable Lackey: The lackey's incompetence highlights the villain's evil.
* Vile Villain, Saccharine Show: A cute, kid-friendly, lighthearted show with a menacing villain.
* Vile Villain, Saccharine Show: A genuinely nasty and dangerous villain appears in a work whose tone would lead you to expect this trope.
* Vile Villain, Saccharine Show: A saccharine and lighthearted show has an incongruously sinister villain.
* Vilgax. Both times, Ben survived mostly thanks to an interruption of the fight.
* Vilgax claims that the Celestials — who are merged with the Ben 10 Celestialsapiens (Alien X's species) — actually
* Vilgax must command his armies from a tank of goop until the first season finale of
* Village Chief) may also qualify as this, seeing as how he presumably grew up underground without sunlight, yet is suspiciously more tan-complected than the rest of the villagers.
* village idiot position while Rainbow Dash is on vacation. Afterwards:
* village". In the end it's Luffy, Zoro, Sanji, and Usopp who avenge Bellemere (and the village) by beating Arlong and his crew, making Nami feel free for the first

time in years. Nami's hatred of Arlong briefly extends to his whole race, with Nami being reluctant to enter Fishman island; however, by the time she gets there, she reconciles that it was solely Arlong whom she despised.
* Village Monsters is the last human in the world after his kind was all but wiped out in a war.
* Village of the Damned (1995) abilities are born. The one who refuses to use his ability to harm humans survives, the rest get killed.
* Village of the Giants several giant women appear alongside the males, taking over a small town after eating the growth-inducing "Goo".
* Village of the Giants, which has both bad teens (the giants of the title) and good teens.
* Village People song "In the Navy". Just remember what "subtext" is an anagram for! Hilariously, this song was originally recorded as the theme for a US Navy recruitment spot. The deal fell through when conservative activists complained about the Village People's association with the gay community. While the Navy yielded, they took umbrage to the implication there was anything at all gay about the Village People or the song "In The Navy" in any way promoted homosexuality. Or on a less insulting note, people questioned the legitimacy of the government using taxpayer money to fund a music video.
* Village People's "Y.M.C.A." and "In The Navy", respectively, but caught on to the fact that the songs celebrated homosexuality before they actually started using them.
* Village People's "YMCA". This one is unique in that the dance was invented after the song came out, by fans rather than the band itself.
* Village People: Victor Willis was the only member of the original lineup who wasn't gay.
* Villagers are absolutely clueless about fire, not even trying to put any fires out when they start.
* Villagers look human, but have big noses and make weird noises, and are distinct from the more human-like player.
* villages, complete with Orthodox churches, in Siberia. The inhabitants were religious people who had run away from the Communist regime in the 1920s to Siberia and lived there without any contact with the outside world — unknown to the Stalinist era regime, or WWII- and Khrushchev-era politicians.
* Village Tales –- but these are objects of very little legend and of intense, mundane, scientific, properly conducted archaeological interest. As Professor Farnaby, Professor the Baroness Lacy, and their team will tell you between digs.
* Village Tales and his moustaches. Which, being on the Duke, are thereby badass by definition.
* Village Tales, as, for a long time, Jews in London and the Low Countries were so few that they had no choice but to marry across such minor divides.
* Village Tales insofar as country folk tend to bluntness and the working and upper classes in the UK consider indirection and politesse a middle-class thing.)
* Village Tales match. Wherefore he goes looking for another crisis to solve, and, for their own sakes, his neighbors help him find one, to keep him occupied and out of their hair.
* Village Tales principles. (Their lips have touched, once: when Fr Paddick gave Sher Mirza rescue-breathing after a fire. And that's the limit, difficult though they find it.)
* Village Tales reveal follows, and Teddy arrives on the scene just in time to go ballistic. (The Duke begs him not to give the two in charge: he'd rather the Home Secretary bar them from the UK than have them hanging about on police bail.)
* Village Tales series, local gastro-hotelier Teddy "The Hipster Chef" Gates is one (Bocuse-trained, at that); but all he really wishes to do is be his own pâtissier. He considers the Duke of Taunton's cook, Mrs. Woolley, and the ducally-trained housekeeper at the Rectory, Rose James, to be his betters in the kitchen.
* Village Tales, though, is specially vexing. And of course the Roman Catholic and C of E (sky-High, Anglo-Catholic) clergy in the District have heard more

confessions than the Duke's cook has served hot dinners.
* Village Tales who hadn't yet succeeded to the dukedom; old Lord Mallerstang's father was a VC of the Great War and a brevet Lt-Col (although this is slightly subverted, in that Hugo Mallerstang was posthumously born; he was however raised in a military environment nevertheless).
* Village Voice critic Robert Christgau opined that albums needed to be at least 30 minutes to give a listener their money's worth of music. Even when he liked the album, he would still note the exact running time of a short album in a review.
* villain. After Vanessa is poisoned, he tries to send her to another country.
* Villain Ball Magnet: No one in universe can or will see this character as anything but evil, effectively treating them as a villain.
* Villain Ball: The villain loses because of an inability to restrain the urge to keep doing bad deeds.
* Villain Ball: The villain's downfall comes from the inability to resist the urge to continue doing bad things in situations where doing so would be impractical.
* Villain Ball: The villain's undoing is because of their own actions.
* Villain Ball: Villains always lose because they can't be evil in a smart and competent way.
* Villain-Based Franchise: Even though the franchise's identity is build around its titular antagonist Ghostface, they're actually a different villain everytime, while the protagonists are the same for the whole series.
* Villain-Based Franchise, particularly his original "Ansem, Seeker of Darkness" incarnation from the first game.
* Villain-Beating Artifact: The villain is invincible to everything but a specific artifact.
* Villain by Default: Some groups, professions or others are considered evil by default.
* Villain by Default: The villain is a villain because of what they are, instead of what they do.
* Villain-by-Proxy Fallacy: The logical fallacy that working with the bad guy means that you're also a bad guy.
* Villain-by-Proxy Fallacy: When someone goes after not only a crime's perpetrator, but those who supplied the perpetrator or were otherwise marginally connected to it, whether or not the people involved had anything to do with the actual crime.
* Villain calls up hero and says "I've got your significant other. I'll put her on the line".
* Villain Cred: The amount of fear and respect that villains get from other people.
* Villain Crossbones has used this while trying to deprogram Red Skull's daughter Synthia,
* Villain Death: The main antagonist dies, ideally, by being defeated by the good guy. This may just be the set up for the proper ending which may take on any of the below forms.
* Villain Decay as it can be seen that he actually had more victories AFTER his marriage to Rita than before it.
* Villain Decay, as more and more elaborate moves make previous moves seem much weaker by comparison.
* Villain Decay, as well as a lot of fans of the game just outright liking them better than the player factions. A similar thing happened with another Classic World of Darkness antagonist group, the Sabbat of Vampire: The Masquerade.
* Villain Decay at this point. When you have this reputation among the Looney Tunes cast, you know you’re this.
* Villain Decay in every game like Wily and Sigma (who were turned into complete jokes because of it), he keeps to manipulating things from the background, only personally taking on Zero in the final game of the Zero series.)
* Villain Decay much the character from that second appearance - his knowledge is one of the best weapons in their arsenal, rather than them just carrying out his plans.)
* Villain Decay, Narutaki ended up as this: after the first few episodes, he did very little other than taunt Decade every time something went wrong.

* Villain Decay: People take your villains less seriously than you wanted them to.
* Villain Decay). Punch-for-Punch, Buffy is noticeably outclassed by both, serving as a potent reminder about the overconfidence the Slayer Strength may bring.
* Villain Decay returns Pinhead to his roots and tones down the gore a lot by moving to mainly psychological horror.
* Villain Decay set in. High level players outside of tournament matches have made a sport of killing witches in the most outrageous ways possible, such jumping over her, spinning around, and shooting her point blank with a shotgun for an instant kill. In competitive play, if something's going to kill an entire team of survivors, it will be a tank.
* Villain Decay: This bad guy seemed like quite a threat at first, but soon they became a joke.
* Villain Doppelganger is a pitiful mindless creature who knows only rage, confusion, and love for his surrogate mother Shriek, who dotes on him and refers to him as her "son."
* Villain Dr. Impossible does many things because that's what villains are supposed to do, but with a lot of
* villain, during Sequence 8, where after destroying all of Cesare Borgia's support, he sees one last chance in his Papal Guard army arriving at Roma's gates, only for them to arrest him on orders of the new Pope.
* villain. During that changeover period he provides backup or information to the main cast when he's paid for it but also betrays them to Adam at the drop of a hat when it appears to suit his purpose.
* Villain Episode: An episode where the bad guy is the protagonist instead of the hero.
* Villain Episode focusing on Pete and the Gullwings trying to save their boss, Maleficent.
* Villain Episode, to prank a fan who thought he'd won personal time with one of the much less fat hoopla hotties.
* Villainesses Want Heroes: All a villainess needs to be redeemed is true love. Or just good sex.
* Villainesses Want Heroes: Evil women tend to be attracted to heroic men.
* Villain: Exit, Stage Left: After the villain is defeated, the fiend escapes before the hero and/or the authorities can capture them.
* Villain: Exit, Stage Left, but the latter captures him before he can get away.
* Villain: Exit, Stage Left isn't one, despite the higher consequences of letting a bad guy go free.
* Villain: Exit, Stage Left: Some stories end with the killer or supernatural being responsible for the events of them getting away.
* Villain: Exit, Stage Left: The villain ends up escaping after their plan is thwarted.
* Villain: Exit, Stage Left: The villain escapes after being defeated because the heroes just stand there like idiots and let him.
* Villain: Exit, Stage Left: The villain gets away after their scheme is thwarted.
* Villain: Exit, Stage Left: The villain gets away in the end. Especially counts if the heroes could've easily stopped the villain before they escaped.
* Villain Forgot to Level Grind: Numbers of overpowered villains introduced early on in a series are usually left in the dust when the main characters get rapidly stronger.
* Villain Forgot to Level GrindWhere the villain is still at the same level he was at ten hours ago, but the heroes are ten levels higher and therefore beat him handily.
* Villain Has a Point and all sorts of extremists (when there's something right about what the villain does).
* Villain Has a Point show those in the wrong can have valid points or motivations that the right side would be wrong to discount just because those making them are being reprehensible.
* Villain Has a Point: The bad guy actually makes a valid point even though they're committing evil deeds.

* Villain Has a Point: The evil character is right about one thing, leading to cries of "___ did nothing wrong!"
* villain has defeated at least as many evildoers as the actual heroes!
* Villain Holds the Leash: When the villain's pet is the reason they're a threat.
* villain in a movie Bart and Homer watch; it is ten times more addictive than marijuana.
* Villain Killer mentality is expected for heroes, these anti-heroes stand out for their willingness to defy it.
* Villain Killer: When this good guy gets involved, you might wanna run.
* Villain Love Song: The villain sings about being in love with someone.
* Villain Love Song: The villain sings about their love for another person.
* Villain, Mitsuyo makes her escape through a bathroom window when the police find her and bring her to the station to question her about her murderer boyfriend, whom she's been helping to escape.
* Villain Nina Close would lock her victims in style masks designed to release a deadly hydrocyanic gas into their mouths if they tried to remove it, forcing them or their loved ones to pay her a ransom.
* Villain of Another Story: A bad guy who isn't relevant to the main plot.
* villain-of-the-episode is a depraved artist who can mold flesh like clay and uses his power to craft human bodies into public art installations by building them into existing arches and gates.
* Villain of the Week and causing Filemón to shoot himself in the nose.
* Villain of the Week and lets fly—two miss, but the middle one is dead on target.
* Villain of the Week. A really hideous older lady tries it out with Alex, and then walks away, checking out her new reflection in a mirror.
* Villain Of The Week develops an exoskeletal suit that allows him to move as fast as the Flash. Then his control chip gets damaged. Cue the "bug on its back" sight.
* Villain of the Week episode "The Wild Brood" ultimately turns out to be a train job. He managed to crash the train, but the product he intended to destroy in the wreck was saved before the derailment (which he managed by blowing up a bridge, closing Crystal Cove's railway line as of the second season).
* Villain of the Week. First we see Clover's long, slender legs replaced with stout, muscular legs complete with wide-childbearing hips; then the brace-faced owner of the large legs gets her freckled complexion and frizzy red hair switched with Alex's sleek, raven bob and Sam's peaches-and-cream complexion and smile. Guess who walks off with a smug smile?
* Villain of the Week from "Bat-sources". Luke Fox suspects she's been seeing Crow Security agent Sophie Moore despite his advice, and asks if those Bat-sources were the "tall, dark and girlfriend-material variety".
* Villain of the Week, he claimed the gods had sent him to collect their crystals, then gunned down the priests who objected with a remote-controlled laser rifle.
* Villain of the Week however as he immediately reverts to normal speech.
* Villain of the Week in the first season of is Takashi Inagaki, a journalist who wrote an exaggerated piece on a politician accused of accepting bribes, ruining the lives of the politician and his family. While he did publish a retraction, he did so in such a way that almost nobody actually reads it and he gets sent to Hell by the politician's son despite Hajime's attempts to convince the kid otherwise. Hajime even stopped working for Inagaki a few years before over his lack of ethics and refuses a new job from him when told to fudge an article. Given that Hajime sells celebrities' secrets back to them to make ends meet, that's saying a lot.
* Villain of the Week is the prince of Zarkovia stops Ben, Gwen, and Kevin from arresting him. Ben gets around this by destroying the mental control device the prince used to subjugate his people, letting them decide their own position in the civil war of Zarkovia.
* Villain of the Week, it takes some extremely fast-talking negotiation from Captain Picard to dissuade then from skipping to the "kill everyone to ensure our privacy" option.
* Villain of the Week named... either Lotten or Rotten. Even the series itself

couldn't decide, since it was spelled both ways on-screen at various points.
* Villain of the Week powers to make the elevator said victim gets into move rapidly up and down repeatedly. While the result is not shown onscreen, other charater's reactions imply that it is not pretty.
* Villain of the Week's assistant is annoyed by the misunderstandings caused by talking this way and decides to try another variety using C instead of P. It instantly backfires when he calls his neighbor Paquita "Caquita" ("little poo"), and she responds by punching him.
* Villain of the Week the Frog Hermit, who is flabbergasted to discover Ranma had never even noticed that he and his father, while dueling at Jusenkyō, had broken the bamboo pole the Hermit was sitting on and dumped him into the Spring of Drowned Frog.
* Villain of the Week to detonate if he hadn't sent a signal every 48 hours. No-one knows how long it's been ticking down either. And they can't get through the door to the hanger deck to escape.
* Villain of the Week tries to use diplomatic immunity but has a change of mind upon the prospect of dealing with the Mexican Justice instead of the American one.
* Villain of the week until they give up the item. Even the Kuno siblings find her unbearable.
* Villain of the Week used a newspaper's printing room as a hide-out. Terry said the place was empty because nobody reads newspapers anymore.
* Villain of the Week Vampire the Scoobies have faced. He's just over a century old, which means while he's a lot stronger than the average human, he's on the low end of the raw strength scale as far as vampires and demons go. He's also killed two Slayers and is considered one of the most dangerous threats around by the Watcher's Council.
* Villain of the Week Victor Dubenich, who isn't really law enforcement but has powerful security and blew their covers.
* Villain of the Week was an aspiring sniper who was rejected from the Marines because he showed signs of sociopathy. Gibbs grudgingly admits that he was one of the best and most resourceful snipers he had seen.
* Villain of the Week when animal rights activism was in the news, although before widespread Internet access was common.
* Villain of the Week, which is accompanied with a recurring stair climb (or later, elevator ride) up to the dueling arena and other recurring framing scenes.
* Villain of the Week which is so high up in the ionosphere it counts as this trope.
* Villain of the Week will be some flavor of ex-military, and they generally present a much greater danger and more difficult challenge to Team Westen than the crooks and con men they usually deal with. One such case is the ex-Green Berets and Marines operating a heroin ring in the first season finale. Recurring villains are more likely to be ex-military:
* Villain of the Week wrapped in tinfoil in the microwave, then sets the timer. Fusco defuses the bomb just by pressing the Stop button.
* Villain Omega Red, whose tentacles can bash and smash as well as transmit his "death spore virus" (its name changes from one appearance to the next, but he's got a fatal disease he's gotta give to victims periodically or it'll turn back upon him. It becomes his
* Villain on Leave: The main villain is absent for a few installments, and then comes back.
* Villain Opening Scene: The antagonist is introduced before the other main characters are.
* Villain Opening Scene: The story begins by introducing the antagonist.
* Villain Opening Scene tries to evoke this in order to scare The Joker's crew as they rob his bank. It doesn't work.
* Villain Opening Scene, Voldemort uses magic to suspend his prisoner in the air before eventually killing her.
* villainous abomination", they appreciated that he had a lot of respect for them.
* Villainous Advice Song: A song the villain sings to trick others into helping him

out.
* Villainous Advice Song: The villain uses a song to trick the hero into doing their bidding.
* villainous and had to betray the Doctor, and Clara messed that up). Thus, the women could become what the Doctor feared — and he wouldn't be able to stop them — unless they acquire mortal companions. As well, can Clara be happy with a companion who's virtually an anti-Doctor given how much she came to love and need him?
* villainous appeal. It helps that the brand barely harms his looks at all - being spread over a small area, consisting of a scarred eye and burn marks on the target spot. As one commenter put it:
* Villainous Aromantic Asexual: An aro-ace character is villainous, with their lack of interest in romance and sex being a sign of their villainy.
* Villainous Aromantic Asexual: A villain that has no interest in sex or romance.
* Villainous Aromantic Asexual: People who don't have romantic or sexual attraction are sociopathic or morally broken.
* Villainous. As it is, she has to use a parasol when she goes anywhere during the day.
* Villainous Badland, Heroic Arcadia: Heroes live in idyllic or at least cosmetically pretty places were villains live in places of ruin and little.
* Villainous Badland, Heroic Arcadia: Villains live in an inhospitable place while the Heroes live somewhere nice looking.
* Villainous Badland, Heroic Arcadia: Villains live in a terrible environment, while the good guys live in a more idyllic setting.
* Villainous Breakdown (a calm, collected villain is driven over the edge)
* Villainous Breakdown, and the noises she makes when she finally breaks down and cries.
* Villainous Breakdown begins with him screaming about how Steiner's attack, which he could not carry out because he didn't have enough men, was an order.
* Villainous Breakdown, Di Ravello begins attacking one of his own men. After he is done beating him (presumably to death), he screams "LOOK WHAT YOU MADE ME DO!"
* Villainous Breakdown: If the villain is sympathetic and was committing their misdeeds out of a misguided effort of doing right, then it can be upsetting to see them fly into a berserk tantrum over their plans being thwarted.
* Villainous Breakdown mode, was using his penguin army to destroy Gotham.
* Villainous Breakdown Naughty Plaque", before taking away the superpowers he gave her for Christmas earlier.
* Villainous Breakdown: See above, except you're committing evil deeds.
* Villainous Breakdown that all his crimes are done out of purely love for her and Krypton, but Kara has none of it and stabs him in the chest with a shard of Kryptonite.
* Villainous Breakdown that allows him to absorb memories and personalities from people's personal items.
* Villainous Breakdown: The bad guy goes berserk and flies into a rage over their plan failing.
* Villainous Breakdown the Raleka guarding the warehouse to focus on the skahs, who after all are mobbing the outside of the warehouse, and not to keep an eye out for John and Ringo, who are lurking about trying to sneak into the warehouse via the roof.
* Villainous Breakdown: The villain reacts to defeat by having a psychotic meltdown.
* Villainous Breakdown: Villains in the face of defeat either lose their composure...or their sanity.
* Villainous Breakdown: When things happen that don't go according to their plans, they completely lose their composure.
* Villainous Breakdown where hallucinations of old women condemn him for his crime. Next time we see him, he's been captured and put on trial.
* Villainous Breakdown, Zhou Yu is completely unhinged by the failure of his last plan against Zhuge Liang. Zhou Yu's rage causes a wound to reopen and he sickens

and dies shortly thereafter.
* Villainous BSoD: A villain realizes that they're wrong and cannot cope with the revelation.
* Villainous BSoD: The villain realizes how wrong they've been and are consumed by guilt from their actions.
* Villainous Cheekbones and stern face cancel this out. Then the Saxon Master comes back during this time and inverts it with him as well for similar reasons.
* Villainous Cheekbones: Some villains have distinctively creepy faces.
* Villainous Crossdresser reveal his gender too, but without flashing anything.
* Villainous Crush: A bad guy shows creepy sexual lust for someone else (often a good guy).
* Villainous Crush: An evil character is in love with a heroic character.
* Villainous Crush on Zelda with a monologue on winning the Wing Ceremony:
* Villainous during an emergency situation, Dr. Flug is scolding his teammates for not following his plans, which promply gives him a new plan while he was just below some emergency lights.
* Villainous Ethics Decay: Older villains used to have standards; the new ones don't.
* Villainous Ethics Decay: Villains aren't as nice as they used to be.
* Villainous example: A few Batman stories before the 1980s showed that Harvey "
* Villainous examples: Ricky Sionis, the son of the deceased Roman Sionis, succeeded his father as Black Mask II.
* Villainous example: the Horde has a few issues keeping up its named-character membership. Adora defects at the start of the first season; Shadow Weaver is overthrown and then defects;
* Villainous example: Turmoil and her all-female squadron of fighter pilots from the
* Villainous Face Hold: I'll grab your face to show you I can do anything to you and you're powerless to stop me.
* Villainous facepalms, followed by ripping his face off. Yes, he has a bit of a temper.
* Villainous Friendship: A bad guy gets along pretty well with another bad guy.
* Villainous Friendship and Nelson, the latter of whom is the same age as the former's son.
* Villainous Friendship going on and the member vary in different ages. They even welcome Kalluto (10) and have accepted him as their friend...sort-of.
* Villainous Friendship: Having friends proves that they aren't ALL bad.
* Villainous Friendship initially plays this trope straight, Wily and Eggman's friendship falls apart later in the story.
* Villainous Friendship: When a Dragon is good friends with the Big Bad.
* Villainous Gentrification: The act of building new apartments in place of older ones (usually in poorer locations) is done by people with malicious intent, or at least portrayed as an act of aggression against prior residents.
* Villainous Glutton eats the candy that gushes out of his body constantly.
* Villainous Glutton habits. It's implied that some of this owes to him being demonic, as before his transformation, he was merely chubby.
* Villainous Glutton loves to eat various sweets, and this preference was a contemporary stereotype of Italians.
* Villainous Gluttons. They regard any creature weaker than they are as edible, but halflings are their favorite.
* Villainous Harlequin: An evil clown who is silly rather than terrifying.
* Villainous Harlequin Paddywhack, who is an intangible demon who feeds on fear. Eventually, Paddywhack puts Quackerjack in his place and seals him inside his own magic box.
* Villainous Harlequin tries to reboot his system. It doesn't work out so well:
* villainous he finds all of his children (Tsubaki included) burned to death by government agents.
* Villainous Incest: A bad guy has sexual relations with a biological relative, to show how depraved and disgusting they are.

* Villainous Incest: A bad guy has sex with one of their own blood relatives to demonstrate just how twisted and disgusting they are. Bonus evil points if they outright rape a member of their family.
* Villainous Incest. The social consideration overrode this trope and the couple was regarded with disgust and horror regardless of genes. The trope itself was used to point out that their child wasn't as poorly off as she could have been.
* Villainous Incest: The villain bones one of his relatives to show how vile and messed up he is. This is common with real-life sex offenders as well.
* Villainous Incest: The villain has sex with a blood relative just to show how vile and messed up he is.
* Villainous. in the official QNA video, he even boasts about never facing a hero that was a challenge for him to beat.
* Villainous Legacy: Evil actions can have long-term consequences, even after those responsible for them are long gone.
* Villainous Legacy: The villain has inspired evil long after they passed away.
* Villainous Legacy: The villain is dead, but certainly not forgotten.
* Villainous Lineage: When characters are born into an evil family, they run the risk of becoming evil themselves.
* villainous Maddie Enger who is played by 176 cm Elyse Levesque. She is the second tallest woman in the series after the aforementioned Aynsley.
* villainous member to survive the events of the finale. There are other members, but none as notorious or well-known as his group.
* villainous monologue speech with a very casual "Hey, how's it goin'?"
* Villainous Nights controls rock, with the blunt and no-nonsense personality to match. In addition to making barriers and disrupting enemies' footing, she often covers her fists with stone to add weight to her punches in combat.
* Villainous Nights has the ability to generate ice and cold, from walls of ice to an instant cold compress touch.
* Villainous Nights's telepathic broadcasts the way the rest of the team can, which the other characters attribute to his closed-off emotional state. In the process of attempting to overcome this block, Duke and Monarch discover that physical contact (whether skin to skin or through clothing) makes it possible for him to hear her thoughts and vice versa. As the two grow closer Duke starts being able to hear Monarch's telepathy without contact, but touch still makes it easier (and more romantic).
* Villainous Parental Instinct: A person will hurt children, but not their own.
* Villainous Parental Instinct: Even evil people will protect or take care of their children.
* Villainous Plan Inertia to take care of his plan/missiles/evil empire... But wait! Everything's still proceeding... um... according to plan! Oh, well. This just means the heroes are still on the clock for a little bit longer....
* Villainous Plan Inertia: You defeated the villain, but that alone won't stop his plan.
* Villainous Rescue: The villain rescues the hero, which can be due to them having positive regard for the hero and/or may lead to a more positive relationship between them.
* Villainous Rescue to save them from other villains, because she doesn't want anyone else to rob her of the privilege of defeating them.
* Villainous RRoD: When a villain has physical breakdown from overexerting oneself.
* Villainous, showing him in the exact same position and with the words "He doesn't".
* Villainous. The ambiguous one is Dementia, the fourth character: she appears human, but can crawl on walls like a gecko and a blueprint of her is shown briefly at one point.
* villainous triumvirate Red Guard and is much more wiling to try violence. The politician once tries pulling a blaster on the strategist and is disarmed quickly enough that the strategist didn't even take the threat seriously; the con man probably remembered that the strategist is ridiculously good at combat.
* Villainous Valour: Some villains can be extremely brave and determined in the

face of overwhelming odds against them.
* Villainous Valour: When a hero is unstoppable, sometimes the bad guys will show otherwise heroic traits in taking him on.
* villainous variant. In the episode "The Dream Beam Invasion", the heroes chase the villains around in a fairground themed dream, getting the upper hand on them on a carousel.
* Villainous Waterbenders have it too good. Every full moon strengthens waterbending, thereby enabling
* Villainous, who couldn't hurt a fly; he treats him with boundless kindness and dotes on him constantly, and 5.0.5. loves him just as much.
* Villainous Widow's Peak: Nothing says "villain" than having hair on your forehead form a triangle
* Villain Override. This is also often a consequence of repairing an A.I. that went bad due to injury, isolation, or decay.
* Villain-Possessed Bystander: An innocent person who is being mind-controlled by the villain.
* Villain-Possessed BystanderWhen the villain transforming random people into minions is a common ocurrence.
* Villain Prankster makes a business of this trope. For money he will distract police and Superman with his pranks so his clients can do their own crimes without any problems.
* Villain Protagonist (1995), is a partial parody of The Vamp - she's beautiful, utterly ruthless, manipulative...and dumb as a post.
* Villain Protagonist and begins to target and kill all those who oppose Kira, including law-enforcement officials. With the exception of his family and officials he considers useful enough, he is very ruthless when dealing with his opponents.
* Villain Protagonist and much of the "culture" he and his friends enjoy are fleeting yuppie fads that only appear refined due to their polish and high-end price.
* Villain Protagonist and protects them from Devils without any ulterior motive.
* Villain Protagonist a pedophile who marries a woman solely so he can lust after her titular daughter. After the woman's death, he kidnaps the girl and sexually abuses her over several years until she escapes as a teenager.
* Villain Protagonist, as their programming is comparable to a veteran soldier in terms of skill.
* Villain Protagonist, Aur implants them memories of him always being a lover of theirs, or impersonates their actual lover if the woman in question is already engaged, at any case it ends with the women falling to perverse lust and seeing Aur as the only man in their lives, completely agreeing and assisting him with his evil deeds.
* Villain Protagonist, barely makes a living out of selling his paintings, which actually don't sell. This is just the start of his descent into a madman on a power-tool-fueled killing spree.
* Villain Protagonist bathes in a tub full of blood from dead babies. He complains how difficult it is to keep them alive long enough for the bath to be warm when he empties their blood into it.
* Villain Protagonist bears a number of scars from his life as a tanner's apprentice. His brutish master is covered in them, giving him a monstrous appearance.
* Villain Protagonist, but Krusty is quick to comment that "they'll never let us air that again!"
* Villain Protagonist by Lawrence Block does this along with more conventional methods. On one occasion the intended target really does die in a road accident; the client naturally assumes this trope was in play and pays him regardless, while the hitman ponders just how difficult it would have been to arrange this accident in real life.
* Villain Protagonist confirms that she wasn't designed with any particular diagnosis in mind.
* Villain Protagonist even says her feelings are less about them as a person and

more about how they make her actually feel something. Naturally, she'll do all kinds of horrible things to make sure Senpai is hers.
* Villain Protagonist for his destroying of a site that is sacred to the manaba.
* Villain Protagonist for the control of the galaxy. Halak even admits that if the two had been born of the same species, they would've been unstoppable as a team.
* Villain Protagonist, Fred constantly lied to her about having a contact at the cabaret who would get her a spot singing, and he did all of it behind the back of his wife and children.
* Villain Protagonist frequently changes her personality from cute and adorable to a creepy psychic murderer, breaking into fits of giggles while brutally dismembering people.
* Villain Protagonist has a Swiss bank account containing wealth looted from occupied Europe during WW2, and gaining access to these funds is a source of tension with his fellow Nazis, between the younger members who want to fund a neo-Nazi resurgence and the older generation who just want to live comfortably in exile.
* Villain Protagonist. He also places a great deal of emphasis on the chivalry and honor of aerial combat, to the point of dismissing more technologically advanced airplanes as "dishonorable".
* Villain Protagonist, he's also a fan of fine cuisine, high literature and so on. He also writes music and has designed numerous famous buildings.
* Villain Protagonist. His loathing and hatred of Equestria is such that he will always choose the plan with the greatest likelihood of making the Equestrians feel stupid and being able to rub his victories in their snouts, even when a simpler plan would be far safer or would net him greater rewards. This has backfired several times, including getting him very badly injured once.
* Villain Protagonist; his only qualms about eating his teammates is that he "just didn't want to eat that greasy, foreign" elf.
* Villain Protagonist in LA... and an informant actively accepting bribes from the local Tong boss, Uncle Benny. He attempts to convert rookie cop Danny Wallace onto his side after Danny finds out about Nick's shady dealings, hence the film's title. Much later in the film, Danny's father is revealed to be an ex-dirty cop yet his father has the gall to call his son is worse than him because Danny is an Undercover Internal Affairs officer.
* Villain Protagonist in spite of ancient grudges, and a good bit of guile is needed to achieve this relatively bloodlessly.
* Villain Protagonist, in which Fiona Fox and what's left of the Destructix get themselves sent to the No Zone, a prison dimension, to bust out Scourge, Sonic's evil dimensional counterpart (long story). Getting in was easy enough, but they run into trouble as Scourge has lost any drive after being in the prison for so long and they need to convince him to get back in the game.
* Villain Protagonist is a career supervillain who even looks something like a cartoon version of Blofeld.
* Villain Protagonist, just mangled horribly and painfully. Following this, Kakihara decides he's had enough and tries to flee, managing to jump from the apartment building they were fighting on to end up hanging on another. Ichi pelts him with projectiles while he screams in terror before a bird finally comes to finish him off by shitting on his fingers holding himself up, causing him to lose his grip and fall to his death. Yeah...
* Villain Protagonist Light Yagami counts as well, considering that he didn't care that his dad Soichirou died, and in the live-action movie, he was even willing to put his name on the Death Note.
* Villain Protagonist of the movie, as he has more screentime than the Avengers and Guardians combined as well as driving the plot.
* Villain Protagonist of the play, which is "the death of a sinner always reflects his life".
* Villain Protagonists) and Peter: a married pair of con artists and petty criminals.
* Villain Protagonists are a gang of deserters from the Confederate army who stage

a bloody bank hold-up to steal gold to fund their flight to Mexico.
* Villain Protagonists of several 20th-century novels by Jewish authors:
* Villain Protagonists take advantage of the undisturbed tombs they find is raising beautiful mummified empresses for their personal service.
* Villain Protagonists. The final third of the film is a nigh plotless series of crimes they committed after deserting.
* Villain Protagonist stories has an appreciation of fine art (and is in fact a fairly skilled painter himself) and peppers his speech with quotes from various poets, authors, and philosophers.
* Villain Protagonists were a pair of Gulf War veterans who had become poachers. They get their comeuppance when a soldier whose platoon had been killed when one of the poachers had ordered a mortar strike in their position lured them into the home of a bunch of vampires living in the Alaskan wilderness.
* Villain Protagonists who terrorize their small town. Naturally, they have a couple of these to contend with. Specifically, Sheriff Welch, who is a concerned father and an honest lawman, and Big Al, who, while hotheaded and foolhardy, is a fire marshal who's determined to protect his community at all costs.
* Villain Protagonist The creators themselves have taken to referring to him as Not Important as well.
* Villain Protagonist: The main character of the work is also the bad guy.
* Villain Protagonist thinks that he is helping people by getting them addicted to cocaine, which he worships as a god.
* Villain Protagonist this trope: the five super agents are the only ones capable of permanently killing your henchmen. However, you can play this trope straight by doing special sidequests to permanently defeat each agent.
* Villain Protagonist to exist. Those games feature largely autonomous city-states run by criminals with easy access to military-grade firepower fighting against systematically-corrupt and highly-militarized police forces, while the political leaders are even more cartoonishly corrupt than they are in real-life, approaching an odd mix between post-collapse former Soviet states and war-torn African nations.
* Villain Protagonist, too. All of them have Vectors that can cut people into pieces.
* Villain Protagonist, ultimately dies when Ryuk makes good on his promise to write Light's name in the Death Note after Light's exposed as Kira.
* Villain Protagonist using tactics like ripping out piercings. Early in the film he rips out a bodyguard's earring when the bodyguard won't let him see the guard's boss, the guy spends the rest of the movie walking around with his entire ear covered in bandages.
* Villain Protagonist usually doesn't open his mouth unless it's truly something important. Entire weeks have gone by with the stoic Digimon never saying a word, which makes the times where he actually does talk stand out all the more.
* Villain Protagonist variation. Two-thirds of the episode is the titular bounty hunters setting up their plan to capture Jack. The climax of the episode features a full agonizingly suspenseful minute of nothing but silence, birdsong, and cuts between the wind blowing through the trees, birds sitting in the branches, and a drop of water falling from an icicle as the bounty hunters wait for Jack to appear.
* Villain Protagonist were all about enjoying themselves, very frequently at other people's expense — and their treatment of others, particularly those they hated, was beyond cruel. There's a reason this guy is the inspiration for the word "sadism".
* Villain Protagonist who defeated him in the first book is actually a woman using a masculine title. Of course, the fact that he's a vampire who normally prefers to feed on young women makes it a particularly galling role reversal for him.
* Villain Protagonist who manipulates everyone around him with no consideration for their feelings.
* Villain Protagonist women over the course of the series; that’s his usual method of recruiting them and make them bend to his will, he is not above taking women already engaged in a relationship either, in fact he doesn’t care, if he wants it he takes it.

* Villain Recruitment Song: The villain uses a song to convince others to join their side.
* villain relaunch. Then again, he too works to make the money to raise his son as a single parent).
* Villain Respect: I may not like that hero, but I do have to give my respect for his determination and challenge. A man with such attributes deserves my veneration for him.
* Villain Respect (Villain respects a protagonist for a positive trait)
* Villain Reveals the Secret: A character's or a group's secret is revealed by the villain.
* Villain Reveals the Secret and it usually isn't good for our heroes.
* Villains Act, Heroes React: It's usually up to the main bad guy to initiate the story's conflict.
* Villains & Vigilantes adventure "Devil's Domain". Abomination demons have a malevolent face on their chest, which includes a large mouth.
* Villains & Vigilantes, every 666 years the Earth's dimension and Hell come close enough together for the Devil to create a bridge between them that will allow his demon horde to pour through.
* Villains & Vigilantes game, a character with the Force Field power can use it as a weapon.
* Villains & Vigilantes has C.H.E.S.S. (Central Headquarters of Espionage for the Secret Service), a U.S. government agency that fights super menaces.
* Villains & Vigilantes, killing demons released a cloud that caused humans to go insane and attack you.
* Villains & Vigilantes's didn't destroy the smoke when it was created it will cause inhabitants of the nearby town to converge on Stonehenge in a killing frenzy directed at anyone who isn't infected.
* Villains & Vigilantes. The Devil has the power to affect the minds of all creatures within a certain radius and make them love him.
* Villains & Vigilantes. While a character is using Astral Projection, their body drops into a coma. The body can be attacked while the character is gone.
* Villains & Vigilantes will discover grisly looking mutant babies growing in glass vats. The Devil plans to use these mutant demonic monsters as his servants when they attain their full growth.
* Villains are a subversion. While they’re easily distracted and seemingly incompetent, the two are actually quite crafty and the only thing keeping them from being truly effective criminals is that they’re too softhearted.
* Villains aren't renowned for their intelligence, but were most guilty of Bond Villain stupidity during
* villains as the head of PR (Diethard). Also, it doesn't seem to matter much if you're a man or a woman as long as you can fight for them. The organization only gets more diverse later on.
* Villains Blend in Better — Most villainous doppelgängers easily impersonate their target.
* Villains by Necessity After all, the only way you can remove all evil from the world is if you remove choice, and freedom, from the world.
* Villains by Necessity, along with borrowing the idea that if good wins, it must turn evil itself in the end.
* Villains by Necessity along with everything else about good overwhelming the world. An owl is mentioned being unable to hunt to eat, but it is also unable to die from starvation. It may be that other predator animals are unable to kill to eat, and equally unable to die by the time (Kaylana's wildcat friend seemed fine, but this was earlier).
* Villains by Necessity: Arcie is the former leader of the (now defunct) Thieves Guild and pockets everything he comes across, even if they happen to be owned by his traveling companions.
* Villains by Necessity: Arcie, Sam and Kaylana all say prayers after Arcie's protege Kimi is killed while giving her a brief funeral before burying her, while Blackmail gently touches her body in a farewell. Even Valerie, who's been usually

callous toward anyone else, says Kimi had guts and it was a pity she died.
* Villains by Necessity: Arcie was once guildmaster of one, and most cities apparently had them, although some only had competing independent gangs.
* Villains by Necessity: Assassins and thieves organized themselves into guilds in most cities. Sam (assassin) and Arcie (thief) had both been members of their respective guilds, with the latter a guildmaster.
* Villains by Necessity: As the forces of Light proceed to spread unchecked throughout the world, night is getting shorter and shorter, moving closer to becoming Always Day.
* Villains by Necessity a world to terrorize six months later. That said, it's shown that her kind were capable of love. At most, she's willing to admit her companions are useful and tolerable (plus agreeing that a fallen thief was brave), but cheerfully warns them at the end she may "have you for dinner" if they seek her out in the future.
* Villains by Necessity: Blackmail never speaks, and communicates solely through gestures, until near the end of the book.
* Villains by Necessity: Centaurs are blue-green colorblind in the book's universe, along with (logically) having two hearts and two sets of lungs.
* Villains by Necessity dead (given that powerful healers are able to resurrect them), assassins will burn the body, take off the head or cut out their heart. Sam's done about a dozen "permanent" hits.
* Villains by Necessity, features these. Humans make up the majority, as ever. There's only one elf left, Mizzamir, since his people moved to another world. However, their portrayal (the wise, all good, often woods dwelling long-lived or immortal folk) sticks with the usual. Arcie has most of the usual hobbit or halfling characteristics, though his people are still humans, simply smaller ones from the north (with Scottish accents), being a short, hairy and mischievous man. He is a thief and a black sheep, as the others are said to be honest, more down to earth folks. In fairness though, Tolkien stated hobbits were just pigmy humans too originally. Valeriana is basically just a dark elf, though her species' origin is never given explicitly. There is also a good dragon, who's vegetarian regarding humans, can talk and has human-level intelligence. More unusually is Robin the centaur. He's a nervous and shy fellow, but his species are said to be more like the original legends (wild horse folk) while his people are the only civilized ones. There are also mentions of orcs, trolls and other standard fantasy "evil" races, plus a couple new ones in one Test which don't differ much, though most are gone due to the Light's victory, with heroes having killed most others afterward. On a minor note, the wilderkin somewhat subvert this as they're not standard (although the one that we see the most is a bit like a hobbit), as short, somewhat hairy woods-dwelling folk who are fierce and territorial in their own homeland (hunting with fox dogs).
* Villains by Necessity finally gets around to talking; he keeps fighting all the way through his monologue.
* Villains by Necessity for poisoning a knife with a toxin they are both immune to while they fight.
* Villains by Necessity from people as sustenance. It's also possible for them to transfer it into someone else, healing wounds or rejuvenating them.
* Villains by Necessity' group, but they don't find this out until much later in the book.
* Villains by Necessity, is a proud knightly prince and a champion for the forces of light.
* Villains by Necessity Kaylana especially is regularly mocked by the heroes for being a Druid and following a "backward" religion that insists on balance as opposed to good destroying evil.
* Villains by Necessity: Kaylana serves as this for the party, since her magic is primarily good for things such as healing, talking with animals etc.
* Villains by Necessity: Kaylana's religion seems to believe in something like this, since she tells the Good god Mula that conflict isn't just inherent to nature, but also society, with the strong thriving as the weak die. However, it

also advocates balance, as if either Good or Evil wins, this will destroy the world, which is the threat in the book.
* Villains by Necessity: Kaylana turns into a horse at one point as a disguise. Fenwick, thinking she's a real horse, tries to ride off on her. She bucks him off.
* Villains by Necessity: Kimi is introduced shortly before the first Test and dies attempting it, in order to hammer home to the party that the Tests are potentially lethal.
* Villains by Necessity learn that Robin is a spy, they tell him a decidedly outlandish story about their alleged plans to report to Mizzamir. The wizard wasn't fooled by the fake intelligence for long, if at all.
* Villains by Necessity: One of the many things about Blackmail that raises questions from the rest of the group. He never sleeps, never eats, never tires.
* Villains by Necessity plot as the villains must save things from delusional good guys).
* Villains by Necessity: Robin is really pretty useless in most combat scenarios, and tends to react to trouble by either running away or panicking. He gets better near the end, fighting fiercely along with the others.
* Villains by Necessity, Sam takes a long, thirsty pull from Arcie's waterskin, and only then realizes that he'd just swallowed three cups of whiskey. Then he blacks out.
* Villains by Necessity: Sam, who is an assassin but a caring, friendly person overall despite this.
* Villains by Necessity: The desert plainsmen of Ki'kartha. They've become more understanding and less hostile in recent years, in the sense that they now arrest trespassers in their land and hand them over to nearby civilized authorities rather than casually kill them as soon as they're found.
* Villains by Necessity the fact when Valerie takes over the group by holding Nightshade hostage until she gives up her amulet. Later, Nightshade fights some familiars of the Good mages and kills two in one go. Kaylana also has a wild cat who acts like this, along with many other animals. Fenwick's sun eagle is one, and it spies on the villains for him.
* Villains by Necessity: The gods are frequently referenced, but most don't get named or explicated (one, Mula, actually appears in a vision though).
* Villains by Necessity. The incantation includes the word "placebo". Blackmail finds this quite funny.
* Villains by Necessity, then fragmented and each part hidden in a trial (just in case it's needed, however unlikely).
* Villains by Necessity: The parallel world the shadow walkers enter. All the shadows are there, and through these shadow walkers can exit into the normal world wherever they exist, making it a godsend for assassins like Sam. He fears, though, that as the Light grows, the shadow world will fade and eventually disappear.
* Villains by Necessity: The War that set up all the events in the book. Over a hundred and fifty years ago, Good fought Evil in a vast, destructive conflict. Evil was led by the Dark King, with many battles whose relics are still left behind in the present. The Six Heroes finally gathered every segment of the Spectrum Key on a quest, causing the defeat of Evil and then sealing it off from the world entirely. Unfortunately, this upset the cosmic balance, so in the time since things have slowly been sliding toward "sumblimation", i.e. destruction by pure Light and Good. Six villains instead have to gather the segments and release Evil for averting this.
* Villains by Necessity: This is the threat the protagonists are trying to stop. Assuming that the forces of Good aren't thwarted, the entire world will be "sublimated"-vaporized in a flash of light.
* Villains by Necessity to see the party's futures (admittedly vaguely).
* Villains by Necessity tried to keep both sides in the war between good and evil from winning, as they knew that either side achieving absolute victory would be a disaster. This got them declared an enemy by both sides. By the start of the story (a century after the Victory), Kaylana was the only druid still alive.
* Villains by Necessity: Truelight, Fenwick's longsword, which lets off its own

magical light and can sense Evil.
* Villains by Necessity: Valerie engages in one with a Good mage, but their spells keep cancelling each other until they're used up, and it ends in a draw, with them going their separate ways.
* Villains by Necessity: Valerie is a sorceress whose usual ambition is to kill or harm others, though she's begrudgingly willing to work alongside fellow villains to save the world (thus herself as well).
* Villains by Necessity: Valerie, who's from a dark elf-like race, is an evil sorceress with pitch black hair and pure white skin, as her kind lived in the subterranean underdark.
* Villains by Necessity: When Kaylana first meets Sam and Arcie, on recognizing they're criminals she then lists basically every major crime, leaving them stunned before disabusing her of thinking they've committed them all.
* Villains by Necessity (which, admittedly, he used to stash an extra dose of hay fever medicine rather than anything directly dangerous).
* Villains by Necessity who don't realize that if the Light wins, the world will be destroyed, though even if they did it's stated they'd still feel duty-bound to fight Evil.
* villains call him on it. Usually when they're explaining how he couldn't have ever won in the first place.
* Villains' Code, although it fits the first definition more, as there are no observed non-meta members or employees. In fact, the guild is actually a secret, known only to its members and the AHC. The guild tends to use Doctor Mechaniacal's robots for menial work.
* Villains' Code brutal killing. In the end, Kristoph hangs around the Villain's Guild, and everyone is careful to introduce new villains to him as soon as possible to just get that problem out of the way.
* Villains' Code: The aptly-named Pest Control, who can summon and control any species of insect, whether normal or meta, as long as he has studied them in at least some way. He has found some creative uses for regular insects, but with meta ones, he can do some real damage.
* villains, covered by a jagged, livid scar. Right hands don't get much redder than that.
* Villains disguising themselves as clergymen or nuns is a common tactic in the novels of
* Villains Don't Date Heroes!: Fialux believes that criminals are pure evil and if they can all be stopped that the good people will be able to rise above their problems. It takes her a while to understand that Night Terror was doing more good for the city as the top villain than Fialux does as its top hero.
* Villains Don't Date Heroes!: Fialux's costume leaves her stomach bare, as Night Terror notes approvingly.
* Villains Don't Date Heroes! is a parody of the superhero genre (though the romance is played straightish) where supervillainess Night Terror falls for superheroine Fialux, and attempts to find her secret identity to get into a relationship with her.
* Villains Don't Date Heroes!: Night Terror bribes the police union and commissioner for Starlight City to insure they don't try impeding her crimes too much (aside from a token effort). She's gotten far too powerful for them anyway- this is just softening things up further.
* Villains Don't Date Heroes!: Night Terror looks over Fialux's figure enraptured for a long time after first seeing her, noting all of her attractive attributes.
* Villains Don't Date Heroes!: Police cars blow up instantly when hit by Night Terror's weapons, which makes her snarkily think in her internal thoughts how their contractor should look into improving that.
* Villain's Dying Grace: Dying villain decides to help the hero before they die.
* Villains especially get in on the act. Special mention goes to Tommy,
* Villain Shoes: A part of the story where you get to control the villain.
* Villains Inc.. Add to this that she publicly opposes superhuman registration—a popular cause after a supervillain-triggered earthquake leveled

southern California—and she's not the media-darling that she was.
* Villain Sin Eater (famous for killing Spidey's long-time ally Jean Dewolff) is a notable example of this trope being done correctly; Sin Eater actually
* Villains In Need Are Villains Indeed, he manages to reveal both lairs' existences to Odd Squad, much to the chagrin of Jamie Jam and Mr. Lightning.
* Villains in other Artix Entertainment games such as this one seem quite fond of using this trope when defeated by the hero. For example:
* villains. It, er, blossomed out of control. At last count, the author planned for sixteen chapters and was thinking of creating other short stories around the same characters.
* Villains Learn Faster: The villain has better progress when it comes to learning skills than the hero.
* Villains Learn Faster: Villains generally master their skills at a faster rate than heroes.
* Villains Never Lie: A villain tells the truth in a manipulative way.
* villains of the book who outranked him. It does take years and years of work — he's in his sixties in the Thrawn trilogy.
* villains of the week always overprofessed one or the other. Individual incarnations of the Doctor sometimes tend more towards one or the other; for example, the Tenth Doctor being quite an Enlightenment-centric believer in the power of science and reason, and the Eleventh having more of a Romantic streak with a propensity to make it up as he goes along rather than make logical detailed plans for action. The Third Doctor is probably the most Enlightenment, criticising Linx in "The Time Warrior" for giving humanity technology it hasn't progressed enough for yet and fighting a conspiracy of reactionaries trying to return the world to a "golden age" in "Invasion of the Dinosaurs", but even his philosophy involves a certain amount of pop-Buddhism; then he's succeeded by the Fourth Doctor, a Doctor aesthetically inspired by Romantic poets and a spreader of individuality and chaos, who nevertheless makes a point of schooling Leela in the logic and reason her society was not yet developed enough to know about.
* Villains of the Week of innocent people who have no control over their actions.
* Villains of the Week that Timo would be late is so unfathomable that the entire crew jumps to the conclusion that Timo must have decided to kill them to keep all the money for himself.
* villains of the week who was punished for crimes against his race by having the wings torn from his back and being forced to live as a human.
* Villain Song about it in "How Hermes Requisitioned His Groove Back".
* Villain Song, and another is when her lioness army leaves Simba to be attacked by her during the final battle.
* Villain Song "Be Prepared" - the Game Gear and Master System versions of the video game retain that, though the 16-bit versions were changed during development to match the film's grey and ivory toned piles of bones of all sizes.
* Villain Song (directed at Lord Hater, no less!) is called "I'm The Bad Guy".
* Villain Song duet about the latter's plan to imitate the former and use Shining Armor for her own nefarious purposes.
* Villain Song, even though the laugh isn't written in the score or script.
* Villain Song has one from five of the six Murderesses (the only one who doesn't is Hunyak, who speaks Hungarian and insists she isn’t guilty), albeit in the context of killers reenacting their deeds after the fact:
* Villain Song. In fact, it was the song's popularity that helped re-title the cartoon from "Donald Duck in Nutzi Land".
* Villain Song is a swingy Broadway-style song that contains some elements of this. For example, circus-themed imagery is used throughout the song, and when Jafar sings the line "You think your cat's a meanie, but your tiger's tame", you can hear the melody of "Entry of the Gladiators" in the background.
* Villain Song is enough to scare the heroine and runs away screaming merely because she says she isn’t scared. In the book, he is a frightening giant with some (if occasional) sparks of cleverness, and it takes quite some time for the heroine to escape from him.

* Villain Song is essentially telling Jasmine "That Liar Lies" about Aladdin.
* Villain Song "Let's Work Together" was cut from the surprisingly bad Broadway version.
* Villain Song "Shiny" is, fittingly, a song about how Tamatoa is shiny and better than his reputation of a bottom-feeder.
* Villain Song stops in mid-dance when Dawn reveals her sister is the Slayer.
* Villain Songs, where he plays the role of a consummate, cold-blooded gangster—see his songs like "Gimme the Loot" or "Who Shot Ya?".)
* Villain Song the Rainbooms at later points in the movie, rescuing them from a trap and providing the sound system for the climatic battle.
* Villain Song: The villain sings a song that describes their despicable nature, the evil deeds they've done in the past and/or the evil deeds they plan to do now.
* Villain Song: The villain sings a song where they boast about the atrocities they've committed, gloat about their despicable nature or describe the bad things they intend to do.
* villains on the other hand, has filthy, slum-level street crime, mafia bosses, drug trafficking, warring organized crime rings comprised of supervillains, senseless mass murder, police corruption, and loads and loads of clinically-insane psychopaths and freaks trying to make a name for themselves.
* VillainSource advises prospective villains to do this with their construction crews once their lairs are complete, because "A Secret Lair isn't so secret with a couple of hundred ex-construction workers wandering the globe, blabbing to bar patrons about the secret shark trap you built into your underwater grotto."
* Villain Source (Your Online Source For Everything Evil) has explosive collars for sale in various colors. You don't need to change the batteries either, as they blow up when the power runs out.
* Villain Source (Your Online Source For Everything Evil) you can buy a jarful of a dozen irradiated insects whose serum (well, poison actually) will give you superpowers! It then admits that the chances of this actually happening is 1 in 100,000,000,000. But that's why they give you 12 insects!
* Villains Out Shopping: Even bad people still do normal things occasionally.
* Villains Out Shopping: Often times the hero would react this way if they see the villain here.
* Villains Out Shopping: The villain is currently taking a break from being evil and is just doing the same things normal people do.
* Villains Rising, Mallory mentions in the middle of their activity that it's her birthday. At least Alex gets some cupcakes to celebrate.
* Villains sometimes fall into this category. Pretty much all of them are highly-trained fighters, but often lack knowledge of certain techniques:
* villains. The Old Count knows that being a truly invincible threat to the world would be a Bad Idea, and therefore takes the time to stock his castle with plenty of holy water, easily twitched-aside curtains, and pieces of detritus which can be readily twisted into a variety of holy symbols. Not only does this keep unlife interesting for him, it also guarantees that the townsfolk don't turn him into ash and dump him off the edge of the Disc.
* Villain stunt castings, weirdly, tended to be sitcom stars and comedians:
* Villain Sue affecting him. He's nigh-unstoppable unless he's confronted by characters who have really been bought up. However, the scenario specifically has Haight losing no matter what - his paradox-proofing eventually runs out even if the players are defeated, which results in his death. This can be averted, however, in previous scenarios, up to and including killing Haight before he's acquired any powers.
* Villains United #2: Catman and Deadshot, who both recognize that they have some degree of a death wish,
* Villains United miniseries. He even fully admits to wanting to die in a stupid gesture.
* Villains", Warren begins desperately trying to reason with Willow when it finally hits him that she really does intend to kill him. It doesn't work.
* Villain Takes an Interest: A bad guy wants to train a good guy to become their

evil apprentice.
* Villain Takes an Interest: You want to take the hero under your wing because you and them are a lot alike.
* Villain Team-Up, Lex gave Brainiac an upgrade, but arranged it so Brainiac will automatically shut down every few hours unless Lex is around to turn him back on. Lex explains this is to ensure Brainiac doesn't betray or abandon him. Eventually, Brainiac hypnotizes Lex into removing that feature.
* Villain Team-Up: Multiple villains cooperate together to fight the hero.
* Villain Team-Up scheme causes Bigtime Beagle to run off crying, Ma Beagle whacks Flintheart Glomgold with her purse and reprimands him for essentially doing her job for her.
* Villain Team-Up. They decide to ally for now to take over the world, and kill each other after that's done. Since they mutually agree on this and make no secret of it, it's not much of a backstab, more of just a plan to go back to being enemies eventually.
* Villain Team-Up: Two or more of the hero's enemies team up to try and stop the hero.
* Villain Team-Up, where the Riddler's colleagues eventually grow tired of him compromising their plans by leaving clues that they know Bats will inevitably solve. They try to stop him from doing so, but he fervently declares that he just can't resist and proceeds to leave more clues that eventually lead to their defeat.
* Villain Team-Up, who does invite him if he's in charge of the villain team-ups on the basis that it's safer to have an unpredictable Joker on your team than it is to have an unpredictable Joker who's offended you snubbed him.
* Villain Teleportation: Villains are more likely to have better or exclusive access to teleporting than the heroes.
* Villain tells hero that he is being watched. If he doesn't obey orders and/or informs the authorities, then he will kill the significant other.
* villain that greatly resembles the Iron Eagle used by the Nazis. It also uses the Nazi colors of red, white, and black. However, the show offers no insight into Fulcrum's motivations except for a desire to preserve America's "rightful place" in the world.
* Villain to Kill, Cassian put little stock in orders and plans even before being betrayed by Lampas, ditching the undercover sting plan when villains lay hands on a mother and child, with the resulting explosive battle sparking a major scandal that led to him being put on probation for excessive force.
* Villain to Kill, Villains are people who are descendants of the Child of Night, becoming people beholden to their vices and prone to acts of carnage and devastation. While some are more restrained than others, this is more because of their interests and methodology rather than their morals. This immorality of theirs also gives Psykers the authority to kill most Villains on sight, regardless of whether or not the Villain is actually caught doing something.
* Villain Toyman usually has at least two Mecha around of various sizes, some of which can be piloted remotely and some of which have to be driven by someone in the cockpit.
* Villain Trevor Fitzroy (a time traveler who hails from one of the Marvel Universe's many possible
* villain, wants to take over the world, the heroines bent on stopping her treat her actual goal, ruling the birthplace of all music (and keeping all the music for herself) as the same thing.
* Villain, when Shimizu's girlfriend stands him up to go off with another guy, Shimizu follows them and kills her.
* villain while melting a plastic 007 action figure in the microwave: "Stick around, Mr. Bond. Things are really starting... to cook."
* Villain William Hamleigh does not make a good end as he is marched to the gallows in
* Villain with Good Publicity: A supervillain who possesses a far better reputation than they deserve.
* Villain with Good Publicity: A villain succeeds in passing themself off as a good

person.
* Villain with Good Publicity: A villain who is popular among the general public while keeping his evil plans hidden.
* Villain with Good Publicity, etc., and they suspect the villain will use his arrest to his advantage somehow.
* Villain with Good Publicity: If the fans agree that the villain deserves their good public image.
* Villain with Good Publicity: Most likely what the "evil" corporation wanted to achieve with the name.
* Villain with Good Publicity: The bad guy is loved by everyone because their true despicable nature is not public knowledge.
* Villain with Good Publicity: The Evil, Evil Men and the Evil Attractive Bitch.
* Villain with Good Publicity. This example also comes with a rare retaliation as he opens fire on them with his umbrella machine gun.
* Villain with Good Publicity wanted them to clear his name, referring to him as "a terrible murderer" who looked like "a Sunday school-attending young man".
* Villainy Discretion Shot: Hinting at a villain being exceptionally vile without actually showing them doing anything too heinous.
* Villainy-Free Villain: A villain who doesn't do anything unethical or illegal, but is a huge jerk.
* Villainy Inc., who are an all-female group of enemies of Wonder Woman that team up together.
* Villanova University had this reputation in the 2010s. 2009 saw Villanova return to the Final Four, then from 2010 to 2015, didn't even make it to the Sweet 16. Then 2016 came along, and with one buzzer-beater, Villanova won its second national title over... the University of North Carolina. The Wildcats likely shed this reputation permanently with their third national title in 2018, winning every tournament game by double digits.
* Ville de Paris was launched during the Napoleonic Wars, where she served admirably.
* Ville Duval. Sido is a shy, compassionate girl who is very loyal to her father even though he ignores and mistreats her constantly. Her sweet nature wins over most anyone.
* Villetta and Rolo are assigned to the OSI detail to watch over Lelouch in order to keep him from using his Geass or becoming Zero. Lelouch manages to flip the script on them both via blackmail of the former's relationship with Ohgi, and convincing the latter that he has no future with Britannia, respectively. (Unfortunately, he fails to keep an absolute leash on either.)
* Villetta Nu is from the Britannian Empire, but since it geographically covers not only the USA but all of Central and South America as well it could account for the wide variety of skin tones among its members.
* Villette had it that Paul did indeed die. Charlotte Bronte reputedly considered it a kinder fate than life with Lucy Snowe.
* Vilous have bird-like genitals. Although males do have a penis, they don't actually need to use it during mating and it normally only extends out of their slit during mating, although male sex workers can learn to extend it voluntarily for the pleasure of other races.
* Vilous. They are descended from a common ancestor race that was similar to humans, but you wouldn't know that from looking at them. The word human sometimes also includes beings that have been granted human rights, though the other sapient species in the setting look even less human. There also is a ton of wildlife in the setting that are named after earthly creature that they have very little resemblance to and don't have the justification that the "humans" have. There are "dogs", "wolves", "cows", "weasels", and "hamsters" that are so alien that many of them resemble insects or other invertebrates more than what they are named after. And the "plants" that are part of the same organism group as those weird creatures are not really plants and function more like primitive sessile animals.
* Vimanarama, vitamin laden air, prayer fueled refrigerators and other marvels. The series ends with the hero rescuing three young idiots who crash a two-man flying

vimana into the bright face of the moon.
* VI — something which relies on draining the life-force of sentient magical beings. Like Cid Previa, he repents of this.
* Vimes believes it doesn't really count as killing someone when you fall off a roof and it's even odds who ends up on bottom when you land.
* Vimes believes people in drought-stricken countries would pay good money for Igor to say "sausages".
* Vimes, Carrot, Angua and Detritus, and the rest of the Ankh-Morpork City Watch form one of these.
* Vimes does one of these, when he works out how 71-Hour Ahmed got his name. The traditional Klatchian period of hospitality and protection is three days - 72 hours.
* Vimes hasn't promoted Fred from Sergeant (or Nobby from Corporal) because, despite the fact they're senior to almost
* Vimes has used this to his advantage, however, in the line that says, essentially:
* Vimes himself hates the upper classes, considering them entitled bastards who think themselves above the law. Since marrying Lady Sybil, he has become the richest man in the city, as well as a knight and a duke. The irony of this is not lost on him. Lord Vetinari has remarked that Vimes' continued dislike of authority and the nobility, despite being the second highest authority in the city and the highest ranking noble, is "practically Zen."
* Vimes himself is descended from "Stoneface" Vimes, commander of the Watch back in his day, and important enough to have a coat-of-arms, though it was rescinded when he
* Vimes is cynical about clues as they're too convenient, and considers any half-competent criminal can invent half a dozen to leave at the scene of the crime, while any underexperienced investigator will pick up another half-dozen.
* Vimes' joke title of "blackboard monitor" earned in primary school doesn't go over too well with the Mountain Dwarves, who venerate the written word.
* Vimes meets a local werewolf clan in their pack leader's castle, and notices there are empty nails and patches of paler plaster on the wall around them, suggesting several
* Vimes prefers that a watchman's armor should be a bit beat-up and dingy, to show that it's been doing its job, and by and large, the better coppers do tend to look a bit scruffier, while the ones with the impressively-kept armor tend to be too concerned with keeping it that way to be good at their jobs (Vimes has similar concerns about actual dress uniforms).
* Vimes spends some time pondering this trope at one point. Vimes is
* Vimes starts out as an intelligent and honest but nonetheless flawed man, with a deep sense of righteous anger at the unfairness of the world. As the series progresses his righteous anger is inflated to the point of making him into a semi-Messianic figure incapable of doing wrong — in Thud! he alone is able to resist a very powerful soul-possessing demonic superbeing, which regards Vimes as a worthy opponent and occasionally endows him with supernatural vengeance/crime-detection powers (albeit ones that mainly extend to seeing in the dark and understanding the speech of things that live there).
* Vimes tends to see two kinds of people, Watch officers and non-Watch officers. If you are part of the latter, then he mistrusts you, with only a few exceptions - he mistrusts most races - but if you are part of former,
* Vimes threatens a comparable punishment for any assassin caught carrying a spring-gonne within Anhk-Morpork city limits. "Rest assured, I can find a short cut." This line makes more sense when you know that people have previously referred to a little place near Lancre where the sun doesn't shine (which, if you know your Disc geography, means a deep gorge near the village of
* Vimes yells at some citizens to tear down their barricade... because it's an
* Vin also has the realization that she (and Kelsier, and all Mistborn) are this relative to Mistings when Kelsier keeps sending her to the crews various Mistings for training.

* Vin and Elend come across this way too, at least initially. They get past it pretty quickly after
* Vin and Elend eventually get together. Afterwards, they still function pseudo-independently of each other and grow as characters throughout the final book.
* Vincalis the Agitator is completely unaffected by all magic in a world where magic is pervasive and advanced. He is also forced to major in Theoretical Magic so that his inability to cast spells doesn't get noticed.
* Vince Coleman, train dispatcher who died in the 1917 Halifax Explosion (the largest man-made explosion ever prior to the atomic bomb):
* Vince discontinued The Blonde Bytch project because he, personally, had never heard of
* Vince Flynn has this trope as its main theme, hence the title. The President is sealed in a bunker below the White House for his own protection while terrorists control the White House proper, and the VP has to run the show until such time as the President can leave the bunker (Which he can't do until the terrorists are dealt with) or he can communicate with the outside world (Which he can't do because the terrorists have jammed all his communication devices). Being who he is, the VP wants the President dead, and so the army/CIA has to take it into their own hands.
* Vince Flynn. Of course, the different Agencies have it a bit easier than most examples, because their heads know each other personally, but there is still an acknowledged interagency rivalry and pride.
* Vince Flynn's Mitch Rapp series has the Orion Team operating inside the CIA, as an assassination squad. Over the course of the series, they branch out into hostage rescue, investigation and deep penetration, but their missions usually involve a fair amount of killing terrorists.
* Vince Gill became incredibly popular in the late 1980s through mid 90s, long after he left the country-rock group Pure Prairie League. (That's him singing lead on their hit "Let Me Love You Tonight".)
* Vince Gilligan as sociopaths, although he uses the term very loosely.
* Vince Gilligan. Specifically, the American healthcare system is mostly privatized and profit-driven (with government-provided healthcare being far less extensive next to the agencies available in most other developed nations), and medical bills are known to be extremely high. Hence, Walt getting diagnosed with cancer is notable in part because the treatment is likely to cost tens of thousands of dollars even with insurance, requiring him to either beg for money from his own colleagues or go into meth cooking to avoid his family facing financial ruin. In any nation with a universal health care system, this depiction makes much less sense, as medical bankruptcy is much less common, meaning that the show's premise tends to require explaining or create confusion.
* Vince Gilligan was asked, "Is there really such a thing as Blue crystal meth?" He responded, "There is now."
* Vince Gilligan was preoccupied with human evil to a disturbing degree and failed to attract an audience—lessons Vince would internalize as showunner.
* Vince Gill pop song that failed to leave much of an impact overall) and "Forever Country".
* Vince Guaraldi animated specials) suffered a fatal heart attack in 1976 while resting in-between concert sets.
* Vince Guaraldi soundtrack has become a perennial holiday classic and many kids' first introduction to jazz. Despite his fame for the Peanuts score, his style was heavily influenced by Afro-Cuban Jazz and Brazilian music. Before he died, his later Peanuts scores experimented with harpsichord, Hammond organ, hard bop, fusion, and funk.
* Vince immediately after everyone has adjusted to the dark, making the light even more effective.
* Vince Jr has done this to every territory and promotion he's taken over with the exceptions of his father's, which he merely
* Vince Jr, no attention given to weight classes, no mention of time limits, Asians became even less prevelent despite continued Japanese excursions, women wrestlers had fleeting presence and matches became less technical and less violent. Since

three companies can't do as much outreach as thirty nine, pro wrestling enterprises around the world could no longer count on the USA to prop them up in times of trouble and many were in fact wary of Vince Jr's predatory practices and or dismissive of the product he promoted.
* Vince Korinek wants to rewrite the natural balance between humans and Pokemon to give great power to the Pokemon and ultimate control to the human. He plans on doing this with Miranda's DNA, since Miranda is a natural version of his goals.
* Vince Lombardi built most of his career on a single play- the Power Sweep. While not the only play in his book of course, it was the most practiced, and John Madden once related a story where, visiting a seminar by Lombardi, the coach spent
* Vince Lombardi once said "Winning isn't everything, it's the only thing." He later said "I wish I'd never said the thing. I meant the effort... I meant having a goal... I sure didn't mean for people to crush human values and morality."
* Vince McCain delivers one of these to chronic talker "Bugsy" Malone in
* Vince McMahon and God. Yes, God. And yes, of course Vince's team won.
* Vince McMahon and then, once he had the two of them alone, vindictively turning on her and then mocking her when she burst into tears.
* Vince McMahon, as McMahon appeared (very much alive) on camera to explain the situation and that he was indeed in a storyline. Several weeks later, a shortcut storyline to give some plausible closure to things (he faked his death) was played out.
* Vince McMahon bought the league out of bankruptcy, opening the door to a possible return).
* Vince McMahon briefly declared himself a god in 2006. Also sometime before that when he was the "higher power" of the Corporate Ministry before some wrestler beat sense back into him.
* Vince McMahon claimed he had lost his virginity at age 12. Jonathan Coachman responded by asking, "How is that even possible?"
* Vince McMahon couldn't help but investigate these new creatures and treated their locker room like a remote wilderness.
* Vince McMahon. Debuted in 1969, took on lead announcer role in 1971.
* Vince McMahon did during the Montreal Screwjob in his later years due to lack of draw value, leading to his decision to quit WWE.
* Vince McMahon during her job interview segment. It has since become a popular reaction GIF on the internet.
* Vince McMahon, forced Vince back on television to address the fans personally, where he admits that the limo explosion WAS in fact, meant to be the death of his "Mr. McMahon" character. Of course, Mr. McMahon has since been "resurrected" and up to his usual brutal boss ways.
* Vince McMahon, forcing Vince and Shane into exile. Aside from Triple H having been a part of the same Higher Power conspiracy that set Stephanie up, albeit via The Corporation rather than The Ministry, when Triple H then took over the WWF he cited Stephanie's share of the stocks in the company... which she technically didn't have anymore.
* Vince McMahon has said that Vince will get utterly annoyed if he sneezes - because he can't control it.
* Vince McMahon himself qualifies. He's said that, growing up, his favorite wrestler was Dr. Jerry Graham.
* Vince McMahon: His on-screen presence diminished as time went on, only appearing for the occasional big angle. His real-life handling of WWE has been increasingly criticized over time.
* Vince McMahon. Hornswoggle bit his ass instead. Out of spite, Vince claimed it still counted as kissing his ass, as his lips still made contact with his butt.
* Vince McMahon in disguise (he was) and forced him to take a lie detector test. Mr. American passed when he said he wasn't Hogan. Angry, Vince took the test to prove it was rigged, only for the machine to buzz when he said things like he wasn't an asshole, wasn't a pervert, etc.
* Vince McMahon interrupt and beat up Vince in order to remain on the roster.
* Vince McMahon is on record as saying that Joe's son James is welcome on his

roster if football doesn't work out. Although the Butkus Award for best college linebacker made that prospect unlikely, and (as of 2016) he's about to start his eighth season in the NFL.
* Vince McMahon is primarily this to authority figures, especially heel ones. For all their frequent abuses of power to stroke their own egos, as far as Vince is concerned, they are even more expendable than the talent on the roster and if they screw up, he has no issue making that very clear.
* Vince McMahon! IT WAS ME ALL ALONG!" The more accurate quote is "IT'S ME, AUSTIN! IT'S ME, AUSTIN! IT WAS ME ALL ALONG, AUSTIN!"
* Vince McMahon(Jr) for everything bad in the WWE; while it is true that he has final say on what goes on TV a lot of the more controversial angles where others were the idea of other people working for the company (for example, the infamous Katie Vick angle was the brainchild of executive producer Kevin Dunn, though Vince has defended it pretty strongly and gladly taken "responsibility" for it in interviews, confusing the issue).
* Vince McMahon. Note that his inability to get an incest story actually going didn't prevent him from alluding to such things.
* Vince McMahon. Of course, the crowd invariably roars even louder afterward.
* Vince McMahon out of business and bought out their promotions. Vince would later hire Bischoff and Heyman as onscreen commentators and characters, and revive their old brands, albeit in very different forms.
* Vince McMahon. Problem was it was cold and snowy out. The chicken wasn't having any of it, and refused to do anything at all. Vince actually belly-flopped into the snow and flailed around trying to make the chicken run from him, to no avail. Eventually he and Shane just picked the poor chicken up and laughed about the whole thing not working.
* Vince McMahon's company and the Hart family. The latter was divided into two camps, and the bitterness got to the point where one side faxed important case information to Vince, which forced a settlement.
* Vince McMahon!), screwing up a match's scripted finish just once, or getting into altercations with wrestlers backstage that are favored by the management.
* Vince McMahon's favor towards big muscle men is connected with his passion for bodybuilding. Not only has he got a bodybuilder's physique himself, but in the nineties he started his own short-lived bodybuilding organization, the World Federation of Bodybuilding. The International Federation of Bodybuilding owned by the Weider Brothers had by that time crushed most of its competition, but Vince thought he could beat them at their own game. First, as his
* Vince McMahon's has also evolved similarly going from cheerful and bold as an announcer to menacing as the evil chairman to increasingly cartoony to mellow post-haircut. Of course, when the time comes to let his infamous delivery of "YOOOOOOOOUUU'RE FIIIIIIIIIIIIRED!" rip, he really digs in and that menacing circa-2000 snarl comes right back.
* Vince McMahon should be hailed as the sole creator and protector of modern professional wrestling.
* Vince McMahon, so he should have known that Vince is much more than that.
* Vince McMahon. So he was effectively a face on Raw and a heel on Smackdown.
* Vince McMahon, stands at six-foot-two and weighs about 250 pounds, pretty average by wrestling standards but gigantic compared to the other members of his family and his various assorted corporate cronies. And he wears a padded suit to make himself look even larger.
* Vince McMahon-style swashbuckler, and nixed the character despite Burchill being over with the fans.
* Vince McMahon that resulted in Punk defeating Cena for the title and (temporarily) leaving the company with it. Oops.
* Vince McMahon This heat has mostly died down, however, due to Hart making amends with both Michaels and Vince in 2010.
* Vince McMahon to apologize to him and the fans for not giving them what they wanted. He finally relents and gives CM Punk a rather furious apology:
* Vince McMahon, Vince decided to promote him to GM, showing him that being in

charge means being the bad guy and making decisions not everyone will like for the sake of the company. He gets into a disagreement with his family after making such a decision over a match, though Vince quickly seizes the moment and fires him afterwards, ensuring Bret still looks unfairly treated.
* Vince McMahon walked in on Vickie Guerrero, Hornswoggle, and Great Khali in an "interesting" position in 2012.
* Vince McMahon when he's eating a steak; he gives his full attention to the meat.
* Vince McMahon when the angle started with Shane buying WCW out from under Vince and Stephanie buying out ECW and the two children teaming up to take on their father, turning the angle from the "WWF vs WCW (and ECW)" story that everyone wanted to see into yet another "McMahon vs McMahon" affair.
* Vince McMahon, who had survived every one of the management's attempts to bury.
* Vince McMahon who, in contrast to the serious mood the production was attempting to set, was visibly trying not to crack up. (This incident was rumored to be why he was fired later.)
* Vince McMahon, with scantily-clad cheerleaders, smack-talking announcers, a scramble for the ball between two players in place of a coin toss, and microphones and cameras in the huddle and in the locker rooms. It only lasted a single season in 2001 before folding, seen by many critics and sports fans as a gimmick-laden mess of bad football that substituted on-the-field talent for "extreme" attitude.
* Vince McMahon would hold this against her long after the fact, insisting Trish had slept her way to the top.
* Vince McMahon would use this too as part of his "Kiss My Ass" gimmick.
* Vince McMahon wrestler in the promotion every week. If 50 percent of a promotion (of 50-60 headline-type wrestlers, not including those who were strictly jobbers) were featured each week, they did well.
* Vince Neil's daughter was dying of cancer, he began drinking even heavier than he usually did to cope with his despair. After the funeral, his friends shipped him off to rehab. It didn't take, and he remains a heavy drinker to this day.
* Vincennes, the school setting, serves a real brand of tea, Fortnum & Mason.
* Vincennes works Narcotics, and on the side, gets kickbacks for tipping
* Vincent Adler's U-boat treasure that the box hid, Matthew Keller's return, and Neal's commutation.
* Vincent and Jules being miraculously saved from several gunshots at point-blank range. Jules is convinced it's a miracle, while Vincent recounts hearing a similar story. The gunman could've just been a bad shot, but Jules notes that there are bullet holes in the wall behind him and Vincent; by all rights at least one of them should've been grazed if nothing else.
* "Vincent and the Doctor" as art expert Dr. Black; Nighy agreed to take the role on condition that he was not credited and no publicity photos were taken of him.
* "Vincent and the Doctor" has been defeated, the Doctor takes Vincent to the Musée d'Orsay in the present day, and leads him up to the van Gogh collection. There, he asks a tour guide, in earshot of Vincent, where he thinks van Gogh rates in the history of art.
* "Vincent and the Doctor" has the TARDIS decide that speaking English with a Scottish accent and speaking French with a Dutch accent are translated equivalents.
* Vincent and the Doctor, is told where the monster is, but misinterprets the statement and gets smacked through the air.
* "Vincent and the Doctor" of all people one: the long coat he wears when he goes to paint the church where a monster is lurking, and which he later faces the monster in.
* "Vincent and the Doctor": The Doctor asks Amy if she's thinking what he's thinking at one point. When she responds with a suggestion of food, he says he was thinking of something else.
* Vincent and the Doctor", the Doctor digs around the TARDIS for a species-scanner that was apparently given to him as a childhood present by his godmother.
* Vincent and the Doctor to the future so he can hear art expert Dr. Black give an admiring speech about where he thinks Vincent ranks in the history of art. Vincent is so overwhelmed with emotion that he gives Black a hug and kisses him on the

cheeks before leaving. Black's reaction afterwards is to quite noticeably double take when he sees a self-portrait of Vincent on the wall and is reminded of the man who just hugged him, before he decides that there's no way he just met van Gogh in person.
* Vincent Bari uses spells based on vortexes, with many of them empowering his arms to become drills.
* Vincent Cassel by himself along with his trainer and gym pals, who played the bad guys. Unlike your typical Hollywood fight choreography, they actually played it full contact, resulting in Cassel being hurt in the face and his trainer getting a broken nose.
* Vincent Crabbe and Gregory Goyle are a duo of this trope. While Draco Malfoy delivers all the verbal insults, they do little more than act as muscular bodyguards and laugh stupidly at those on the receiving end of his snark. In fact, the reader never gets to hear either of them speak in person until towards the end of the very final book, and it is indeed stated that Harry had "hardly ever heard [Crabbe] speak before."
* Vincent D'Onofrio" before Mr. Peanutbutter showed up as a better fit.
* Vincent D'Onofrio. But D'Onofrio's performance was so complex and layered and brought such a fresh interpretation of the character into both a terrifying and surprisingly sympathetic villain, that critics and audiences didn't mind at all.
* Vincent D'Onofrio got trapped under a train car, which crushed and mangled his body from the waist down. It's understood by all — paramedics, police, and the poor guy himself — that the train's weight, compressing arteries in his crushed torso, is the only thing keeping death by blood loss in check.
* Vincent D'Onofrio. He's a foot taller than she is, broad-shouldered and, as the series goes on, increasingly barrel-chested. She's slim and tiny and sometimes looks like he could put her in his pocket.
* Vincent D'Onofrio incorporates a good amount of his own social anxieties into his portrayal of Wilson Fisk, like difficulty maintaining eye contact, odd speech inflections, and, despite taking precautions, having a set routine. He has trouble "clearing his head" at times, and is insecure when out in public.
* Vincent D'Onofrio speculate that D'Onofrio integrated this into his role of Detective Robert Goren, and thus view the character as on the spectrum.
* Vincent D'Onofrio. The added weight later caused the ligaments in his knees to tear up during the obstacle course scene.
* Vincent Gigante. Almost every day, he would emerge unkempt, dressed shabbily with pajamas and a windbreaker from his home, and accompanied by one of his bodyguards. Because of this, he was nicknamed "the Oddfather." Psychiatrists and his own relatives claimed that since he had a low IQ stemming from injuries he sustained in his earlier career as a boxer, and that he suffered from various mental diseases such as psychosis and dementia, he was mentally unfit to stand trial. This "crazy" stunt worked for many years, but it eventually came back to haunt him in 1997, when mobsters from other families testified that he used it as a ruse to shake off law enforcement. Gigante finally admitted to pulling this crazy stunt in 2003, and died in prison while doing a 12-year stint for murder and racketeering charges.
* Vincent has a bit of this going on with everyone, but especially with his brother Gil and Ada.
* Vincent has a yandere obsession towards his brother Gil that becomes even more obvious after he goads Gil into saying he'll murder anyone who tries to take Oz away from him and gets excited when thinking about the angry expression Gil will make due to his actions. Later, while flirting with Lotti Vincent releases hearts marks and becomes happy when Lotti threatens to maim Vincent for hitting on her. He also has
* Vincent, in the throes of one of his Vincent Price/Roger Corman/Poe fantasies, believes he's buried his wife alive, and digs up his mother's flower bed trying to "retrieve" her.
* Vincentio Saviolo, though an Italian, produced the first fencing manual written in English.
* Vincent J. McMahon, the late father of Chairman Vincent K. McMahon and founder

in 1953 of Capitol Wrestling Corporation (sort of the proto-WWE), was born in Harlem about the time of
* Vincent Kartheiser said that he quickly lost interest in playing Connor after about four episodes. He disliked that every scene would have him and Angel arguing, and he would then go into a corner to sulk. He said he wasn't surprised when he learned that Connor was hated by the fans as well.
* Vincent Kartheiser shows off his dancing skills in the scene where Pete and his wife Trudy stop Roger's party dead by doing the Charleston.
* Vincent Kennedy McMahon, just so they didn't have to change his name.
* Vincent Law is the Ergo Proxy of the title, and it initially acts as a separate part of him without him knowing it. He previously erased his memories so that he could live a normal life as a human.
* Vincent leaves to seek a new life elsewhere, and presumably both the above things happen.
* Vincent Martella has gone on record as having recorded his family's answering machine message in character as
* Vincent Nigel-Murray compulsively spouts facts/trivia when stressed and has difficulty picking up on social cues.
* Vincent opens with a minor key tune that the titular character is playing on his flute.
* Vincent Price (1966), between Price's title villain and Ciccio Ingrassia's hero/comedy relief.
* Vincent Price, from 1985, had him sitting in a car opening and closing his garage door with a remote while his wife talked to camera.
* Vincent Price. The former was filmed the week leading up to Halloween 1976 (although it actually aired in late January 1977 in the U.S., and late April the same year in the U.K.), and the latter aired two days after Halloween 1978 in the U.S.
* Vincent's replacement Mark St. John basically disappeared from the industry after a collaboration with ex-Kiss drummer Peter Criss ended up failing miserably. He wasn't completely gone like Vinnie Vincent, but never did anything with any kind of profile again, and even spent time in jail prior to his death.
* Vincent Valentine was originally human, but was modified by both Hojo and Lucrecia Crescent into a deadly shapeshifter.
* Vincent van Gogh, and who could really blame him? Every time he went outside he was called "the redheaded madman".
* Vincent van Gogh considered "The Starry Night" to be a failure. Some of his critiques can be found in his letters to his brother, Theo, and to contemporary artist Émile Bernard.
* Vincent van Gogh had a self portrait called "Me as a Japanese Man" where he tries to emulate the hairstyle of the samurai.
* Vincent van Gogh has this reputation among many graphic artists, because everyone can relate to a struggling genius unable to make a living, while his work is so ahead of its time that nobody recognizes it.
* Vincent van Gogh is a popular example of this, but he is actually not a great example. There was only four years between Van Gogh's visit to Paris in 1886 (when his signature style started to emerge) and his early death in 1890. This is an incredibly short time by the standards of the art world, but Van Gogh was already beginning to attract serious attention before his death, and was highly regarded by influential artists such as Gauguin. Had Van Gogh lived just a few years longer, people would likely be telling the story of his meteoric rise to prominence; the fact that he was not recognized until after his death has more to do with his early death than with his reception in the contemporary art world.
* Vincent van Gogh managed to sell just one painting during his lifetime, but became much sought after soon after his suicide. He did actually get some recognition by his contemporaries, however, he just died too early to be recognized by the masters.
* Vincent van Gogh section, Van Gogh's paintings never sold well when he was alive, and the episode focuses heavily on the man's mental health on account of this, his

depression, and his psychic visions which make him seem crazy.
* Vincent van Gogh was that he cut off an ear. Which is kind of ironic, given he didn't. It was only the lobe, and it probably wasn't him that did the cutting.
* Vincent van Gogh who painted most of his works, and lived most of his life in France.
* Vincent van Gogh, who used the very little money he made to buy art supplies and lived on coffee and absinthe. As if his mental health wasn't bad enough, poor nutrition made his physical health that much worse.
* Vincent "Vinny" Perotta, UnSub of Season 1's "Natural Born Killer", is a six and a half foot tall
* Vincent Wants to Sea: when Dr. Rose loses her car keys, Vincent's father has to hotwire her car and break the steering lock, which takes some time. This later causes them trouble when they get pulled over in Italy - the officer is understandably reluctant to believe they didn't steal the car, especially since Dr. Rose doesn't have ID with her.
* Vincenzo affection for Vincenzo reaches its peak in episode 11. Ahn pulls strings to get Vincenzo released from custody, offers his help in Vincenzo's campaign against Babel, and in return asks for...a hug. Vincenzo offers a handshake but instead Ahn leaps into his arms, his legs wrapped around Vincenzo's waist while a stunned Vincenzo is left grabbing onto Ahn's butt.
* Vincenzo Natali, and its two protagonists: Andrew (Miller) and Dave (Hewlett).
* Vince Offer, A.K.A. the ShamWow/SlapChop guy. "You're gonna' love my nuts!"
* Vince Offer it is. This was referenced in a later commercial for the Da Vinci Pro Cutting Tool, where Vince throws a $200 food slicer out the window.
* Vince Offer, of the Shamwow and Slap-Chop ads, uses this a fair bit.
* Vince Offer slipped in some dialogue that could easily be interpreted as a double entendre while advertising for the Slap Chop.
* Vince Russo and Lodi and Lenny getting taken off TV and getting repackaged yet again.
* Vince Russo, and the quote, usually incomplete with exclamation mark after Japan and without context, is guaranteed to pop up every time the word "Russo" is ushered near "smart" wrestling audience as proof of his total incompetence. Granted, it wasn't Russo's only controversy in wrestling world...
* Vince Russo) by saying "It got people talking about us!" Never mind that most of the talk was about how ridiculous and embarrassing it was. In the end, all the talk was for naught, since the company went under less than two years after Russo's initial hiring.
* Vince Russo creating complex characters with those shades of gray was nearly impossible and it simply turned into characters pinballing between 100% Face and 100% Heel on a nearly weekly basis.
* Vince Russo demanded he take, and it made him very uncomfortable to do, as his children (and grandchildren) would see it on TV.
* Vince Russo, even if they produce nonsensical incoherent unresolved storylines.
* Vince Russo in a one-off appearance, White Wolf sued WWE for trying to infringe upon their trademark; they lost due to the fact that they couldn't prove that the usage of the name for that one-shot appearance was enough to be infringing. In the WWE Encyclopedia, his entry is "David Heath (Known in WWE as Gangrel)".
* Vince Russo in the 90's where he changed any hard "S" sound to a z. For instance:
* Vince Russo isn't a line down the middle and characters should act naturally to achieve their objectives rather than abiding by their defined alignment. Unfortunately he isn't very good at making this happen so when it's attempted it just ends up confusing and everyone winds up with weak characterizations across the board.
* Vince Russo or not, the backstory of both Undertaker and Kane can be easily considered a complete mess.
* Vince Russo's booking in general. Even during his disastrous stint as the booker of
* Vince Russo" tournament because he overheard Bradshaw bragging that he could beat up everyone in the locker room and Russo wanted to see Layfield get his ass kicked.

* Vince Russo went out of business before this angle could come to fruition.
* Vince's attempts to do an incest storyline prior to the WWE going PG is most likely due to issues involving his screwed-up childhood. He unfortunately vents all these issues through storyline, instead of venting it to a psychiatrist like anybody else would. As Vince is someone whose blood would test positive for Kayfabe if such a thing was possible, it may be impossible to find out what really makes him tick.
* Vince's desire to push giants at the expense of better workers doesn't just apply to men, as the case of
* Vince the Crash Test Dummy manages to drive — until Larry reminds him he can't —
* Vince Vance & the Valiants" parody "Bomb Iran" in 1980, but they are not the only act to have done a parody of that name.
* Vince Vance & the Valiants were mostly known for their novelty songs, such as "Bomb Iran" (a parody of
* Vince wasn't the only one. One of the worst offenders was WWE's VP of Talent Relations from 2004-12,
* Vince would later create an evil religion yet again, this time simply called "McMahonism", which began as a mockery of
* Vinci and Arty, a knock to the head makes Vinci forget everything that has happened since he moved from Greece to the United States, like learning the English language or being in love with Arty. What makes it worse for Arty is that pre-immigration Vinci was apparently kinda homophobic.
* Vinci and Arty says he doesn't pay much attention to physical details), at least in regards to his relationship with Arty he technically qualifies. Though his occasionally being mistaken for female somewhat overshadows this.
* Vinci, Industrial Devastation, is basically a giant drill that comes from underground and devastates the area of effect.
* Vindex and Propugnator seems to be for the wielder of two different abilities, although they mean mostly the same (protector). Both are for some kind of barrier. They seem to mean respectively the users of psychic shield and armor. One refers to an ability to stop any kind of offense (even gunfire, and can be extended for others nearby), the other is good for lessen the power of the attacks which reach the user.
* Vindicare assassins are the epitome of cold snipers, enhanced with a few extra handy organs and cybernetic implants and trained to be emotionless so as to be maximally effective killers.
* Vindicated by Cable: A work that flopped when it was first released becomes more successful on home video, streaming etc.
* Vindicated by Cable later makes back its budget through home video, TV airings or streaming.
* Vindicated by Cable makes a lot more money through television airings.
* Vindicated by History, after which point the series creator Stephen Hillenberg and most of the writing staff stepped down, causing a widely-perceived decrease in quality. Even though reception has been more positive with Hillenberg's return in Season 9, you'll still see few people discuss them.
* Vindicated by History: A work that wasn't popular when it was first released becomes more popular and appreciated over time.
* Vindicated by History: A work that wasn't successful when originally released receives better reception over time.
* Vindicated by History: A work that wasn't very successful when originally released receives better reception over time.
* Vindicated by History: A work that was panned in its time becomes more appreciated at another.
* Vindicated by History message did this with the Ira and George Gershwin song "They All Laughed" in 1999, leading to at least one modern cover in 2000.
* Vindicated by History, resulting in his removal from the series. However, in more recent times, African-Americans have come to appreciate Roosevelt Franklin for how dedicated he was to clearing up misconceptions of their African heritage and,

overall, just being a fun guy to hang around.
* Vindicated by History's other iconic song "Life on Mars?" (which subsequently charted as a reissue) it was never given a second chance. The closest it came was being used as a B-side to the 1975 reissue of "Space Oddity" (which went to #1, so a lot of people got "Changes" on 45 that way).
* Vindicated by History: The work was unpopular when it was originally made, but has since gained more attention and praise as time went on.
* Vindicated by History, with Dreyfus being released and exonerated. The scandal had a tremendous impact both on France (where it entrenched secularism) and Jewish life in Europe as a secular Austrian Jew of the name Theodor Herzl who hadn't felt particularly Jewish up to that point came to the conclusion that Jews would need their own state if they were ever to live free of prejudice and persecution, thus giving birth to Zionism.
* Vindicated by Reruns: A TV series that wasn't successful when it first aired becomes more popular via reruns.
* Vindicated by Reruns: A work becomes more appreciated through its reruns.
* Vindicated outside of younger generations of the Internet. Looking at parent company's WB's marketing, it appears the Adult Swim shows are pretty much bargain priced with a few now OOP, while the original
* vindicate. It favors the pets and makes Luna and Larimar main characters alongside the aforementioned Luea.
* Vindictus. And the name of the mission in which this happens? "Wake Up Call." Things don't really improve from there.
* Vindictus bosses become more common, Evie's defenses do not scale as quickly, thus it becomes progressively harder to solo. By comparison, the other characters get heavier armour and develop powerful defense and attack skills that make them far more survivable against later bosses, with Tank Fiona and Scrapper Karok becoming the predominant solo characters.
* Vindictus crossbow/machine gun. He uses elements of all four basic types.
* Vindictus hammers. Starting with the Ruins of Sanctity missions, Gnoll mooks start using big two-handed hammers as well.
* Vindictus. His comments towards the player are mostly cold and almost hostile. but he is shown repeatedly to have a soft side, especially for Tieve.
* Vindictus, the prequel to Mabinogi, is about the battle to escape the Shadow World in order to reach the promised land of Erinn, where the original game takes place.
* Vindictus, the secondary weapon Light of Palala is a flash grenade which stuns most enemies for a few seconds, looking confused.
* Vindictus, where Tieve is trying to persuade the mercenaries to let her reason with her friend the giant fuzzy spider before they start shooting.
* Vin Diesel BASE-jumping off a sports car that he's just driven off a bridge, and it just goes uphill from there.
* Vin Diesel commandeered a policeman's bullhorn and improvised a euolgy on the spot.
* Vin Diesel fan, who got to write the introduction to Wizard of the Coast's D&D 30th anniversary book.
* Vin Diesel's indeterminate ethnic phenotype allows him to convincingly play many different nationalities, from Italian-American to ancient Carthaginian.
* Vin Diesel, so much that he would go to promotions and premieres wearing the stilts he wore for the movie and a shirt proclaiming "I Am Groot."
* Vin Diesel's skin color is so indeterminate that not even he knows what his exact ethnicity is. He's known to have English, German, and Scottish ancestry on his mother's side, but he's never met his biological father though he does know that his parents' relationship would have been illegal under the then-current laws on race mixing. This has allowed him to play characters of varying ethnicities.
* vine made by a user named Alpha Male that showcases a slightly exaggerated use of this trope involving a turkey sandwich.
* Vine Realms community. Many, many community in-jokes are mentioned or referenced in-game.

* Vinesauce. And expect to hear more than one hysterical "What is this?!" when he's streaming corruptions.
* Vinesauce decides he's done mocking it, it just gives him (and the audience) one hell of a scary by shifting to a demonic red and humming louder than ever. The clip of the moment has been justifiably named "CURSED PIZZA"
* Vinesauce does a wide variety of gaming-related streams, including traditional playthroughs of well-known games, peaks at obscure and often bizarre free games from the Internet, and reactions to new game trailers. His most famous videos, however, are his game corruption videos. This is despite him admitting that the sheer unpredictability of corruptions, while the source of their appeal, also makes it extremely hard to sift anything interesting out of them. Hence the dearth of such streams despite heavy viewer demand.
* Vinesauce fame has an odd fascination with ducks. Said fascination tends to leak into fangames about Vinesauce.
* Vinesauce has an early scene where Luigi, Mario, and Wario volley pasta-themed puns.
* Vinesauce has pretty much gotten sick of memes in general, but he has a particular distaste for people who still think "It's Hip to Fuck Bees" is funny.
* Vinesauce") It turns out that the software was, in Joel's words, "a two-frame, 24x24 pixel GIF of a woman having a seizure." And it seemed to be malware too, because he was unable to uninstall it, forcing him to get his dad to fix the problem. Being a child at the time, Joel got a pretty good scolding out of it:
* Vinesauce just for Vinny or even Joel. And for Vinny, it's the video game corruptions that get him his highest views in spite of them being few and far between compared to his other vids.
* Vinesauce, leading to the glorious sight of a screaming helicopter trying to be stealthy.
* Vinesauce, Mario is able to elude Luigi with the clever disguise of a hand with glasses on it, claiming to be Handio. Luigi is fooled, but not for long.
* Vinesauce milks Mario's apparent death for all it's worth, with dramatic slow-motion, Luigi shedding a single tear, and screaming Mario's name.
* Vinesauce opens with Luigi ordering a spaghetti on the rocks from Toad, miserable over losing Mario.
* Vinesauce streamer Joel admitted in his Pokemon Gold randomized stream that he likes drinking hot sauce, straight from the bottle.
* Vinesauce Tomodachi Life at best, and the most threatening thing on Vineland at worst.
* Vinesauce Tomodachi Life. By the time the original run wraps up, the population of the island is less than 50.
* Vinesauce Tomodachi Life decides something interesting should happen to them. Even main characters aren't safe; Witch and Waluigi were among the first islanders added, and they were well-known for being the first (and by far the most stable) couple, but around the time they got married, they stopped being interesting and focus shifted to other islanders.
* Vinesauce Tomodachi Life. Even then, he still relies on coincidental random events to strengthen the plot.
* Vinesauce Tomodachi Life is livestreaming the game and can't save scum his way out of certain events, he ends up being just as surprised as the viewers are by them. Essentially, the series writes itself on the fly.
* Vinesauce video game, the title screen has an ear-bleeding loud and clipped version of "You Can't Keep a Good Dog Down" playing, startling both Joel (who literally starts screaming in pain) and his viewers.
* Vin, especially when every other thieving crew she's been a part of considers backstabbing to be a part of life.
* Vine Swing: Moving through the canopy by swinging from tree to tree using conveniently placed, common and sturdy vines.
* Vine Swing: Swinging from tree to tree thanks to conveniently sturdy and well-placed vines.
* Vineta mouths and possible locations are spread over some 200 kilometres of

Baltic shore.
* "Vine: Where Are They Now?" parodies "Where Are They Now?"-style documentaries, with Drew creating fake stories for a ton of infamous,
* Vine where the protagonist discovers he only has 69 cents, not sufficient for chicken nugget.
* Vine, which officially released on January 24, 2020, 7 years to Vine's release day, but as of yet has yet to live up to Vine's success. The other app is, surprisingly, the equally-popular TikTok, as evidenced by the multitude of "TikToks that radiate the same energy as Vines" compilations floating around.
* Vin Gerard if there ever was one) and then twisting his world on its axis as Vin thanked him for it. Ended with Storm 'transforming' into the rudo STIGMA, dropping the color from his outfits, the bright mullet becoming a black mohawk and joining with Vin Gerard and Colin Delaney to become the UnStable.
* Ving Jane's "Girl Next Door" brings up the singer as the Betty and her rival who is the Veronica.
* Ving Rhames explains near the end that this likely saved the whole fire station from being brutally murdered by Fred when his repressed emotions would boil over. At the end of the film, Fred marries Alex's brother at the same chapel as Chuck and Larry.
* Ving Rhames roles by having him deliver intense monologues about...sandwiches.
* Ving Rhames) who stands guard in all weather and calmly tells two would-be burglars to take a hike.
* Vinick also comes into possession, accidentally but legally, of Santos' briefcase. It includes various embarrassing documents (such as Santos' frustrations with his running mate), and particularly documents that appear as if Santos has had an extramarital affair— though Santos had a true and innocent explanation for it. Vinick's campaign manager tries hard to get Vinick to use the damaging info against Santos, but instead Vinick insists on returning the briefcase to Santos and using none of it. This shows how strongly the show was on the idealistic end of the
* Vinigortonio is a girl with a giant lab-house who makes inventions for a hobby.
* Vinigortonio. The name is a mashup of the names Vinicius, Igor, and Antonio, even though only the first two are actual characters in the comic. Antonio is never mentioned at all.
* Vinland Saga and Askeladd gives him one of these. It shuts him right up.
* Vinland Saga and proceeds to lose rather spectacularly. Askeladd fights like this as well, all the time, but with him there's a slight subversion. Despite the tactics he employs physically he's still one of the strongest characters in the series.
* Vinland Saga, as his acts as king set in motion a great deal of reactions that directly affect the protagonist Thorfinn.
* Vinland Saga, before handily beating Askeladd (who can split a man's skull through his helmet and claims to have been able to beat 50 men single-handedly) for an encore.
* Vinland Saga: Canute has this done to Ketil and his son, to take over his farm, who is one of the most prosperous in the region.
* Vinland Saga for close combat pre time-skip, but he is good at throwing knives too.
* Vinland Saga, given his weapon (a sabre implied to be made from Damascus steel) and his ability to read Greek.
* Vinland Saga has a few examples, keeping in mind that in medieval Scandinavia making it to forty in certain high-risk professions (like being a professional warrior or a sailor) was impressively rare in and by itself.
* Vinland Saga has just recently come into possession of an eye patch after losing an eye in a battle. As if he wasn't badass enough already, if this trend continues he'll soon be wearing a long coat regardless of how anachronistic that might be to the period.
* Vinland Saga has multiple examples, as often played straight as not.
* Vinland Saga have thrown something else out, but the captain determined she was less valuable.

* Vinland Saga. He even went on a trip to Iceland to research Viking Culture in greater detail, to give his artwork that authentic tinge, and it shows.
* Vinland Saga he was often tasked on scouting and assassination missions by Askellad with the reward being giving the boy a chance to kill him in a one-on-one duel.
* Vinland Saga. His mother — as well as the lineage he shares with said mother — is very important to him, to the degree that despite being an amoral bastard he'll keep any oath he makes in her or his maternal ancestors' name. If he makes an oath on his father's name, however, there's a very good chance he's going to stab you in the back.
* Vinland Saga: In chapter 8, Thors is departing from Iceland with the purpose to join the Jomsvikings in an attack on England. As families and locals see the voyagers off, Thorfinn (who was shown to be very upset about his father leaving in the previous chapter) is nowhere to be found, and Ylva suggests that he is sulking because he was previously scolded by Thors. After the ship has rowed out to the open sea and Thors declares that they have "reached the current" and the ship will now travel on its own, Thorfinn's voice asks whether that means "we can't go back, father?" Moments later, Thorfinn emerges from a barrel and hurries to the railing to pee.
* Vinland Saga is initially mistaken for a girl once he removes the helm hiding his face, and though the confusion gets cleared up fairly quickly, Thorfinn continues to use the insulting nickname "Princess" for a bit, and Thorkell's men once make a crack that if Thorkell is the avatar of Thor, Canute must be the avatar of Freya.
* Vinland Saga is to defect to the enemy since they're weaker, then joins Canute, the underdog of the political factions. Unfortunately, once Canute is crowned there isn't much left for Thorkell to do.
* Vinland Saga, Leif the Lucky is the man who found Vinland, though he's now old and retired.
* Vinland Saga likes to school fools in history and religion, usually right before he ends their lives in a spectacularly bloody fashion.
* Vinland Saga, love and sacrifice are a recurring motif and as such this trope shows up several times:
* Vinland Saga, man's man of a warrior, so it is almost expected. However, despite being on the strongest side in England with rival factions constantly uprising against them, Thorkell is extremely bored because his worth as an intimidation-based commander means that he has to sit on the sidelines.
* Vinland Saga on their wedding night... After stabbing him (nonfatally) in the leg.
* Vinland Saga or retrieving a hostage from a forest fire, using the promise of a duel to motivate Thorfinn. Thorfinn, on his end, despises Askeladd and is only too happy to stay alive out of spite until he's killed him.
* Vinland Saga - Rereleased with different English dubs by both Netflix and Sentai Filmworks in 2021, two years after its initial broadcast.
* Vinland Saga, set in the 11th century during the Viking Age, and chronicling the adventures of famed explorer Thorfinn Karlsefni and the rise to power of Cnut the Great, among other things.
* Vinland Saga. There's close to a hundred men in his crew, the number fluctuates, but those are the ones that stand out.
* Vinland Saga: The story of a young Viking hell-bent on revenge for his fathers murder, until he stands before nothing.
* Vinland Saga this trope happens, and is subverted as well, several times:
* Vinland Saga. This was a test to see if the person was a mole. Simultaneously they use it to get the enemy to do what they want.
* Vinland Saga, Thorfinn was the first norse to attempt to colonize Vinland (the coast of Newfoundland) after it had been discovered by Leif Eriksson.
* Vinland Saga Thorkell the Tall, who dual-wields axes. Not just any old normal sized axes, big mo' fo' great axes almost as big as the hero.
* Vinland Saga, thus he's safe from being stabbed to death in his sleep, and also how to push Thorfinn's buttons to make sure he loses all the duels.

* Vinland Saga tries to tell Thorfinn, the protagonist, not to be one of these, explaining that a warrior that loses his cool often loses his head. Thorfinn, being Thorfinn, doesn't listen, so Askeladd is forced to teach him the truth of the matter rather bluntly.
* Vinland Saga: When a Christian priest is asked in passing about what he considers valuable in the world, he answers that 'love is the thing that makes all other things valuable'. The Viking marauders and mercenaries he's travelling with not only are confused, but have NO IDEA what he's talking about, and a few more curious ones ask for clarification on this "love" thing he mentions. He isn't really sure either and it is the question that makes him wander the world in search for an answer.
* Vinland Saga when battling named characters, their bonafides against other armies is demonstrated in the second arc where sixty Jomsvikings take on around three hundred armed civilians and rout them with less than five casualties (inflicted on them by a named character).
* Vinland Saga when he recalls the many men he killed over the years and wonders how many of them were brothers, fathers, or sons of other people. It's one of the reasons he decides to never kill again.
* Vinland Saga), which causes him to throw off the deal (he wants to hold power over people, and willing victims just aren't any fun).
* Vinland Saga who can't even have a civil conversation with the man who knew him from before his time growing up in Viking band, although he gets better after the time skip.
* Vinland Saga, with no clear-cut victor in either of their two fights, though Thorkell concedes the second fight after Thorfinn tears out his eye.
* Vinland Saga with Sigurd seeking to recapture her to reclaim his honour.
* Vinnie has another test later in the first season when he's infiltrating a different organization. Mel Profitt gets annoyed with one of the guests on his yacht and orders Vinnie to throw her overboard. Vinnie refuses. But it works out because Mel respects Vinnie for standing up to him.
* Vinnie's Tomb, you encounter an Old Queer Snake living on a heap of garbage who has the key to the aforementioned tomb. Understandably, the player will try offering him various items in their inventory, including an enormous diamond you find in that same heap. Waving the diamond in front of him will prompt dialogue along these lines:
* Vinny; after that, he says he's going to hell AND to get sued by the Pope.
* Vinsmoke Judge is an exceptionally cruel example as he heavily favors his daughter Reiju and 3/4 of his sons Ichiji, Niji and Yonji over his third son Sanji
* Vinsmoke Sora is one of the most compassionate selfless individuals in the series which is saying something, Sora was willingly to take a drug that would kill her so long as her one of her sons would have humanity; for Sora it was
* Vinsmoke Yonji always had the luxury of being genetically superior to his brother Sanji who he beat on regularly as a child, so it came as a shock to Yonji after meeting his brother years later that Sanji was
* VINSON radio encryption equipment had an area marked where a signaler could fire a 9mm bullet to destroy the crucial circuits, if his position was being overrun by the enemy.
* Vintage Apple keyboards have the odd quirk of putting the tactile bumps on D and K instead of F and J (assuming QWERTY layout) like every other keyboard, screwing up touch-typists trying to get to the home row position purely by feeling the bumps underneath their index fingers.
* vintage base ball teams and play matches against each other. All of the equipment and uniforms are reproductions, and actual 19th century rules are used.
* Vintage British comedians Eric Sykes and Tommy Cooper actually made an entire 45-minute film devoted to exploring and using every possible permutation of this gag. It is simply called
* Vintage Dragon introduced his own variation of the Bunkhouse Brawl in Vendetta Pro he called a
* Vintage lenses are usually so well-built, and yet so affordable second-hand that

it's not unheard for people to adapt them to modern digital camera bodies. This does require giving up the convenience of auto-focus, as that did not become commonplace until the late 1980s, but they can still hold their own in terms of optical quality. Manual-focus lenses also tend to have much better-built adjustment rings, with solid detents for aperture adjustment and focus rings that are smooth, damped, and easy to dial in just right.
* Vintage Stuff. When told to descend by flying fox and then come straight back to the top of the cliff, he descends on the flying fox and then climbs back up along the cable.
* "Vintage" T-shirts for sale at retail stores. Brand new shirts deliberately faded and cracked to look like they're 30 years old. Pre-ripped jeans also count.
* V intended to harvest the human race for use as snack food and drain all the water, and were turning the planet into a thinly disguised version of Nazi Germany to make it easier. In the end there would be nothing left but a dead desert planet. Diana puts a spin on this when the resistance is close to winning — if she can't have it then no one will. She tries to deploy her mothership as a bomb to turn the world into an irradiated wasteland.
* V introduces himself in a speech that is rife with words starting with the letter "V".
* Vin Vulpen makes two attempts on Rudy's life, jealousy over his relationship with Fiona being one of a few motives.
* Vin who loves Vin for her dedication and willingness to see the best in him, and worries that he's not good enough for her because he can't fight when she killed his god. There's a funny scene where Vin vents her worries to her friend Sazed, who gives her advice, and almost immediately after she leaves, Elend comes in asking the same questions.
* Vinyl and Octavia Duel Destiny series. See the fanfic page for specific details.
* ''Vinyl and Octavia Engage in Roleplay'', it's briefly revealed that Octavia has gone to university. She says that she never mentioned it because it didn't come up.
* Vinyl and Octavia Fight Ten Thousand Ninjas, the trope is both parodied and played straight.
* Vinyl and Octavia Get Incredibly Drunk, ends with Octavia drunkenly calling for Vinyl to come into her bed and cuddle her, since she doesn't want to sleep alone. Vinyl obliges, of course.
* Vinyl and Octavia Have Multiple Dates, Octavia ends up doing this with Neon Lights, before it descends into a pun battle.
* Vinyl and Octavia in 'Dial D for Detectives' where Vinyl and Octavia look around the scene of Switch Blade's murder for clues.
* Vinyl) listens to Karen Carpenter on the radio and the camera shows via a dreamy filter and unusual lighting, "Karen Carpenter" sitting next to her in the car and singing the same song. This is meant to reflect the self-absorption and identification with music people experience in their daily lives.
* Vinyl. Mob thugs beat him up and permanently damaged his windpipe, depriving him of his powerful and iconic singing voice.
* Vinyl: originally refering to Polyvinyl chloride (a.k.a. PVC), it now refers to vinyl records (a.k.a. gramophone or phonograph records), predominantly made of PVC after the 1950s.
* Vinyl records can have a message in the run-out groove area. This is most often the name (or nickname) of the cutting engineer, matrix numbers, or the name of the pressing plant, but sometimes also jokes.
* Vinyl Scratch tells Octavia interprets this as a proposal and starts preparing for her wedding, leading to Vinyl freaking out and locking herself in Fluttershy's bathroom.
* VI of the series, got a new design that embroiled her in the recent "boob armour" debate.
* Viola Cadaverini works as an assistant for Furio Tigre, the man who supposedly saved her life. In reality, Tigre is in debt to Viola's father for paying Viola's medical bills in an accident he caused, and
* Viola Davis) had she been nominated. As expected, Davis swept the award all

season, and easily won the Oscar. She also received a Best Actress Tony Award for the same role when she played it on Broadway. However, it's worth noting that Mary Alice received a "Featured Actress" Award (the Tony equivalent of Supporting Actress) for playing Rose in the original Broadway production.
* Viola describes herself like this (although she claims to be talking about her sister) in the middle of
* Viola Siderea — taken from "Mother Hitton's Littul Kittons" by
* violates the conservation of matter and energy and speeds up the collapse of the universe into a supermassive black hole. aesop.
* Violating graves or desecrating corpses are among the many offenses that can be grounds for a Powers check in a
* Violation of Common Sense: Advancing in a video game requires doing things a sane person usually wouldn't even think of.
* Violation of Common Sense: A situation where the proper course of action involves doing something a sane person would most likely be unwilling to do.
* Violation of Common Sense: Being rewarded for performing an action that goes against the logic of the genre.
* Violation of Common SenseDo something stupid enough, and you'll be rewarded.
* Violation of Common Sense. Taking any sort of damage on purpose, dying, skipping items that would normally be required to progress, buffing your character very early on to breeze through the rest of the game, and even setting the game to display in a language you can't read are all examples of common speedrun tactics.
* violations of the Geneva Conventions if done to enemy prisoners — understandable, since not everyone who might take them prisoner is going to respect the Geneva Convention, and since many of the missions rely on the ability to plausibly claim that the people involved are not combatants from your country, a technicality that the Convention recognizes.
* Violation - Someone breaks the big rule. This could be good or bad as seen by the examples above.
* Violence Action, and while protagonist Kay's backstory hasn't been explored yet, she displays almost superhuman agility and skill despite only being in her early 20's at most.
* violence at Altamont killed not only Meredith Hunter but the whole idea of the "peace, love and music" late-'60s outdoor rock festival that Monterey had pioneered and Woodstock made legendary.
* Violence Fight has Ron Max, whose character profile says that his head is hard enough to break rocks.
* Violence Is Disturbing: When violence stops being cool and start being disturbing.
* Violence Is Not an Option: You can't punch your way out of this problem.
* Violence Is the Only Option: Don't want to truce? I'll kick your ass then.
* Violence Is the Only Option: In the action genre, the only solution that works is kicking the bad guy's ass. Negotiation is useless or a trap.
* Violence Jack’’ Mondo’s friend Mido asks him if he took martial arts because he beat up three yakuza members, he replies that he didn’t but he watched "The Tears of Chen" 30 times.
* Violence Jack both the audience and characters in universe think that Mondo’s friend Mido is a girl, it’s not until he’s held hostage and about to be executed by a gang member that his gender is revealed, he tells “her” that he might as well cop a feel before he executes her and finds that “she” has no breasts.
* Violence Jack in 1973. The later half of the manga moved to a seinen magazine.
* Violence Jack manga features a very disturbing variation of this, when the evil men of sector B attack and rape the women of sector C, they metaphorically become wolves and hyenas.
* Violence Jack with Aira Muto when both of them are cornered in a hot spring by the same animal.
* Violence Really Is the Answer: Someone rejects pacifism or following a more peaceful resolution to a conflict.

* Violence Really Is the Answer: The only way to solve this problem is by kicking someone's ass.
* Violence Really Is the Answer: The only way to win is through violence and killing.
* violent, at least partly to convince the otaku to buy the DVD/Blu-ray.
* violent defenders after getting kneeled in the back by an adversary.
* Violent Femmes - "Please Don't Go": the narrator begs his lover not to leave and discusses how heartbroken he will be if she does.
* Violent Glaswegian characters, boasts that he can 'trace his family right back to the milkman'.
* Violent Glaswegians novels is to clamber up their opponent and headbutt him with an effect like lead shot.
* violently and unpleasantly Waldo, Butters, Murphy) — even providing evidence of his claims — they tend to accept it.
* Violently between the Callay Security Agency and the Federation Intelligence Agency, a rivalry between state (planetary) and national agencies. The FIA is guilty of serious human rights abuses in the name of national security, including kidnapping Sandy, an
* violently possessive of Blake and now seeks to kill her and her loved ones as retribution for her defection, showing that his earlier rescue of her was done in service of his possessiveness.
* Violently Protective Girlfriend: Don't dare to mess with her lover, or else she'll make you sorry.
* Violently Protective Girlfriend: I'll break the necks of anyone who hurts my boyfriend!
* Violently Protective Girlfriend: Mess with her significant other, and you're dead (or at least you'll wish you were).
* Violently Protective Girlfriend: This girl will not let anyone harm her significant other.
* Violently Protective Girlfriend: Your girlfriend kicks the ass of anyone who messes with you.
* violently protective of his crew for Jayne ratting out River and Simon.
* violently sore losers", AKA "Throwing The Board Against The Wall, Denting The Wall And Board Prior To Uppercutting Your Opponent".
* violently with the ground). When you recover it, his masterful plan is to activate the beacon, stand on top of it, and let the Moonshot hit him square in the chest and blast him to red mist. Well... he got off Pandora after all.
* violent maniac and doesn't seem to show any fear of his brother's temper or power. Their relationship is actually very healthy, if low-key.
* violent mood swing came from his brother Kasuka stealing a pudding with his name on it from the fridge when they were kids (which Shizuo broke a bone attempting to toss at him).
* violent, riot-happy fans take away (usually limited) media attention and more crucially television money from other sports such as Handball.
* Violent Saturday, Gil Clayton is considered the leader of the 'wolf pack' in town. At the start of the film, he is having an affair with Mrs. Fairchild.
* Violent Saturday, Harper, Dill and Chapman arrive in town intending to rob the bank. The bank robbery is successful, but the getaway goes sour.
* Violent Saturday. He is infatuated with Linda Sherman and takes his dog for multiple walks late at night hoping to catch a glimpse of her undressing.
* Violent Saturday probably would have gone off with a hitch if the robbers had picked anyone except Shelley's car to carjack.
* Violent Saturday, Shelley is able to use a nail stuck in a beam to rip off his blindfold and gag.
* Violent Saturday: The bank robbers side of the story is entirely about the planning and execution of the bank robbery.
* Violent Saturday unfolds over two days; starting on Friday and ending on the evening of the eponymous Saturday.
* Violent Saturday: When drunk, Boyd seems incapable remembering any man's name,

including his own. He never gets a woman's name wrong, however.
* Violent Shit has one of the poor victims of Karl the Butcher being sewn in half (and the saw appears to cut through the belt harmlessly...).
* Violent Sky agent "silences" the genius of the protagonist's side by stabbing her in the back of the head and cutting a nerve for expressing thoughts. The victim is later implanted with an A.I. who's meant to impose her until her body dies of old age. Her nerve self-healed by luck later.
* Violent Storm unhooks the train carriage that the player is on in order to escape.
* violent tactics that took him out of the next game, where Hungary showed the messily assembled and coached team was not up to snuff. Portugal, the revelation of the tournament, going all the way to third place, took this even further while also aggressively ensuring Pelé stood pat.
* violent tendencies. That and Finland would probably try to maim/kill Sweden if the latter even touched his sister.
* Violet & Daisy two teenage girls get recruited and become assassins by a shady criminal organization? Also, where are their parents? We only learn that Violet is estranged from her dad, but nothing more.
* Violet & Daisy: Violet and Daisy disguise themselves as nuns carrying pizza boxes for the first hit (hiding their guns in the latter).
* Violet & Daisy: Violet, Daisy, the hitmen of a rival gang and the organization that they're in.
* Violet and Dash discuss their mother going off to find their father, who's in danger on
* Violet Beauregard goes unquestioned on any of her decisions by her parents. In the 2005 version, she is a competitive overachiever who's managed to win first place in every competition she's participated in, and is determined to not only get a golden ticket but also to win the special prize at the end of the factory tour and believes that she
* Violet Detector, Suireko's main ESP ability is her spirit cellphone camera, which works pretty much like Aya's camera, and is required to obtain photographs for her nightmare diary. Unlike Aya, she doesn't have a photo requirement and can just curbstomp the nightmares, but each is only considered "cleared" once she has managed to take at least two photographs before beating the boss. Which is sometimes harder than it sounds, since some patterns require liberal usage of her other ESP abilities, and specially short-range teleportation, but none really necessitate the camera unless you make it a point to incorporate it.
* Violet Evergarden anime, where the Major was last seen heavily wounded in an area that was bombed immediately afterwards, and his dogtags were found nearby. The fact that his body was never found causes Violet to insist that he's not really dead, but it's implied she's just in denial and he never shows up again. However, it is played straight in the Light Novel, where he did in fact survive.
* Violet Evergarden. Despite being a warmongering asshole murdering his own countrymen because he thinks they're "weak" for choosing peace, he gives up and walks away without the slightest sign of embarrassment.
* Violet Evergarden for the story. While not explicitly confirmed, it is heavily implied that the entirety of the original cast have long since passed away by the "present" of the movie.
* Violet Evergarden. However, he changed his mind after scriptwriter Reiko Yoshida turned in a sequel concept.
* Violet Evergarden: In Episode 11, Violet buries Aidan and uses his rifle as a grave marker.
* Violet Evergarden, she has trouble in her early attempts at writing letters because she often interprets a client's words in the most straightforward way possible, so that even something that should be sentimental and familiar ends up sounding like a formal report.
* Violet Evergarden to take advantage of her superhuman combat abilities; and by the time she was fourteen she was desensitized to violence, almost-completely emotionless, and saw herself as a living weapon — with the bulk of the series

being about her breaking free of that conditioning after the war's end.
* Violet Evergarden, Violet's classmate Luculia explains why her brother is constantly drinking and getting into fights. He, like many other young men, were deployed in the war, but his unit did not see much action. Their parents who were traders happened to get caught up in the conflict and were killed. Her brother is riddled with guilt for surviving the war when their parents did not.
* Violet Evergarden was one of these. She was too young to be a soldier in the Leidenshaftlich army so she was officially a Human Weapon owned by Major Bougainvillea. The story covered in the anime is about her growing out of this.
* Violet Eyes, they have what's called TrueFalse, administered through a patch on your skin. While it doesn't force you to tell the truth, it does force you to talk, and will make you sweat if you tell a lie. While it can be used in court, a person can refuse to have it used on them.
* Violet, flashbacks occur regularly. Some characters (e.g., Young Violet, Father) appear only in flashbacks.
* Violet from her family's farm in Spruce Pine, North Carolina, to the televangelist's headquarters in Tulsa, Oklahoma.
* Violet Kincaid, Roman's mentor, is a shamelessly cruel woman. She's a subtler example than Roman, but it's clear that she is proud of her villainy and never even tries to paint herself as victim or a good guy.
* Violet, since her scars are left to the audience's imagination, rather than being depicted through makeup or prosthetics.
* Violet sleepers are Awakened Venus flytraps native to the Amazon rainforest, and resemble their regular kin in most respects except for being large enough to eat humans.
* Violetta is, as introduced, a Smoke Knight and Tarvek's tightly-wound cousin, but
* Violetta shoots her with a dart containing more Movit #11, reasoning that now she only needs to wait until Zola combusts; Zola manages to avoid dying by keeping constantly in motion to burn the extra energy off.
* Violet tells Danny how she has a brother named Dash, though he's actually more mature than Danny's bully.
* Violette Morris, a French athlete and later Nazi collaborator, was an avid competitor during the 1910s to late 1920s. Among her many, many sporting accomplishments were being selected for the French national water polo team (there was no women's team at that time) and winning the national heavyweight boxing championship in 1923 as the only female competitor in a field of men.
* Violet, the final puzzle is figuring out how to relieve yourself without leaving your room. You can use your wastebasket, or an empty bottle if you're male.
* Violet tries to do this to Huey when they compete for the position of Senior Woodchuck in
* Violet Zombie, a teenage girl who was resurrected as a zombie and retained her good looks.
* Violet Zombie never wears closed-toe shoes and goes barefoot at any opportunity, especially when wearing her main outfit.
* Violet Zombie: Penelope Martinez demonstrates this ability frequently, either to scare people or just for fun.
* Violight has just about every other tile of the battlefield containing an electrical field, divided into four segments, with a button on each segment to trigger a surge on the opposite corner for Electric-type damage. Electric-type Pokémon can walk through the voltage without trouble, but other types have to follow the paths.
* Violine, about a 10-year-old girl who can read people's minds by staring into their eyes, has an encounter with one of these that appears to be played partially straight and partially for dark humor. Violine escapes from her school where she was accused of being a witch and finds a random man driving by who offers her a ride. The man takes her away from the direction she told him she lived, however, and she gets suspicious. Staring into his eyes to read his mind, Violine sees an image of herself bound and gagged and looking up with pleading eyes while lying on

a pillow. Angered and scared, she attempts to escape and crash his car.
* Violine), and of the hunting and feeding habits of crocodiles at the worst possible moments.
* Violine. Bonus points for being placed inside an African dictator's palace.
* Violine falls to his apparent death in a trapdoor leading to a moat full of crocodiles, but he survives and comes back with a vengeance.
* Violine, has a mild example, where sometimes characters' eyes are shown closeup, in more detail and with red veins visible.
* Violine, in contrast to other times when people are attacked and killed by crocodiles.
* Violine, is very strict and controlling, mostly communicates through robots with Violine, and is distant to her. She goes to any length to keep Violine from her father, from having the doctor fake a broken leg and put her in braces, to having her made sick by the doctor, to having her killed if nothing else works.
* Violine, Kombo, a witch doctor, even going so far as to save bottles of whiskey from a fire (he thought a child was still inside). His alcoholism also prevents him from seeing the future in time, or at all.
* Violine, Marushka chains Muller in the basement after he loses his memory. She surrounds him with things from their past to try to give him his memory back.
* Violine, Muller and Marushka are the main villains in the plot, driving much of the backstory as well as Violine's adventures, especially Muller who actively hunts her and her father down.
* Violine: Oddly enough, the titular character. Violine spends one comic book in nothing but panties and an open shirt.
* Violine, of the day school variety, and it does not last very long before Violine causes mayhem and flees the school.
* Violine, one of the rooms of the mansion is filled with stuffed animal heads.
* Violine, one of the tribesmen remarks how their witch-doctor Kombo is unmasked as a fraud... to Kombo himself.
* Violine, one of Violine's dreams involves her in just her underwear.
* Violine, the doctor has various pills, whose functions are differentiated by colour.
* Violine, the mansion has one at the front door which washes and clothes anyone who comes in, due to its germophobic inhabitant.
* Violine, the word "fatalitas" is used as a trigger to snap someone out of hypnosis.
* Violine, this happens several times to several characters, though not with Violine's pet mouse, only with other groups of mice.
* Violine, this is how Violine is put to sleep each night. This is routine for her control-freak mother.
* Violine to save Violine. However, he is saved just before he can be killed.
* Violine, Violine can read minds when staring at people. Kombo is also able to recognize this and mistakes it for an evil eye. Her father has the same powers.
* Violine, Violine has a dream where both her legs become trapped in two bear traps, with bloody results. It reflects her legs being trapped in plaster casts when awake.
* Violine, Violine is covered in mud after escaping via the airvents and being launched into a muddy pigpen.
* Violine, Violine is regularly in need of saving, and occasionally tied up as well.
* Violine, Violine's father uses soap to slide under a quickly closing door. No hats are involved, though.
* Violine, Violine's pet mouse, Klaas, gets his tail cut by the claws of Muller.
* Violine, Violine's pet mouse, Klaas, provides one in the form of his offspring.
* Violine, Violine tells the captain of the oil tanker to "clean his tanker" when smelling his breath, after remarking on the smell of the oil tanker itself.
* Violine, when she returns to the mansion, it is treated as a haunted house, despite still being inhabited, due to Marushka controlling all the mechanisms and camera's, using them to track and fight off her father. The title of the last book

also reflects this ("Het Griezelhuis," The Haunted House).
* Violinist of Hameln bra when she's about to unload her most powerful attack on him, which forces her to stop and cover herself. Though it wasn't necessary since Vocal's power level is leagues above hers anyway.
* Violinist of Hameln, Hamel's love interest Flute is stated to resemble his mother, Pandora, as they're both kind, gentle and accepting. They interchange in Hamel's dream sequences, and his best friend Raiel outright states Flute would be good for Hamel because she's like Pandora.
* Violinist of Hameln have gone towards the animation instead went towards purchasing the rights to use the classical music pieces that Hamel and Raiel play.
* Violinist of Hameln, in an odd twist, he's dirty around young men and hits on Hamel and Clari multiple times.
* Violinist of Hameln (manga version) never built a fourth wall in the first place:
* Violinist of Hameln, misunderstood the head peeking out from Guitar's "groin" as something else entirely, to Guitar's annoyance and Flute's embarrassment. Worse, when he suggested that Guitar wear pants, the image of the enormous BULGE (caused by the deer's head) under the warrior's waist horrified Flute.
* Violinist of Hameln of one Pastel-Chalked Freeze Frame after another. Within the fandom, the show has since gained the affectionate nickname "Slideshow of Hameln".
* Violinist of Hameln personality is currently dominant depends on whether the scene is supposed to be humorous or not.
* Violinist of Hameln Queen Horn seems to be this for all of Sforzando.
* Violinist of Hameln! Since they all seem to be pretty close in age to each other, it means Flute had to be pregnant non-stop or often gave birth to twins or triplets. Her magical royal blood must have contributed a lot for her to be that healthy and youthful even after all that.
* Violinist of Hameln sports these for a while, along with a pink hat, but later graduates to a different, more mature hat with her hair hanging loose.
* Violinist of Hameln still is the driving reason for their atrocities).
* Violinist of Hameln, the petrified victims return to normal as soon as she's defeated, leading the panicked Hamel and Flute to reassemble Raiel before he returns to normal.
* Violinist of Hameln. To make this even more ridiculous, he participates in massive melee battles with it down.
* Violinist of Hameln with Clari Net. Clari has yet to demonstrate any real prowess—only talk—when Trom and Flute come across a mirror that shows the past, and a scene with a pathetic-looking crying boy. The end of the flashback reveals the boy to be Clari. Cue adult Clari taking out an army of dragons. Singlehandedly.
* Vio Toxica, who do this. Every monster has a grab attack where they attempt to eat you, and that's the only way they can kill you; any other attacks will leave you with one hitpoint. However, at one HP the grab is guaranteed death.
* VI P2x 16 Hard Vals Night who she winds up having to protect from jewel theives and arms dealers while they hide out at VIP headquarters. She also helps them rehearse for an upcoming concert.
* Viper (but mostly villain). The two were briefly in an arranged marriage, but really did love each other. Viper still laments that things didn't work out. The Red Skull was briefly involved with the Viper, attracted to her nihilism as well.
* Vipergout lets its casters do this to themselves on purpose as a weapon, for those problems that can be solved by projectile-vomiting snakes at them.
* Viperia has several puddles of poisonous goo scattered around the battlefield, inflicting Poison status on any non-Poison-type Pokémon that have the misfortune to stand in them.
* Viper: In Season 2-4 the intro still mentions that the story takes place in the 21st century. But there are no futuristic concept cars like in Season 1 anymore. Even actor Jeff Kaake mentioned in an interview that the future setting was dropped for Season 3.
* Viper likewise uses this as the word-for-word explanation when Jackie wonders how Kuro's mask ended up buried inside a cliff face, halfway up it.

* Viper Mutagen 368 in "The Origin of Dr. Viper." Averted, then subverted. Although there exists only one sample of the mutagen, Dr. Zyme does have notes on how to make more. This allows for more to be made in the event that something happens to the sample - which it does when Zyme's thieving assistant Purvis steals it and spills it on himself. However,
* Viper Phase 1 port of the first game getting the former's soundtrack as an unlockable.
* Viper Phase 1: The "New Version," also exported as the "U.S.A." version, increased the speed of bombs and changed Wide Shot, Laser, Missile and Napalm from powerful special weapons with limited ammunition (which made them inconvenient to use as they replaced the normal firing mode) to unlimited and upgradable alternate weapons.
* Viper Phase 1, you get a multiplier applied to your end-of-stage bonuses dependent on what percentage of enemies you killed. If you destroy every single enemy, the muliplier is x100. But if you so much as miss a single enemy, that multiplier drops to a x50. It won't matter much in a survival-oriented run, but in a score-based run, missing one enemy can make a massive difference.
* Viper's Creed has a chainsaw-rifle combo, a villain's mech in the last episode has two mounted on extra arms.
* Viper's Creed: in the last episode we see a prototype white mech with greater speed, armor and two additional arms; but its software is not optimized, so at critical moments it freezes from bugs.
* Viper's Creed: With most of the Earth's cities underwater due to the onset of global warming followed by a third world war which brought calamity and turmoil to the people, various PMCs are one of the few remaining organizations able to provide law enforcement and self-defense protection for cities that are trying to rebuild again from the war and the floods.
* Viper Snakely. Just when he was about to give up hunting and retire for the sake of his daughter (in the manga version), he finally earned a crumb of sympathy from the audience... and then proceeds to lose it entirely when we learn what his job was before he became a safari hunter; he was an SS Officer posted in an internment camp.
* Viper squadmate, at one point refers to Canadians as "the maple-flavored kind." We can only hope she's just messing with her human teammates.
* Viper, still physically a Shadowkhan, leaves in order to hunt down Blankman in the hopes that the stolen Monkey talisman can restore her humanity.
* Viper, the titular high-tech supercar had an armored body/shell comprised of hexagonal tiles. Though they were normally blended together in such a way that the seams were invisible, they manifested when the vehicle suffered damage, or transformed to or from its 'less conspicuous' street car mode.
* Viper, they move quickly and are more numerous for the same price than their other Clan peers. Unfortunately for them, while they can field the units, they usually fail to field a necessary amount of power, and must rely on achieving a win condition that isn't a straight duel to the death.
* V.I.P. is fighting a woman who's trying to get to the Vice President's therapist (so they can figure out what to use to prevent the VP from casting a tie-breaking vote on a law that would make things much harder on their organisation). The woman is knocked on the ground and starts sliding towards a cliff. Tasha yells Take My Hand and starts moving towards the woman, trying to grab her. The woman slips too fast for Tasha to catch her.
* V.I.P.: One episode had Vallery popping up out of a bubble bath with a pistol hidden somewhere on her body.
* V.I.P. She gets close to her target by disguising herself as a pizza delivery girl (with the real delivery girl supposedly disposed of offscreen).
* VI puts you on the clock by Condemning you at the start of a fight—you die if you don't win or escape the fight in 60 game ticks. OTOH, it also lets you learn one of the most powerful
* Vir, a Centauri, admits to liking human fast-food, even though Centauri aren't biologically capable of digesting it. As he puts it, he greatly enjoys the taste

when it's going down; less so when it's coming back up.
* viral and curses them or the final act that caused the transformation was symbolic and so depraved that it make the person a magnet for evil mystical energy that transforms them. Suffice it to say, Vampires created by these methods are usually much stronger than the average vampire and may have additional abilities or their weaknesses are reduced with some of them even being removed.
* "viral" he had infected the Tough's first ship's computers. Kevyn dealt with him by disconnecting and wiping the different nodes and convincing him to download into his current "floating maraca" body. He also infected their third ship but they grudgingly allowed him to stay because they were going to put an AI in it anyway.
* Viral. He later does this again, with an actual smoke bomb, to escape with Adiane.
* Viral Marketing, Bishop founded the resistance group Free Mutants in 2018, and by 2023, the only survivors besides himself are Warpath, Blink and Sunspot.
* Viral Marketing included a fake commercial for the Stark-Fujikawa subsidiary, which made little sense in the overall context of the film. This is because the character Rumiko Fujikawa (a Japanese businesswoman and one of Tony's love interests from the comics) was supposed to appear in the film, but was cut when the script was rewritten.
* Viral Marketing: Marketing that goes through word of mouth like wildfire.
* Viral Marketing, which overlaps with World War Two, he was a Lithuanian by birth who was orphaned by Nazis, spent part of his childhood in a Russian orphanage, was taken out of there by a family member living in France, became close to a Japanese woman, burned his bridges while actively seeking out the aforementioned Nazis, and traveled to North America; besides this, he's been depicted as having an interest in Italy as an adult, and in the series, he had actually lived there.
* Viral's Gunmen, Enki goes through a forced downgrade. He loses his helmet to Kamina, which had a focusing lens for an energy beam weapon, losing it in the process. He remodels Enki into Enkidu, basically the same mech with an axe blade crest replacing the head. Then, he realizes the weapon's not good enough, has it removed, and replaces it with a second set of swords and arms, turning Enkidu into Enkidudu. Unfortunately, the mechs never stand up to Gurren Lagann, and after the
* Viral siblings Megabyte and Hexadecimal are considered two of the coolest characters in
* Viral, Simon and Kamina take the crested helmet from the top of his mech and incorporate it as a permanent part of their own.
* Viral Transformation: A transformation that can be spread virally and physically changes humans to non-humans.
* Viral Transformation: Being bitten by a vampire turns you into a vampire.
* Viral Transformation: More than a few protagonists ended up in the same boat as their tormentor.
* Viral Transformation: Some monsters can attack and turn people into more of their kind.
* Viral Transformation: Spreading a transformation from one person to another.
* viral videos, who would either start crying or look around confused.
* Vir becomes very fond of Shirley Temples when he is driven to drink.
* Vir Cotto got a lot slimmer halfway through the series, which fit with the character developing from mostly comic relief to playing a more serious role in the show. In reality, Stephen Furst had been ordered to lose weight after becoming diabetic.
* Vir Cotto, Londo's attache, is meek and calm. At one point, a Drazi (a Proud Warrior Race Guy) put a bug in his grocery and humiliated him when called out, so Vir went to Londo's apartment, borrowed one of his swords, hacked to pieces the Drazi's stand, and
* Vir Cotto working in secret to protect Narn refugees during the Centauri occupation, along with his general spoken distaste for the decadence, power games, and atrocities associated with the Centauri Republic at the time, and the influence of the Shadows (and concern for Londo for getting caught up in all this).
* Vires are stronger enemies resembling humanoid bats, and split into multiple

Keese when killed.
* Virgil, Aeneas and indeed many other heroic characters break down and cry on several occasions. This is further expanded upon in the notes, where it says that it was not prohibited for a Roman man to cry under extreme duress.
* Virgil and Ovid both portray the Greek heroes at Troy mostly in terms of their post-victory atrocities.
* Virgil and provided about as much protection as a broken condom. He's also not very popular with fans, with there even being photos of him alone at wrestling conventions.
* Virgil and Wyatt Earp, Deputy Marshals for the Arizona Territory (Virgil first, Wyatt after his brother's death.) Virgil was also the town marshal for Tombstone.
* Virgil) are made to put their hand within the mouth and declare they've been faithful to their husbands. If they tell the truth, all is well. If they lie, their fingers get bitten off. Most women of the city bear this mark of shame. There's no stories of anyone just admitting to cheating to at least keep their fingers, but there is a story of one woman who outsmarted Virgil. She instructed her lover to attend the proceedings and feign sudden madness. He was to run around and grab her and not let ago until the crowd would free her. He did and she placed her hand in the statue's mouth afterwards, declaring that she'd not been in the embrace of anyone but her husband and of course that guy everyone witnessed just now. The statue let her keep her fingers.
* Virgil implies at the end of the episode that after both parents are informed offscreen about the truth, Thomas' father realizes that now is not a good time to be pushing his son so hard when he has anger-induced powers, and that he is helping him get treatment for them.
* Virgil, setting out how Trojan refugees founded the greatest city in the world. Or, rather, founded the tribe that would later give birth to the founders.
* Virgil's room causes anyone who isn't him to become increasingly anxious, eventually turning into outright hysteria if it isn't gotten under control quickly. It's not so much that the visitors don't
* Virgil standardized the story of Aeneas, which had previously existed in a bunch of variations and hadn't been as popular as, say, Romulus and Remus.
* Virgil Tibbs, edited by Otto Penzler, various creators of detective series contributed short articles on their creations (e.g. Chester Gould on Dick Tracy, Walter Gibson on the Shadow, etc.); John Ball used this trope for his article on Virgil Tibbs. He writes:
* Virgil, voted the handsomest one on the show by an audience of mostly men, plays a swishy
* Virgil, who represents Thomas' anxiety and fight-or-flight instincts.
* Virgin Alexander may very possibly be of Native American descent at least partly, as she has many Native American features
* Virginia and Sullivan are both somewhere between two and four, and again, they might be twins or one might be slightly older than the other.
* Virginia Dare, the first colonist born in the United States, is a mutant with the uncontrollable ability to change into animals native to the New World.
* Virginia has done its of doubling as well, both for itself and for other parts of the Eastern US:
* Virginia is a combination of all the classes and her status as something of a
* Virginia Military Institute is the last SMC that does not accept any civilians in any form, and also is the only one that awards only bachelor's degrees. VMI was the last to admit no women until
* Virginia, rebuilt and renamed) were expected to ram ships as their primary means of attack, and even a few ironclads were completely unarmed, making this their only possible offensive tactic.
* Virginia Tech hasn't done much better: in ten years, they've had to deal with killings of their own, including a 2016 killing of a teenage girl by two students, a 2014 strangulation case involving two Lesbian students, a 2011 shooting of a police officer, the Morgan Harrington murder by future Hannah Graham killer Jesse Matthew, a summer 2009 murder of a couple in the forest, a decapitation of a

Chinese woman in Au Bon Pain that January, and of course, the infamous massacre of April 16, 2007. It should also be noted that Nidal Hasan of the Fort Hood Massacre was a Tech graduate.
* Virginia Tech massacre, those earlier reports were quietly swept under the rug.
* Virginia was unreliable and compounding the problem of low freeboard, was also very leaky, which contributed to her sinking several months after the battle.
* Virginia Woolf, bisexual writer who is considered one of the pioneers of literary Modernism.
* Virginia Woolf getting very feminine 'naturally' after his/her gender-bend.
* Virginia Woolf. He even became Orlando the Marmalade Cat following a curse.
* Virginia Woolf that he loves her! (She understands his feelings anyway, and reciprocates them.)
* Virgin in a White Dress: A white dress that symbolizes the wearer's virginity.
* Virgin in a White Dress: If the bride is a virgin, she will wear a white wedding dress.
* Virgin in a White Dress. In addition, remarried brides are still allowed to wear white if they choose to. Another reason of why this is discredited is the fact that white lost its connotations of purity and became simply the color associated with new beginnings, including but not limited to marriages, that's why most wedding decorations are either white or in any other very light color such as cream. (Gold/white and silver/white are extremely popular)
* Virgin in a White Dress to exemplified her child-like mentality and vulnerability. After she got her power restored, thus became more actively evil, she dressed in much darker colors like red and black.
* Virginis; while not immediately obvious, his name is a variant of Virgo, the virgin
* Virginity Flag: Some sort of viable indicator of virginity or lack thereof.
* Virginity Flag: There's a way to tell (besides asking them) whether or not someone has had sex.
* Virginity Makes You Stupid: Lacking sexual experience impairs one's intelligence or common sense.
* Virginity Makes You Stupid: Never having any sexual relations makes you a naïve fool.
* Virginity Makes You Stupid nothing about sex, or about the world in general for that matter.
* "virginity tests.") Men applying for such positions were subjected to no such testing or inquiry about their sexual history/lack thereof. Needless to say, this has drawn much outrage, both in those countries and internationally.
* ...Virgin Love and its related stories all the businessmen smoke, likely due to stress. It seems to be how they get through the workday as no one smokes when they're feeling good.
* ...Virgin Love and its sequels because he can only sleep well when Daigo's around, leaving Daigo to just watch him.
* ...Virgin Love, Chiharu's knowledge of Kaoru's sex life starts to make Daigo think there might have been something between them and Chiharu decides to fan the flames. Kaoru later reveals to Daigo that Chiharu is his cousin and he's just being had.
* ...Virgin Love. Daigo gets kissed by some random girl at a club and Kaoru slaps him, which Daigo reads as Kaoru having feelings for him. Kaoru freaks out when he realizes this might be true.
* ...Virgin Love, Daigo's mother is Japanese and his father is American. Though his father's ethnicity is never specified, both he and Daigo are ambiguously brown.
* ...Virgin Love. Kaoru also qualifies as a mankiller (maneater?) in love when he finally comes around.
* ...Virgin Love, Kaoru and Daigo have what is supposed to be an anonymous one-night stand, but then meet again at work. Kaoru doesn't want a relationship but thinks the sex is too good to give up so he and Daigo become sex friends instead. Daigo quickly falls for Kaoru.
* ...Virgin Love, Kaoru's biggest flaw is his pride, which is his defense mechanism

to combat his insecurity and jealousy and makes him completely emotionally isolated.
* ...Virgin Love. The reason he shuns romantic relationships is his fear of becoming like his man-crazy mother. His prediction does come true, but Daigo is willing to accept the madly jealous side of him and convinces him to give their relationship a chance.
* ...Virgin Love to lovers after Kaoru overcomes his commitment issues.
* ...Virgin Love who have an anonymous one-night stand, only to discover a few weeks later they are now long-term business partners.
* Virgin Money ran an advertising campaign starring various celebrities from the 1980s (Geoffrey Hayes, presenter of
* Virgin Night: A student gets caught masturbating by his tutor, which kicks off "The First Goodbye".
* Virgin Planet, a shipload of women goes off course and, by necessity, founds a parthenogenetic society. Generations later, a male scout lands and is denounced as a monster, partly because he threatens the power of those who control the reproductive technology.
* Virgin Power and repulsive pieces of trash that no sane man would ever bother with.
* Virgin Power: They have powers that they'll lose if they engage in sex.
* Virgin Power: You must remain a virgin to use your powers. Better hope no one finds out about that...
* Virgin Records singles into his debut album when Virgin closed, and was quickly shoved aside.
* Virgin Sacrifice. She eventually breaks up with Wes after he gets shot, as she realizes how dangerous his job is.
* Virgin Sacrifice: When the victim (usually a young woman or girl) is required to have never had sex before.
* Virgin Sacrifice: When the victim (usually a young woman or girl) is required to have never had sex before.
* Virgin-Shaming: Attacking a person just because they never had sexual intercourse.
* Virgin-Shaming: Expect virgin men to be made fun of and considered weak.
* Virgin-Shaming: It's believed that a man isn't a real man if he hasn't lost his virginity yet.
* Virgin-Shaming: Since men are expected to be virile, virgin men tend to be seen as weak and targets for abuse. However, in some circumstances women can be subjected to this as well.
* Virgin-Shaming: You, a man, never banged any women? What a pathetic loser you really are!
* Virgin story, where it's revealed the Seventh Doctor triggered his previous incarnation's regeneration as he felt the time had come for him to appear, as he was more ruthless and thought himself better suited to fight the evil of the Universe.
* Virgin Tension: Tension caused by a threat to someone's valued virginity.
* Virgin Tension: Virginity is highly desirable in a woman for it heightens the "purity" of women's body.
* Virgin Territory: At the end of the film, Dimitri comes to marry Pampinea, driving a wedge between her and Lorenzo - until they discover that Dimitri mistook her for Elissa, with whom he had sex and now loves. Even after that gets cleared up, however, Lorenzo is reluctant to marry Pampinea, as he's still pining for the mysterious "nun" who kissed him. Then this turns out to be Pampinea, so everyone ends up with the one they love.
* Virgin Territory: Dimitri insists on listing his long name, title, his father's title, that he's his father's first son etc. every time he meets someone.
* Virgin Territory. Later another there's another undressing as well for sex with him beside her friend and shows her right breast doing so (they're equally attractive).
* Virgin Territory over the course of the film. It helps that he's a handsome young

man, probably the only male they have contact with.
* Virgin vs. Chad: A comparison meme in which two characters, the "Virgin" (a pathetic wimp) is contrasted with the "Chad" (a cool badass), with the Virgin and Chad being used to represent many different people or concepts.
* Virgin vs. Chad and the memes posited him as unironically cool, Reddit quickly made a replacement: enter Brad, an even more obnoxious, rude bully that's never as cool as he thinks he is.
* Virgin vs. Chad. Chad appears to have the characteristics of a bully, but he is usually more concerned with attracting female attention than actually being a jerk to anyone.
* Virgin Walk vs. the Chad Stride, then Chad has never listened to music in his life. If the Virgin prefers walking in a way where he'll take up less space and not bump into anyone, then Chad will take the obnoxiously widest stride imaginable just so he can push people out of his way.
* Virgo being who would gladly destroy the Earth for payback against the rebellion.
* : Virgon's planetary fleet (which is separate from the overall Colonial fleet) evacuates as many civilians as they can during the Cylon attack, including the sole surviving member of the Virgon Imperial Family, who is automatically crowned Empress. They hook up with some Colonial forces, which agree to submit to their authority, rescue some civilian ships, then flee the system.
* Virgo Shaka. When he strikes, the enemy sees his glittering form against a breathtaking view of fantastic worlds and places within the Buddhist tradition; such illusions are a part of his technique in confusing and defeating opponents using something akin to psychological warfare.
* Virgo's initial appearance under the ownership of Everlue, who's a decent example himself. This is because Virgo is so loyal to whoever her master is that she actually changes her looks to whatever pleases them most. Under
* Virgo Sunsword was a devout follower of the light and was the head of the Sunsword Elven Family. Although he was also
* Virgo Vs The Zodiac does not like it when she thinks someone is trying to jeopardize her relationship with Taurus and is quick to start uttering threats of violence against the perceived interloper.
* Virgo Vs The Zodiac: Scorpio gets her title "The Phoenix" from her ability to resurrect herself every time she's defeated in combat. No matter how many times you reduce her HP to zero, she'll get right back up to continue fighting.
* Virgo Zodiarts/Tachibana/Kunieru Emoto for reasons still not yet explained.
* Vir himself has an appointed fiancée who is beautiful and willing - and expresses pretty much every thought
* Viriconium. These have a thoughtful safety feature: the blade materializes around a solid core, which isn't necessary for the weapon to operate, but prevents the blade from activating accidentally while it's pointing into the user's body.
* Viridiana, One of the bums at the party asks the blind bum how he can scratch an itch if he can't see where it is. The blind bum says, "Tell Zequiel that when I get an itch, I'll get his mother to scratch it for me."
* Viridiana, Viridiana, who is obviously very changed by her experiences, enters the bedroom and finds Jorge and his lover Ramona. She sits down at a table with them. Jorge, who has a deck of cards, starts dealing, looks at Viridiana, and says "When I first saw you, I knew that we would end up playing cards."
* Viridian Saga. Part of the point of the experiment is to see how people would react to it, and the authors were quite pleased when the novel caused some kerfluffle among Lovecraft fans and got some serious literary reviews.
* Viridian: The Green Guide because the law defines vigilantism as using one's quirk similar to a Pro-Hero without having a hero license, so he can help save people.
* Viridian: The Green Guide, falls victim to a deliberate example from Kaminari, who forces her out of her host by stopping her heart. She recovers after Kaminari applies chest compressions.
* Viridian: The Green Guide, he also buys two steel 30cm pipes to use as batons. Izuku also buys a large amount of marbles in bulk at a toy store to use as

slingshot ammunition.
* Viridian: The Green Guide: Izuku is nicknamed the Green Guide by the Pro Heroes who know him.
* Viridian: The Green Guide life because he doesn't want to worry her.
* Viridi keeps her hair in a ponytail, and it's still as long as she is tall.
* Virii are depicted as various inanimate objects that attach to Ordinary Cells and turn them into
* Virion is a gifted strategist who's even able to defeat the Avatar in wargames. However, his victories typically have much higher casualties and would be
* Virion is completely encased into white armor and has large crossbows fused with his forearms.
* Virmire is this. He even calls Shepard brother/sister at the end of "Priority: Tuchanka." He goes out of his way to not call his biological half-brother as such, because Wreav's an asshole.
* Virra's sister Danka is found to have been killed by one of the bird-reptile monsters the heroes thought to just have successfully fought off. As a non-combatant, she'd been hiding in a corner and everyone thought her safe there.
* Vir Requis, is the eldest son of the king and queen born without the magic. He's treated like absolute dirt, hidden from sight, and passed over for the throne. As a result he: rapes his brother's wife, stages a coup, kills the king, steals a magic amulet, kidnaps one of his brother's daughters, and returns years later with an army that hunts the Vir Requis to the brink of extinction.
* Virsago and Ashtaron Super Prototype: the Gundam Belphagor, a contemporary of the GX, Airmaster, and Leopard. Instead, the Virsago and Ashtaron essentially split the Belphagor's gimmicks in half and develop them in their own direction.
* ViR: The Robot Boy: In "Vir's Robo Boy Suit", Vir uses a rope snare on one of Mad Max's robots.
* Virtua Cop 3, or just chaining 3 hits starting with any other part of the body.
* Virtua Cop, the plot states that when Joe Fang's helicopter got shot down, his body was never found, then he returns once again as the final boss in the final stage, except he now flies using a jetpack instead but still uses missiles as his primary attack as well as a sword.
* Virtua Cop where you have to take down an illegal arms fair going on at a shipping port.
* Virtua Fighter 5 are the inclusion of partially-walled stages where Ring Outs are only possible on some sides of the ring. There are also two stages (the gym stage and the snowy wilderness stage) where the edges will be blocked or exposed depending on what round the fight is in.
* Virtua Fighter Akira Yuki and asks him to help her keep her unwanted suitor at bay...
* Virtua Fighter anime, the first fight between Akira and Jacky occurs because Akira accidentally falls on top of Jacky's sister Sarah, and grabs her breasts. Sarah herself doesn't seem as bothered by it, though.
* Virtua Fighter anime were dubbed in English by Media Blasters due to subpart home video sales. The dub's self-aware script saw this coming, and the characters point out that they may not see the end of the show. Other territories, such as Asia, Latin America and the Middle East, got the full 35-episode series dubbed in their respective languages.
* Virtua Fighter appear as ghost data called Virtua Souls, and bestow Sei with knowledge of their fighting techniques.
* Virtua Fighter. It leans more towards the latter as you got character who have facial hair and developed breasts, despite being called children.
* Virtua Fighter makes it optional; players can customize her with a skin texture that greatly increases her muscle tone.
* Virtua Fighter posters in their rooms, seven years before the first game came out.
* Virtua Fighter series have super spiky hair. The big polygons in the older games made Jacky's hair really spiky.
* Virtua Fighter, shortly after Akira meets Lion Raffale, at one point he briefly

looks like he's going to punch Lion (for insisting on buying Alexander from him), but it turns out he was aiming for Lion's bodyguards, who were coming from behind to take him back.
* Virtua Fighter - The initial 24 episodes were dubbed by Media Blasters and Coastal Carolina during the early 2000's and released on VHS and DVD. The last 11 episodes were never dubbed. The dub itself was self-aware enough to see the writing on the wall, and referenced it's impending cancellation in later episodes.
* Virtua Fighter was the first with partially walled arenas, but those walls were not breakable).
* Virtua Fighter, who have overall have been well received by the DOA fans, and many are hoping for a real crossover between the two series in the future.
* Virtua Fighter Wolf Hawkfield became a real wrestler in Japan from 1997 to 2000, portrayed by Jim Steele.
* Virtual Assistant Blunder: When your smart devices don't quite get what you're trying to ask them.
* Virtual Assistant Blunder: Your smart device doesn't understand exactly what it is being asked.
* Virtual Assistant Blunder: Your smart device fails to understand what you just asked it.
* Virtual Assistant Blunder: Your smart device mishears the command given to it.
* Virtual Assistant Blunder: You try to get help from your smart device, but it doesn't quite work out.
* Virtual band Prozzäk cover this in "Pretty Girls". The singer describes various professions that he would take up in order to get to know the girl ("If I were a dentist I would take the opportunity to look in your mouth/Maybe if I did, then I could better understand just what you're talking about") because actually talking to her is "something that I know I'd never have the guts to do".
* Virtual Bart features a literal case of this, as Bart's stages are chosen by virtue of him being strapped to a wheel.
* Virtual Bart for the SNES and Genesis has a section where Bart hangs on to a bunch of balloons to float above the hazards of the fence (namely dogs and cats).
* Virtual Bart has a level where Bart must throw tomatoes (and later eggs) at his classmates so he will look good in the class photo by comparison. The game ends when he runs out of tomatoes (or eggs), runs out of time, or hits one of the adults (though he can hit Principal Skinner when he is crouching).
* Virtual Boy agree that it was the one game truly worth playing on the console.
* Virtual Boy that the Virtual Boy's internal graphics processor has only a two-color palette, and thus more colors would've been physically impossible given the hardware specs. Needless to say, these rumors died when the VB did.
* Virtual Boy Wario Land is a fish who wears a hockey mask with a chainsaw going right through it like a swordfish.
* Virtual Boy was completed by the other R&D department. As such, the Virtual Boy was released far before it was ready and quickly became the biggest hardware flop the company has ever had. Yokoi delayed his retirement so it wouldn't seem like he was leaving out of embarrassment, spending those additional months creating the Game Boy Light.
* Virtual Boy was originally called the "Virtual Utopia Experience" (VUE), and VR32.
* Virtual Combat starts downloading the girls into artificial bodies for more profit. The hero falls in love with one of the girls, but she later dies. The last scene shows that he keeps visiting her program at a virtual reality arcade.
* Virtual Combat, though the hero doesn't figure it out until his boss attacks him with a knife.
* Virtual Console game can eat up far more memory storage than the included SD card can hold. Even if you know this ahead of time and purchase an SD card, the 3DS has another issue regarding the storage size of said SD cards. Using any SD card that's bigger than 32 GB will not work due the 3DS only accepting SD cards in the FAT32 format (larger SD cards use the ExFAT format. While it is very easy to format larger SD cards to be in FAT32, most people that aren't tech savvy won't know about

it.
* "Virtual Dynamics- because you can't spell INDIVIDUAL without VIRIDIAN. And U. (pause) And an L."
* virtual, E.T. himself can levitate the ball to save it from draining after using his powers to heal a withered chrysanthemum, done by spinning a flag 100 times. He can also use his levitation powers to lock a ball for a dedicated levitation mutliball mode, where the balls hang in mid-air and drop down directly into the playfield.
* Virtual Ghost, none of whom use anywhere near all of the ship. So the inconsistencies might be excusable.
* Virtual Ghosts crew members but due to the high energy costs, most ships can only generate one hologram at a time so they have to hope that nobody more important dies.
* Virtual, her widespread popularity both in physical appearance and in voice make her one of the first thoughts people have regarding artificial celebrities.
* Virtual Horse Ranch cap on the number of times you can breed your horses, and a ten-horse limit. If you want to play for free and actually have fun, you'd better hope you're a good artist so you can sell your wares for game money in the forums.
* virtual idol). Also, female lead Myung Fan Long was on her way to becoming an Idol Singer, but due to a traumatic past she abandoned her dream becoming Sharon's creator.
* Virtual Instagram influencers, taking form on an account supposedly run by a fictional character and consisting of media showing the lifestyle of said character, often rendered as a hyper-realistic human. The
* Virtuality. Notable in that it was aired despite the show itself being cancelled.
* Virtuality: Phaeton (Earth's first starship) is propelled by an Orion drive.
* Virtual Light, where a pair of seemingly ordinary glasses sport an augmented reality device that lets the user access all sorts of data.
* Virtually all Aziraphale/Crowley fics fall under this trope in the
* Virtually all MMOs suffer from this. To start with, they need a mechanic where enemies respawn, so given that innocent NPCs are rarely killed there are few of them compared to effectively infinite bandits and other hostile characters. Even without taking that into account, games obviously focus on the parts people actually play, which inevitably results in large areas chock full of bandits, pirates, and so on for the player to fight, interspersed with small, barely populated towns in which to sell the resultant loot.
* Virtually all modern countries were formed by merger, often involving conquest, of smaller states.
* Virtually all of the common criminals are butt-ugly. I guess breaking the law only makes you ugly if you do it without the help of a Shinigami.
* Virtually all Sith Purebloods are Force-sensitive because those who are not are traditionally slain as infants, though the Inquisitor meets an exception working as a diplomat in Voss, stating that in her case her parents managed to work something out for her.
* Virtually all state high school associations have rules which end games after a prescribed lead after a certain number of innings have been played. In both sports, the rule is usually 10 runs after five innings; it differs by sport if the winning team builds a larger lead even earlier; for instance, in baseball, the common rule is 15 runs after four innings, while in softball teams need only to have a 12-run lead after three innings. College contests have variations of this rule, but since baseball games at this level sometimes go the full nine innings, the 10-run rule doesn't usually kick in until the seventh inning. Softball rules are typically similar to high school's "10 after five" rule.
* Virtually all the major star nations featured, with the exception of the Solarian League, are descended from colonies set up during a period of time known as the Diaspora of Man. The colony ship
* Virtually any drama set amongst the upper classes of Victorian England, or pre-revolutionary France.
* Virtually any game that allows customization of the player character's face can

prompt this. Some can take it to absolutely preposterous if not
* Virtually any tabletop roleplaying game has the potential to be this, depending on the inclinations of the Dungeon Master and the players.
* Virtually anything grape-flavored can be described as tasting very purple. Most of them taste nothing like grapes.
* Virtually any wargame - particularly miniatures game - where a) each players' force is chosen using "points" and b)the effectiveness of various weapons varies based on the targets' characteristics (and c) where the effectiveness of troops varies by terrain and the map layout is not known until after the forces are selected) the troop selection itself can be more important than the strategy and tactics used in the game itself.
* Virtually ever prognosticator in 2018 expected Republican Rep. Steve Russell to easily hold onto his seat in Oklahoma's 5th congressional district—on average polls had him
* virtually everybody chooses to bat for the pitcher. of how unusual it is for a pitcher to hit as well as he has.
* Virtually every character played by famed comedian Lou Costello of the
* Virtually every incarnation of Robin Hood justifies his acts of stealing from the rich to give to the poor by making his targets corrupt noblemen like the Sheriff of Nottingham and Prince John, who is depicted as a usurper to the English throne.
* Virtually every law-enforcement officer (except two) encountered in the game
* Virtually every main game in the series has a coliseum where you can fight various enemies that you can't fight otherwise, including members of the aformentioned Amon clan, other protagonists, the masters who trained you,
* Virtually every member of his Rogues Gallery can have their defining transformation into villainy traced back to a single traumatizing event: acid in the face, mutations, murdered parents, rescued parents, murdered spouse, etc.
* Virtually every MMO steers the player's character into having Chronic Hero Syndrome. The character will often be sent out against a great evil... but on the way, they'll have to protect random people from threats, take shifts as a game warden, help gather materials for various building projects, and sometimes even be a relationship counselor, for everybody whose path they happen to cross.
* Virtually every music video is basically a commercial for both the artist as well as the fashion worn in the video.
* Virtually every NFL team has a signature fan who is frequently shown in advertisements. Some of them even featured in a dedicated exhibit at the actual Pro Football Hall of Fame (though, contrary to the opinion of some, never actually inducted). Examples include:
* Virtually everyone who's not a "flat" (unaugmented human) is some shade of this by default in
* Virtually every series made by Nippon ichi falls into two distinct verses: The world of Atelier, and the Netherworlds, which are a combination of Marl kingdom, La Pucelle, Disgaea, Phantom Brave, Makai Kingdom, Soul Nomad, and several others that were not even known to be in correlation including a few cancelled videogames with characters who cross into other games. Not only are these games taking place within the same universe, but most characters find it perfectly natural for everyone to just randomly go to and fro between series as either cameo shots, secondary characters, or main characters, and often reference these fourth wall breaking aspects regularly. One character in particular, Overlord Baal, frequently makes his appearance as the
* Virtually every single one of Sonic and Shadow's friends qualify in
* Virtually every time one of the presenters has a big crash there's some variation on the theme of "We've just killed [presenter]. If you want a job on
* Virtually every time the Shogun shows up, he ends up naked sooner or later, whether by accident or his own volition.
* Virtually Famous is another British panel show with the same format as the traditional ones, with the additional theme of things that are internet famous.
* Virtually Famous, so the next season of the show had the first episode ditch the

computing extracurricular in favor of glee club.
* Virtually from release of the open gaming license, prestige classes were both lauded and loathed, allowing esoteric combinations to turn normal characters into
* Virtually half of the way the whole show works, especially with the manager or tag team partner getting in a few shots while the
* Virtually nothing can be discerned about whoever is behind the name Jaho-12, writer and artist of
* Virtually perfected by the always trope conscious Chris O'Neill in the phenomenally awesome-packed
* Virtually Reality, which follows the protagonist, Alexander Heron, as he and his party attempt to escape a deadly MMORPG.
* Virtually the entire film-in which Kuzco almost dies numerous times, undergoes a
* Virtually the only exceptions are blatantly self-aware games such as
* virtual mermaid suggest that he's human are his legs, which are short, hairy, and mostly hidden behind his DJ booth.
* virtual monkey cage has been created by a programmer called Jesse Anderson. It's not strictly random, however, since the "monkeys" keep track of whether a given section is part of Shakespeare's works, and put the relevant ones together, thereby dramatically reducing the amount of time required.
* Virtual-ON has a heat-seeking launchable drill for an arm. A few "Vok" variants in the later games also use drills.
* Virtual-ON has one as a battle stage; in the endings that do not belong to Fei-Yen and Angelan, the heroes are rescued by their fellow soldiers and carried back to the carrier for repair.
* Virtual-ON, if you beat all 8 mechs in under 15-25 seconds, you will fight the original version of Fei-Yen. This version of Fei-Yen is always in Hyper Mode, but with no downsides and increased stats.
* Virtual-ON Jaguarandi, who appears without warning if you take too long for the first round of fights. It's stated to be the soul of a boy trapped in the system, now animating a warped, extremely powerful version of the standard Raiden Virtuaroid.
* Virtual-ON on the moon hundreds of years into the future from the comfort of the arcade machine.
* Virtual-ON: Operation Moongate as part of the Model2 Collection series, with revamped visuals for 1080p and online multiplayer.
* Virtual-ON: Oratario Tangram game with a few extra features in the Japanese version, then v5.66 for the Sega NOAMI upped the visual and audio quality. v5.66 was ported to the Xbox 360 with optional HD graphics, a color-edit mode, tutorials, and online multiplayer but lacks split-screen multiplayer from the Dreamcast version.
* Virtual-ON series has gained a few re-releases with new enhancements.
* Virtual-ON series has several of these, some exclusive to certain versions.
* Virtual-ON series: Temjin is not the king of ranged firepower, melee, speed or durability but it is good enough in each category to make it one of the best mecha in the game.
* Virtual-ON where a lunar base must be destroyed before the world is destroyed by the Solar Gun. Supposedly the first five stages are the training stages- the final four levels have you piloting an actual mech on the moon, having completed the training program.
* Virtual Paper Doll: A game that is about customizing a character's appearance.
* Virtual Paper Doll, gave your character the possibility to add wings to their design, but not a move to put them to work (not even a mo-capping from Sindel, who can fly without wings).
* Virtual Paper Doll had, as one of its prearranged "solutions", a costume that added up to Elvis Presley by way of a Blumaroo where, upon completion of the outfit (complete with a hamburger), the background shifts to reflect the idea that he's in space.
* Virtual Paper Doll with nice enough art and enough variety can become this. Regardless of their intended audience, they attract a large number of teenage-and-

young-adult writers — people who want a quick visual representation of their characters, for showing off and for personal reference, but who sometimes lack art skills of their own or the time/patience to draw their characters themselves. Using such tools is often the most convenient way to quickly depict a character.
* Virtual Reality: A game that makes use of a headset display to make the player feel as though they are physically present in the game's setting.
* virtual reality construct (tangible hologram) controlled by Angelina Brancale. Angelina is an obese woman who wanted to be thin and beautiful, so Doctor Octopus, another Spider-Man villain and her lover at the time, gave her a machine that allowed her to be Stunner.
* Virtual Reality game with versions of the other characters inside with different roles.
* Virtual Reality has triggered global weather changes and turned the Sahara into a desert.
* Virtual Reality It requires special glasses to see the images and a stylus in order to manipulate them, though.
* Virtual Reality. Younger readers may not remember the moment when this was going to be the future of computing.
* Virtual Shackles: A three-part Christmas comic was made that involved Santa, videogames, light cycles, and Farmville.
* Virtual Soundtrack: Song cues embedded in a fanfic simulate a real soundtrack.
* Virtual Springfield what that button does!" If you look at the wall again, the counter has reset.
* Virtual Springfield, you can find a voodoo doll of Homer under Bart's bed. Poking it with a pin in various places prompts the responses "D'oh, my arm!", "D'oh my leg!" "Ow, my butt!" and "Marge, my face hurts again!"
* "Virtual Systems Analysis", Abed goes catatonic after Annie messes with the Dreamatorium.
* Virtual YouTuber as part of her attire, which reveals her to be quite busty. In fact, there was one video which involved her contemplating doing exercises to make her breasts larger.
* Virtual YouTuber. However, international fans heavily gravitated towards hololive, leaving Nijisanji as a non-entity outside of its home country; this was cemented by hololive being the first to introduce a branch of Vtubers aimed at English-speaking fans that quickly exploded in popularity. For perspective, hololive's EN "Vsinger" IRyS, with no content except a single tweet and the promise of a debut five days later, accrued more Twitter and YouTube followers in a single day than Nijisanji EN's fastest-growing talent at the time (Elira Pendora) accrued in a full month of streaming.
* Virtual Youtubers they essentially stream as "themselves", despite the anime rig.
* Virtual Youtuber (they don't know she's being directed). Of course, things go south fast.
* Virtual YouTuber virtual celebrity - a sentient artificial intelligence wanting to connect with humanity.
* Virtua Striker 3 has a hidden unlockable team in "FC Sonic", consisting of Sonic, Tails, Knuckles, Amy, Eggman, and a handful of Chao.
* Virtue Is Weakness: Compassion, kindness, generosity, or any other moral virtue are for sissies.
* Virtue Is Weakness: Fuck kindness, compassion, helping others, and showing mercy! They're for pussies like you!
* Virtue Is Weakness: Having a sense of morality is seen as weak and stupid.
* Virtue's Last Reward and possibly several other people or set up the bombs to blow up the facility.
* Virtue's Last Reward apparently has a collection of "grandpa videos" although they don't have any plot relevance.
* Virtue's Last Reward begins with a newscaster discussing the horrible extent to which the Radical-6 virus has spread before succumbing to it and killing herself.
* Virtue's Last Reward can send their consciousness across multiple realities, where certain major events have happened differently (their physical representation

still lives through and experiences these events, but their mind can go just about anywhere in the course of the AB Game). After jumping to a new reality, they can occasionally retain some knowledge of what they've learned without knowing how they know it, to push the plot of that reality forward. By the end of the game, they're fully aware of this, and use it to their advantage multiple times.
* Virtue's Last Reward due to the way the Nonary Game is set up. If someone opens the "9" door before everyone else can get 9 points, then no one else will be able to escape. Furthermore, if someone is betrayed and drops to 0 points, they die. And finally, it's fairly certain that one of the participants in the game is Zero, the mastermind behind the whole thing.
* Virtue's Last Reward. Even the people who worked on the voice acting have no idea who the voice is from.
* Virtue's Last Reward For over fourty years he never stopped loving her.
* Virtue's Last Reward has this in spades. Primarily due to each separate timeline having differences the player wouldn't be expecting.
* Virtue's Last Reward, images of lion heads eating a sun are all over the place, and written on one of the warehouse walls is "Memento Mori if the nineth lion ate the sun."
* Virtue's Last Reward, in order to unlock the door in an escape section, you need to get a key from within a safe, by unlocking said safe with a password. All your passwords you find are stored in the file screen, and after you've completed an escape section, you can replay it by selecting it on the flow chart. If you replay one of them, you'll be able to automatically open the safe by entering the password, thus bypassing the puzzles. If you do so, then there'll be unique conversations when you go to leave the room, particularly if there is something within the room and it's puzzles relating to the plot. The same thing obviously happens if you happen to guess the password and input it without having found it. One particular example is in the lounge, where doing this will result in Phi stopping you from going through the door, and shouting a quick lecture on lunar eclipses at you, much to the confusion of protagonist Sigma.
* Virtue's Last Reward is an android given direct orders to comply with the mastermind's plan and must not break them under any circumstances. Watching the death of the same mastermind put a heavy toll on her as she believed she could have saved them. After helplessly watching people die, she decided to break protocol and rescue the one person she could save. This causes the master AI to sentence her to death by deletion.
* Virtue's Last Reward is basically a complete pervert. He doesn't exactly try to hide it either - he gets explicitly turned on by Clover pulling on a lever due to comparing it to a certain sexual act; in one ending when he's stuck in the facility, he laments that it's not so bad because he's the only fertile man among 4 young women; and asks Clover, Luna, and Phi for "swimsuit action" as a reward. Except he does genuinely care about them all, and obviously values them as people. Especially Luna, whom it's made clear that he has a strong bond of trust with. His attraction to Luna also seems to go beyond just perversion, since it's mentioned a number of times that his favorite things about Luna are her warm smile and cheery voice.
* Virtue's Last Reward is preventing the virus outbreak in the first place.
* Virtue's Last Reward it, which prompts Alice to smack him in the head.
* Virtue's Last Reward, Quark is the only person you will never explicitly see dead. Everyone else is fair game.
* Virtue's Last Reward says there's no way on Earth she would seduce Sigma into betraying Tenmyouji so she could escape the facility with 9 BP. What's the first thing she does half a minute later, when she's alone with Sigma in the AB room? Seduce Sigma. Or trying at least, if you ignore her and choose "ally" anyway.
* Virtue's Last Reward, she asks Sigma to do something random. This is presented to the player as a list of actions (wave, clap, cheer, tap dance, moonwalk) that ultimately continue the conversation in the same way, with one of them letting Sigma blow a kiss at her; he notices that she actively dodges every one of them as if they were fired out of a gun.

* Virtue's Last Reward, Sigma and Alice wish they could forget the sight of a grown man in armour (K) riding a big cute bunny like a little kid.
* Virtue's Last Reward, Sigma states to the player a number of times that walking into a room and finding a dead body never has any less of an impact or ever becomes any easier to cope with, despite how often it happens.
* Virtue's Last Reward takes place. As you can probably guess from that description, this was not taken well.
* Virtue's Last Reward, the protagonist Sigma and 8 other strangers are abducted by someone named Zero and are forced to play the Nonary Game. Sigma, a 22-year-old college student, later finds out that he's actually 67 years old, an esper, has lost his eye, had his arms replaced by cybernetic ones, and is Zero. Needless to say, this is quite the shock to him.
* Virtue's Last Reward The remaining two characters' fates are left ambiguous; Quark is presumably left trapped in the Cryo chamber, whereas K appears to have picked up the deadly virus Radical-6.
* Virtue's Last Reward. The subject about Left's death is dropped in this game, and it calls into question the real designs of Free the Soul.
* Virtue's Last Reward, though in this case, it's more tragic than horrific.
* Virtue's Last Reward, we can't see their face, or who the person in the suit is at all. Players and the character can only tell who's who thanks to the communication line between the suits. There's one scene in which one character is about to smash another over the head with a rock, both of whom are in space suits, and Sigma specifics that he can't tell who's who because of the suits.
* Virtue's Last Reward, you'll find a diary in one of the safes. Phi translates it to reveal it's what has happened in the wake of Radical 6: bodies are just piled up to the point flies are blocking out the sun while cats are getting fat off the rats that come to nibble on those iles.
* virtues of money over God and love, since this is what she has been able to rely on in her life. She initially has great difficulty dealing with Rock's idealism, threatening to kill him if he ever moralizes to her again. Revy herself elaborates that "nothing's worse than being treated like some whore by your companions", but in later chapters, it is suggested by one character that she attacks idealists because their ideology contradicts her assertion that the world is a terrible place.
* Virtue/Vice Codification: Formalized lists of what character qualities are considered good or evil.
* Virtuosity – but when Sid decided to try electrocuting someone, the poor chump's brain overloaded.
* Virtuosity an evil AI named Sid 6.7 enters the real life by creating itself an avatar using nanotech. He/It absorbs glass to heal.
* Virtuosity as villain SID 6.7, a virtual assassin who once in the real world is having fun like nobody cares. One scene even has a criminal psychologist noting he likes to show off, "like a child to its parents".
* Virtuosity, convicts are used to test the new (and inadvertently deadly) VR police training system. The hero is an ex-cop who in a break from the norm is actually guilty of the crime he was imprisoned for, although there were some pretty mitigating circumstances.
* Virtuosity is a cop, convicted of manslaughter, who gets time off from his sentence to fight Sid, an entity inside a computer who is an amalgam of the personality of dozens of serial killers and mass murderers. When Sid ends up getting himself released into the real world, Washington has to be let out of prison to stop him before Sid kills lots more people than his initial bloodbath takes out.
* Virtuosity is a virtual program who eventually gets downloaded into a self-regenerating android body. He's assembled out of the minds of dozens of psychopaths, murderers, and dictators, including the dead terrorist Matthew Grimes, the protagonist Barnes's previous nemesis. Grimes is repeatedly brought to the surface when Sid comes face to face with Barnes and influences Sid's desire to gain world notoriety.

* Virtuosity: Sheila 3.2, Virtual reality sex doll, sole function is to deduce your psychosexual needs, and fulfill them. Clyde asks the programmer who created her: "Hey, man, let me use your (virtual reality) gear for a little while."
* Virtuosity to her daughter, the protagonist, who is a violin prodigy.
* Virtuosity), which tricked a programmer into placing him in an android body so he could do damage in the real world.
* Virtuous Bees: Thanks to their gentle character, work ethic, and their willingness to sacrifice themselves for the greater good, bees are seen as virtuous and noble insects.
* Virtus.pro are dangerously becoming this when it comes to TI. While they finished 5th-6th at TI5, they weren't considered to be favorites, and actually had a good underdog run, culminating in their upset of Team Secret. They didn't qualify for TI6, dropped their roster after that, had an absolute resurgence in the Fall season by signing Lil, Solo, RAMZES666, 9pasha, and No[o]ne in the lead-up to TI7, now considered as favorites, would only finish 5th-6th, falling to eventual winners Team Liquid, were considered the best team in the world in the 2017-18 DPC after swapping Lil for Na'Vi's RodjER, were considered to be the shoe-in to win it all, and would
* Virus (1980) abandons this to focus on a more limited number of characters before getting to the Antarctic arc about halfway through the story.
* Virus (1980) over 99% of humanity dies as a result of his warnings being ignored.
* Virus (1980). The 155-minute Japanese version and the original novel both show people surviving in the aftermath of the missile strike.
* "Virus Alert," "I'll Sue Ya" and "Party in the CIA" were all done in
* "Virus Alert" is a parody of hoax virus warning emails, and includes instructions to forward the message to everybody.
* Virus and Cure Names: A virus has a fancy name and the cure has a related name.
* Virus and Trip are members of the local yakuza, and ther aforementioned Koujaku recognizes them as such.
* Virus, an evil computer program from outer space has taken over a research ship and wants to dissect the human characters to use their muscles, nerves, and organs to help improve its cybernetic army. This leads to a grimly funny moment when one character asks the entity "what do you want from us?", and it responds with a simple readout of all the organic components it intends to harvest from them.
* Virus environmentalist. There's the spirit of a true nature guardian killed by them that helps heroes.
* viruses and bacteria brought over from the Old World ran rampant across the New, with the result that the total indigenous population dropped to only about 9 million by the seventeenth century. North America was particularly hard-hit, with mortality rates reaching 90% in some areas, leaving whole regions that had once been home to large agricultural villages and small city-states to return to wilderness. The change was so drastic it even had an effect on world climate patterns- it's now believed that the Little Ice Age was caused by a sudden expansion of North American forests greater than the area of modern France that occurred as a result of the continent's sudden crash in population. This history did not until recently get much discussed in the history books.
* Viruses are not typically searched for by shape, and when Julia says she's searched for all of them, "
* viruses do. As such, it's not too uncommon for them to label the other a virus, and attempt to delete each other.
* Viruses, of course. They tend to do it on a microscopic scale; a popular method is for a virus to inject its genetic material into a cell, which corrupts/mutates it, making it produce more viruses inside itself. It then bursts, spreading many more viruses throughout the body and killing the cell in the process.
* Virus. It was created as a computer warfare tool, but ended up infecting and controlling computers throughout the Third Imperium and its collapse.
* Virus Shark, Kristi is the only one to make it to the surface alive.
* Virus, the title monstrosity uses a computer to issue commands, despite being an energy being that control electronics by possessing them.

* Virus Victim Symptoms: Someone recently infected with vampirism starts to show some suspicious changes.
* Virus Victim Symptoms: When a character exhibits strange behavior and physical changes due to a transformation.
* Visa Check Card commercial marches up, stands beside him and says, "Dry cleaners wouldn't take a check again, eh Nigel?" Nigel marches off and is later seen in formation with a group of traditionally dressed guards.
* Visa Check Card commercials are particular offenders, using Raymond Scott's
* Visa commercial that raised some controversy: A young muscled plumber comes to repair housewife's bathtub. Then comes the time to pay: the woman smiles seductively and unbuttons the plumber's shirt... to reveal a card reader slot.
* VISA filmed several ads for real vacation resorts, which mentioned at the end that you should bring your VISA card, since the place doesn't accept American Express.
* Visages found in the Libris Mortis are well suited to this. It gets a very large bonus to disguise and bluff to assume the identify of something it killed, as well as being good at the skills of its victim, but it can't use its foes' abilities though.
* vis-à-vis and rejoined the Union, and the state retained its independence after the war. Similar pro-Union sentiments existed throughout Appalachia; Kentucky remained in the Union despite being a slave state (a few pro-Confederates organized a secessionist government in the western part of the state, but never got far), while eastern Tennessee was a hotbed of partisan violence against the Confederacy.
* vis-à-vis, particularly if the deadbot in question is equipped with the "Infiltrator" package, which makes a normally pallid cadaver-with-metal-in-its-guts capable of breathing normally, bleeding, eating, and other things. When a cyborg takes enough damage, nearby characters can make a check to see if they notice anything unusual in the wound, with the roll being easier if...
* VISA made a number of entire commercials for real life vacation resorts and such, then noting at the end that said location doesn't accept American Express, so be sure to bring your VISA card instead. They do the same with the
* Viscacha, are technically closer related to chinchillas, which as ridiculously cute on their own merits, but look like rabbits with long bushy tails.
* Viscera Cleanup Detail one of the small annoyances is that stepping in a puddle of blood, dirty water, or slime will coat your shoes in the substance, leaving behind dirty footprints for a short while.
* Viscera Cleanup Detail, where the player cleans up Santa's workshop, which has become covered with blood and elf corpses after Santa Claus has finally snapped.
* Viscera Cleanup Detail, your job is to clean up the gibs and blood left behind. Or spread it around some more.
* Viscount Dumar sums up the escalating racial / religious tension with the Qunari thusly, "I'm preparing for the worst. The very worst. This may require absorbent linens."
* Viscount Hundro Moritani in the prequels. As much, if not more, of a bastard than Baron Vladimir Harkonnen (see below). Most of his subjects take after him. His ambassador shoots a rival at a state dinner. He orders the bombing of civilian targets despite the declaration of Kanli, a war limited to military targets. He has his rival's son and daughter kidnapped and publicly executed. When another House condemns these actions, he orders the assault on their planet to steal their most holy relic. An ally of the viscount's assassinated the rival's second daughter at her wedding to Duke Leto Atreides (the ally was himself a Duke, by the way). He gets what's coming to him, though.
* Vise-Grips, or Mole grips in the UK: Two brand names that have since come to refer to any adjustable locking pliers.
* Visenya Targaryen is about the same height as the average man, but still shorter than her imposing brother and she's described as a harsh, buxom beauty.
* Viserion, after getting killed by the Night King, was personally resurrected by him, as a Dragon Wight (or maybe a White Walker dragon?). This also made him strong as well. How? Put it this way: He breached the 8000 year old Wall single-handedly,

without any wear or tear.
* Viserys, although much like Gregor Clegane, this one is more or less canon as well. In Dany's very first chapter, he is noted as being incredibly invasive of his sister's personal space. In the tv series, when she is about to be bathed, Viserys "examines" her and caresses her nipples. Dany's facial expressions make it seem like this is a common occurrence for her. The fifth book revealed that
* Viserys claims that Tywin Lannister's tenure as Hand of the King brought out the worst in his father. While this ignores Aerys' (many) flaws, Tywin doesn't exactly come across as a loyal and selfless advisor. Tywin's own daughter views him as a man who finds delight running the realm in the king's stead but chafes at being an assistant for someone else's agenda.
* Viserys: First, there's all his mood swings, which range from intense calmness to manic twitchiness. There's also his uncontrollable rages, bouts of depression, and extreme self-delusion. His sister Daenerys says that the worst of it only started after they were forced to sell their deceased mother's crown to survive, but considering he's the son of "Mad King" Aerys Targaryen and there's an in-universe saying that the Gods flip a coin when a Targaryen is born as to whether they'll be destined for "insanity or greatness", this makes sense, and centuries of incest probably haven't helped.
* Viserys has browbeaten Daenerys emotionally and physically all her life.
* Viserys, strives to be this. Even if he can do little but stand behind a battle line and be seen, or preside over diplomatic meetings being actually carried out by his underlings, he'll do it proudly.
* Viserys Targaryen dies after getting molten gold dumped on his head by Khal Drogo, after whimpering and begging for his life.
* Viserys Targaryen is dressed all in black, with a red dragon in the center of his outfit. Admittedly, according to the books, that is how Targaryens often dressed.
* Viserys Targaryen is one for Robert Baratheon: Viserys sees himself as the
* Viserys Targaryen is one who has lost his house's fortune and prestige. Despite that, he still acts like one, treating everyone else like crap. This doesn't go well for him when he is with the Dothraki.
* Viserys Targaryen is this towards his younger sister Daenerys. For 14 years he did the best he could before bitterness, paranoia, and possibly genetic madness turned him into what he was. Dany thought well enough of him to name one of her dragons, albeit the smallest one, after him after all.
* Viserys Targaryen spends most of the first season complaining about how Khal Drogo promised to make him king of the Seven Kingdoms again. After Viserys finally confronts Drogo in a violent way, Drogo
* Viserys Targaryen to Robert Baratheon. When Robert hears that Daenerys is pregnant, he goes berserk and calls for her assassination, but when giving the order he throws out "and that fool Viserys", almost as an afterthought. Viserys however saw Robert ("the Usurper") as his
* Viserys was planning on taking her virginity first before Drogo had a chance to, but Illyrio put guards outside Dany's bedchamber to prevent it from happening.
* Vishnu (the God of Protection) and Lakshmi (the Goddess of Wealth and Fortune). Oftentimes, devotees will make a request to Vishnu through Lakshmi, because it is said that he will not refuse a request from her.
* Visibility from inside the tank was usually horrible, especially during World War II. Tank commanders (and sometimes drivers) usually preferred to operate "unbuttoned" to get a better view of the battlefield, even when fighting the tank and under enemy fire. The only time when the hatch was always shut was under enemy artillery fire; otherwise it depended on the whims of the TC, but accurate sniper fire or a machine gun usually qualified as reasons to close up. This made the commander more vulnerable and risked a grenade, but overall made the tank much less vulnerable on balance; you can't protect yourself against things you can't see. Modern tanks, with commander's cupolas as standard and much better optics, rarely even get near combat unbuttoned unless the TC wants to use his external machine gun.

* visible, and Vahla are tall and slender (all traits that can appear in baseline humans).
* visible. Beyond the visible universe is just too far to see, limited by the speed of light. Confusingly, despite the universe being ~13 billion(?) years old the observable universe has a radius closer to ~45 billion light-years and the radius of the actual universe is even bigger. Something to do with how the expansion of space-time isn't limited by the speed of light. It's a consequence of Hubble's Law, that the further two bodies in the expanding universe are from each other the faster they are moving away from each other (or, more precisely, the faster the amount space in between them is expanding). The horizon of the observable universe is the distance at which that point in space is moving away from us faster than the speed of light so that no light originating beyond that point can ever reach us.
* visible breasts, specifically for Sanae. The fact it's a frontal view probably helps. And indeed, when other people do the artwork (for example, the fighting games), the sudden breasts on some of the characters can be jarring. Just look at Sakuya in EoSD, PCB, IN or PoFV. Then look at her IaMP/SWR art. you'll see why a meme arose from it.
* Visible Invisibility: An invisible character is depicted in a way that the audience can still see them even though the other characters can't.
* Visible InvisibilityThe audience needs to be able to see what an invisible character is doing.
* Visible Silence: A character who isn't talking has a speech bubble with either an exclamation mark (to show they're surprised), a question mark (to show they're confused) or an ellipsis (neutral).
* Visible Silence: A speech bubble that contains three dots instead of words signifies that the character isn't saying anything.
* visible-skeleton gag shows up courtesy of a joy buzzer in "Griffon the Brush-Off".
* visible sparks upon impact in this real life video, taken at night. The shooters likely used surplus ammo that had a steel core. Steel on steel would generate a spark.
* visibly beats Orel's religious epiphany out of him because it threatened their Protestant beliefs.
* visibly furious shit". It even accompanies him into death, as after having the right half of his face blown off by Walt's bomb, Gus steps out into the hallway and casually straightens his tie before collapsing.
* visibly surprised by Tintin's clumsy handling of the tank, as though he expected him to adapt to it as easily as he does anything else.
* Visigoth spokesmen, another Viking named Boris, and their goat establishing their new law firm: Boris, Boris, and Goat, Law Offices.
* Visigoths vs. Mall Goths Beyond that, the store Dracula Videos is owned by "an actual werewolf," the Invisible Priest may be a ghost, and the mechanics of the Mall Boss's magic powers are left to the table to argue over. Throw in all of the elements that the adventure episodes introduce, and it's clear that the 90s called and wants its fantasy sink back.
* Visigoths vs. Mall Goths in 1990s Los Angeles and making it their new home. While the Visigoths have adapted enough to learn English and open up shops in The Mall, they still retain most of their proto-Germanic identity, including their style and religion.
* Visigoths vs. Mall Goths (Proudly uses the tagline "there are a lot of bisexuals." Most of the pre-made NPCs are labeled as LGBTQ+ by the rulebook's demographic categorizations)
* Visigoths vs. Mall Goths with most of the NPCs being LGBT in some respect, and the system amounts to a queer reclaiming of 1990s media.
* Vision A huge part of the reason everyone hates Thanos so much is because of Vision's death because it's very hard to not love the guy.
* Vision and Sam see a growing forcefield coming from the Gah Lak Tus module. They escape from there.
* Visionaries, also falls into this category. The opening scenes of the first

episode show how all machines on the planet failed when its Three Suns aligned, though the precise reason this happened is never made clear. Within a few years, the once technologically advanced Prysmosians were living in a medieval-style society, though remnants of the Age of Technology can still be seen.
* Visionaries and finds themselves racing back to the legitimate owner of the book so he can reverse it, restoring things back to normal.
* Visionaries, Darkstorm is unable to swim. So, when he and Mortdredd fall into the moat around his castle, his immediate response is to start thrashing around and shouting for help, only for Mortdredd to tell him that the part of the moat they fell into is shallow and he can stand up in it. Darkstorm, looking very foolish, immediately does so, much to the amusement of the Spectral Knights, five of whom witness the incident.
* Visionaries episode "Feryl Steps Out" revolves around Feryl leaving the Spectral Knights because he thinks he's "too much of a liability". However, when Leoric is later captured by the Darkling Lords, it is Feryl who saves the day, leading to his return to the team.
* Visionaries episode "Horn of Unicorn, Claw of Dragon", a Magical Plague strikes Prysmos, affecting all but one of the Spectral Knights and up to five of the Darkling Lords. In this case, the precise cause of the Plague is unspecified, though Merklynn does say that he foresaw it coming and tried (unsuccessfully) to send the Darkling Lords on a quest for the ingredients (the unicorn's horn and dragon's claw referred to in the title) needed for a healing spell.
* Visionaries episode "The Overthrow of Merklynn". Mortdredd attempts to retrieve a spellbook which is guarded by a short-tempered dragon, only to emerge moments later with his backside on fire, having been "unable to reach the book". Reekon manages to distract the dragon long enough to retrieve the book, but still gets flamed on his way out.
* Visionaries featured as a plot point, in which it compares leylines to rivers through which magic (water in the metaphor) "flows" across the world. Damaging one is implied to threaten the balance of magic everywhere on the planet.
* Visionaries from their chest. The action figures had 1980s hologram stickers on their chests where you could sort of make out the animal if you already knew what it was.
* Visionaries had Ectar assuring the local residential committee that the soldiers of New Valoric are a well disciplined and non-rowdy bunch. Cue Witterquick crashing into the room and landing onto the meeting table.
* Visionaries has Cravex's Spider of Fear which, when summoned, bites its victim and causes him or her to suffer terrifying hallucinations.
* Visionaries Knights Of The Magical Light Darkstorm plays with on an oversized board with actual humans. When "captured", the person is dunked by trapdoor into the moat. (This becomes an escape route later on.)
* Visionaries: Knights of the Magical Light episode "Lion Hunt" contains a variation of this trope, where the hero is the one who needs saving. In this episode, the Darkling Lords use a magical potion to trap Leoric in his Totem form. If the spell is not reversed by the setting of Prysmos's Three Suns, Leoric will never be able to revert to human form again. Needless to say, Witterquick, having gone to get the antidote, returns just as the third Sun is about to set, freeing Leoric with moments to spare.
* Visionaries: Knights of the Magical Light, which starts with the end of the Age of Science and the start of the Age of Magic. How this happened or why this happened when the planet's three suns aligned went on unexplained due to the cancellation of the series at only one season, although it's implied that this is a cyclical event, with magic & science having sequential ages of dominance.
* Visionaries Leoric's reaction to learning the ability of his magical staff (make incredibly cryptic comments that eventually turn out to be significant to their situation) in comparison with the abilities the bad guys get, such as summoning a giant monster to do his bidding. After seeing a particularly impressive display one of his companions, Ectar, even comments that the wizard gave him a bad staff.
* Visionaries suns and their alignment is what triggers a new Age of Magic.

* Visionaries The alignment of Prysmos's triple suns acts as a catalyst for the Age of Magic/Science. They are often seen throughout in the background of the series.
* Visionaries to represent its magical powers. Unfortunately, the holograms wound up dooming the line — they were expensive to make and easily damaged, and the toys didn't sell well enough to compensate for this.
* Visionaries which they hope will help them to counter Darkstorm's power. The Darkling Lords destroy the Eternal Spring to make sure Leoric stays old and feeble, but, towards the end of the episode, Feryl forces Darkstorm to restore Leoric to normal.
* Visionary architect Frank Lloyd Wright's mistress Mamah Borthwick, her two children, and four workers were murdered at Taliesin, the home Wright built for her, by a mentally unstable servant. He set fire to the home and killed the people who emerged from the flames with an axe. He never gave a motive for the murder spree.
* Visionary, probably because in practice there is only so much difference between being locked up in a jail cell for life for multiple murders, and being locked in an insane asylum for life for the same.
* Visionary spends a while taken over by an evil parallel universe version of herself. Argent Adept gets rid of it, but himself becomes corrupted by the cursed instrument he uses to do so.
* Visionary, this happens to Shiori when she first falls out of the skydiving plane.
* Visionary Villain: They have some very grand evil schemes to change the way the world works.
* Vision becomes badly damaged at the end of "Ultron Unlimited." In the next episode, "Yellowjacket," he appears alive and well. However, the episode after that, "Emperor Stark," begins with Vision undergoing the process of becoming repaired. You can't assume this episode takes place before "Yellowjacket", since it has him in it.
* Vision by Proxy is about a round pink alien with one big eye, a bow on her head and, for some reason, a belt. Taking it up a level, the alien from the first game appears in the opening cut scene and has grown a moustache.
* Vision Divine deals with a history about a scientist who discovered the key to eternal life and the consecquences of achieving immortality.
* Vision Divine had two singers, three keyboard players, two bassists and five drummers. The only constant members on the lineup are Olaf and Federico, the guitar players.
* Vision Divine. Their original singer, Fabio Lione, left the band to concentrate on his solo career and on Rhapsody. Then, they've hired the unknown (to the metal world) singer Michele Luppi. The three recordings on his stance are still today regarded as the best the band made in their career, even after Lione's return.
* Vision of Escaflowne Abridged and saves her in a similar fashion, she drops this gem:
* Vision of Escaflowne Abridged because his father hooked up with her grandmother years ago (thanks to magical time travel), her reaction is this. His reaction?
* Vision of Escaflowne Abridged being "an evil expansionist empire," who use kidnapped children as guinea pigs, and in this version address their Emperor as "Mein Furer."
* Vision of Escaflowne Abridged, brings us this gem when told the night before a battle, regarding a girl he's carried a torch for all series...
* Vision of Escaflowne Abridged despite going through the same trauma as in canon.
* Vision of Escaflowne Abridged: Duke Freid when his men are outnumbered on the battlefield.
* Vision of Escaflowne Abridged: Lampshaded when Hitomi's pager receives a call from home even though she's in a planet in another magical dimension.
* Vision of Escaflowne Abridged spoofs this with them both knowing what the other is talking about right away, and then playing with this in other forms.
* Vision of Escaflowne Abridged, to the point where one of them forgets what he's doing and desperately tries to defect when someone DOESN'T bitchslap him. But so

help you if he catches someone else treating his Dragonslayers like dirt.
* Vision of Escaflowne Abridged, we have the missed fight with the dragon.
* Vision of Escaflowne Abridged when he tells his story to his son. Subverted when it doesn't.
* Vision of Escaflowne Abridged When Hitomi tells Van she can't stay forever since she has a family, friends, and life back on earth...
* Vision of Escaflowne Abridged. Yukari's projecting just a wee bit too much...
* Vision of Escaflowne Dilandua and his henchmen are clearly Bushwackers and Snipers, using stealth technology and advanced ranged weaponry to try to overwhelm the heroes rather than going toe to toe with them. Given the themes of honour and chivalry in the show, this contrast is more than a little thematically appropriate.
* Vision of Escaflowne for getting in the way of his gawking dumbly at her).
* Vision of Escaflowne had Folken telekinetically breaking Dilandau's fingers.
* Vision of Escaflowne is guilty of this, mostly due to focusing ONLY on its story and characters. It's carefully plotted and compressed, the content in the episodes always leads up to something, and there's absolutely NO filler in it (this would have been rectified had the producers had the necessary budget and amount of episodes they wanted), not that this prevented fans from loving it to death.
* Vision of Escaflowne, the relative flow of time between Gaia and Earth seemingly follows no logic whatsoever. At first, time seems to move at roughly the same speed in both worlds, and traveler Hitomi is even able to receive a page on Gaia at the exact same time it was sent on Earth. Then, time seems to be moving faster on Earth when it's revealed that Hitomi's grandmother traveled there as a girl at least thirty years ago Earth time, but only enough time had passed on Gaia for Allen to age from a youth to a young man (perhaps ten years max). Then, when Hitomi returns to Earth, she is transported to a point before she even left, which is about where you stop worrying about it.
* vision of himself severely scarred and disabled by delta radiation in an Algolian keepsake.
* Vision of the Future makes it clear that both of them put the Jedi first - but Luke is entirely willing to put non-emergency things aside to make time for just them together.
* Vision On, a BBC children's series of the '60s and '70s, used Al Hirt's "Java" over its end credits.
* Vision On, a British series made for deaf children, featured a tortoise named Humphrey who spoke in speech bubbles.
* Vision On, a British series made for deaf children, ran for 12 years (1964-1976).
* Vision Quest: A character goes on a spiritual journey of self-discovery.
* Vision Quest: A character visualises their thoughts in order to discover themselves.
* Visions — each possessing a unique ability. Each chimera can be sacrificed to give its ability and a stat boost to one of the other three, representing the chimeras fusing into a single combined monster. The background of each card's art shows a sketch of the combined entity they can become.
* Visions of Another Self: The same actors play different characters in the past and future vision scenes.
* Visions of Atlantis's album "Ethera" was dedicated to former vocalist Nicole Bogner, who died after fighting a severe disease over a long period of time in January 6, 2012.
* Visions of Eden is a retelling of the legend of lilith from her perspective.
* Visions" which has first strike that beats other creatures' first strike.
* visions" will actually just go to sleep and have a vivid dream experience due to the stimulants in the beans keeping them partly awake.
* Visiontale has world-building regarding the Underground, fleshing out the slang and customs alluded to in the story, as well as adding new terms and customs. The author explores the implications of monsterkind's altered societal development as opposed to postindustrial nations on the surface, as well as the structures in place which would allow for the mix of magic and technology present in the game.
* vision that yeah, he really IS the most important and cool guy in the universe.

* Visit by Divorced Dad: A divorced father is allowed to visit his children.
* Visit by Divorced Dad, he is a potter and his lack of money gets him blamed for a counterfeit scam.
* visited by a food critic. Fortunately, he finds the food "formidable."
* visited once for a sufficient timespan to leave their marks in the human genome in the distant past, whether the 'demon' was a literal one or whether literature in turn and the practice of exorcism were inspired by events caused by him and his friends—whatever kind of entity they might 'really' be—hanging out on the planet since who-knows-when remains somewhat inconclusive.
* visited the bathroom, leaving her mike on. Parts of a personal conversation between Phillips and a colleague — criticizing her sister-in-law and giving advice on men — were broadcast live as though it were color commentary. How this was not noticed by a sound engineer before Kyra returned to the studio is unknown.
* visited the Fitzwilliam museum in Cambridge in 2006". Thankfully, the vases were completely covered by insurance and were later restored; they are now in a protective case.
* Visiting Hours: Colt Hawker prefers using his trusty switchblade to kill his female victims.
* Visiting Hours has a copy of the wedding picture of his parents, which has the side with his mother torn out since she hurt his father badly before disappearing.
* Visiting Hours, when the psycho killerColt Hawker literally cuts an old woman's oxygen tube and watches her die. When a nurse gets on the scene, she finds a corpse and a heart monitor doing flatline.
* Visiting the X-Mansion, Banshee starts to sense something is wrong. Seeing Bishop and Gambit, he makes an offhand remark of how "now that the Professor is walking again," he's been busy. When both men agree, Banshee knows they're imposters as Professor X is still in his wheelchair.
* Visitors are only present if he allows them to be there, like a private Discord server, and;
* Visitors to Eastern France intending to check out the Maginot Line are strongly advised that not all of it has been decommissioned and made redundant. Far from being a historical relic, many parts of the Maginot installations are still in use today by parts of the French armed forces who do not welcome casual visitors, such as the special forces and the nuclear weapons defence establishment.
* visits and prays next to the grave of her great grandmother, Liza Brenner.
* visits his abusive father Rip, only to learn that Rip has proudly taken up the Nazi flag because it allows him to be the Confederate slave-owner he always wanted to be. The final straw is learning that Rip threw his Jewish wife, B.J.'s mom, to the Nazis for sport. B.J. murders him and has a MUCH lower opinion of "good-old" America from that point on.
* Vi's main attack and Ult are both extremely fast rushes, the Q can go through walls, allowing for some very effective ganks, and her ult is followed up with a
* Visoki Decani. Notable alien conspiracy theorists, like Erich von Däniken, have for decades considered this to be an evidence of UFO presence in medieval history. This "theory" was, of course, dismissed by the priests, who offered a more Biblical explanation of the painting.
* Visorak most of a horde. As such, the Visorak only bring it out when they're already suffering such heavy losses that a few more couldn't possibly make a difference.
* Visoreds occupy one in Karakura town. They protect it with forcefields that would turn any random passerby away, and have a giant well-lit cavern underneath to train in.
* Visseria, done by a nameless guard to Jack after he casually mentions a nearby residence that he's supposedly leading the guard to.
* Visseria has Alchione, who until pointed out by a child, was unapparent to the reader as being female for the first couple of pages that she appeared. This was caused in large part by her armor, but also by her abnormal height and musculature.
* Visseria is shown preparing his magic-payloaded arrows by writing scrolls in his

blood and tucking them inside.
* Visseria pulls off a nice one when convincing a guard to follow him along.
* Visseria, who kills violent criminals even while lucid. His superior acrobatics don't help much when she simply tears through every obstacle.
* Visser, it is suggested our development is at least partially due to the fact that our dialectic, hemispheric brains allow us to second-guess ourselves, making for carefully thought-out decisions, which are ultimately more useful than rushed decisions.
* Visser One concludes that humans as a race are this. Self-doubt and second guessing are alien concepts to Yeerks until they meet humans and their best translation is that it is like living with your own worst traitor in your head. She also sees the advantage of this, as unlike an external traitor, the internal human one still has the survival of the human as a major interest, so the decisions humans make are wiser because the considered the possibility that they could lose. As a whole, Yeerks find humans to be very frustrating to infest, as humans tend to fight them, if only a near constant barrage of
* Visser One is a villainous example, eventually figuring out that they're humans and then the identities of at least Marco and Jake. However, since they mostly annoy
* Visser One subscribes to this philosophy, believing that morality is merely a 'shield for the weak' and that it is all about 'the hunger for power'. She kills several people just out of assuming they're as ruthless as she is.
* Visser One when her troops secretly set the Animorphs free, so that their escape will be blamed on Visser Three.
* Visser) remarks on it. Possibly subverted as he runs away when ambushed and is never seen again.
* Visser Three human torture devices hung like art, including an iron maiden.
* Visser Three, then makes a joke about "taking a bite" out of his enemies.
* Visser Three, who decapitates a subordinate for closing a door too slowly and another for reminding him that bugs exist.
* VISSER. Turns out a few apex predators bursting into the room is a good distraction.
* Vista due 8 having an interface that is designed more for tablets than traditional PCs and the OS changed everything around, which frustrated people that had known where everything in the OS was before Windows 8.
* Vista Hermosa, literally being run by the inmates as organized crime groups/"pranatos"/"pran" are running a criminal system out of prisons and taking advantage of overcrowding prison populations and lack of security personnel to bolster their influence. Approximately 80% of Venezuelan prisons are run by their prisoners. Some prisons even established a tax system where prisoners paid taxes to the pran each week. Failure to do so resulted in beatings or death and prisoners could even pay more to the pran for a nicer cell or a flat-screen TV.
* Vista is apparently a big fan of magical girl shows and has a little squee moment herself on meeting Taylor.
* VI, staring at the wall (actually at a little charm on the wall, if you examine where he's staring). Many assume that's all he's been doing since the world ended.
* V is this, and is referred to as "Samurai" by Johnny Silverhand on at least one occasion.
* Visual art from pre-literate cultures that predates 800 BC can be included here, though it's important to be very careful interpreting just what tropes it represents.
* Visual displays of the outside environment are less than useless (both space and the briny deep are inky black).
* Visual Innuendo: An image that's innocent but can be seen as looking dirty.
* visualization. If the heroes could really "wait for all this to blow over," it wouldn't be much of a horror movie...
* Visual Kei and from a quick read of them (much less looking up their stuff) you will find fanservice.
* Visual Kei are/were very famous for wearing these quite often. Among many, many

others.
* Visual Kei/Electronica duo Aural Vampire has hair that goes past her butt.
* Visual Kei in the band as a hide clone. It's been overdone to the point that anyone in Visual Kei with red or pink hair, especially paired with hide's face or eye makeup, is a clone of him regardless of sound or instrument.
* Visual Kei is a duet centered around the idea of being a male couple, though in their case it's inverted - both members are suspected to actually be heterosexual offstage.
* Visual Kei, names like Yo or Yuu or Yue or that are abbreviated to/pronounced the same, and some people's stage names. An unintentionally offensive variant can happen with the ones that are named "Die" or "Dai" - when someone told the bandman's name assumes they are being told to die.
* Visual Kei (not that they weren't already a bit odd since the very start), resulting in each album getting progressively weirder and crazier.
* Visual Kei this. There are some bands that actually aren't/that aren't self-aware enough to be considered this that still fall under the umbrella of Eroguro Kei, but most Eroguro bands are self-aware extreme satire of something (anything from mainstream society to other bands).
* Visual Kei to the scene, and pretty much only remembered/celebrated by elitists or trolls.
* Visual Kei whilst looking blankly into the camera amongst other things.
* Visual Kei with an iPhone getting prominent time, and for Maserati (the car Toshi is driving) and for Honda (the bike Heath has)... and those are just a few of the more obvious ones.
* Visual learners, who learn things through watching techniques and looking at images, as opposed to kinesthetic learners and auditory learners.
* Visually, this is the only difference between gun brands. Each manufacturer has a palette with a few variations.
* visual metaphor. His brain finally wins and he breaks it off, though this is treated like an upset.
* Visual Novel: An Adventure Game that focuses more on character interactivity than world interactivity, with dialogue choices being the primary gameplay component. They often allow the player to choose their own adventure and get different endings based on your choices.
* visual novel and buy a cake instead of making it, but you don't get to explain this to *Hyun-ae until enough time passes that *Hyun-ae thinks you've been making a cake.
* Visual Novel and this trope, Yuuichi tells her to dodge toward the hand she holds her chopsticks in. Turns out Yuuichi is right-handed, while Ayu is left-handed...
* Visual Novel are capable of falling pregnant, and this ability heavily features into the plot of the novel.
* Visual Novel. As per the trope, the protagonist's intentions are completely innocent, but the other characters don't have any real way of knowing that.
* Visual Novel assume the player got the best possible endings in the first and second games, which makes sense, considering the bad endings generally involve the main characters being killed or enslaved.
* Visual Novel: a zombie who's magically compelled to stay close to her, a very French vampire, and a friendly ghost.
* Visual Novel choices by design) that influence the way the game plays out and the narrative ends. Often what will let a character survive or place the narrative on a specific character route can be as simple as the MC picking the color blue instead of red.
* Visual Novel defeat by another Master, as well as a number of ways to lose by making a wrong dialog choice. (DEAD END, indeed.)
* Visual Novel demographic romance. Many new fans gushed about how they expected a harem story with forgettable characters, and how surprised they were to enjoy its realistic drama.
* Visual Novel doesn't feature any actual space whales, but its aquatic theme park does have a "Cosmic Whale Room," with a lifelike animatronic whale suspended in a

room painted to look like outer space.
* Visual Novel, especially if the heroine will meet a horrible fate without the intervention of the main character. Does not apply if intervention by the main character causes her suffering circumstantially or directly.
* Visual Novel genre can be described as a kind of gamebook, since the gameplay is entirely about reading text and making choices to direct the story. There is no need to list every individual visual novel here.
* Visual Novel has Shinya Kamijyo, who has such a terrible sense of direction, that when he intends to go to school (even when accompanied by his twin sister Saya), he always ends up elsewhere (such as the sewers), but no matter where he is, whenever Saya is in any danger, he instantly knows where she is and comes rushing towards her exact location within seconds.
* Visual Novel has this as the major plot. You are disappearing from everyone's mind and vanishing from the Earth. The only thing that can bring you back is if you've made a connection with a girl enough for her to remember you.
* Visual Novel, he's unquestionably loyal to his master, Selma Fortenmayer (Which may have something to do with her role as the potential savior of the world). Interestingly enough, he's the protagonist of the game, not a side-character.
* Visual Novel, however the player must "play" his/her cards VERY well for that to happen.
* Visual Novel is about half the height of the other princesses and carries no weapon. Don't think that makes her weak.
* Visual Novel, is genuinely sorry for the consequences, and apologizes to Hanako as soon as she can talk to her.
* Visual Novel. Justified because if he isn't dogged enough to get the girl, he loses his head.
* Visual Novel-ness, he's been occasionally driven to spontaneously express his love for her in rather extreme (though not sexual) ways that have caused her friend to impose an informal restraining order on him.
* Visual Novel. Notable translation projects related to this drama include:
* Visual Novel novels in which the crossdressing male characters are able to become pregnant, a fact that is central to the plots of several of their works.
* Visual Novels, add a few new characters and some routes fans had been begging for for years tacked on to the original.
* Visual Novel. Saito and Hijikata's routes in particular are full to the brim with it, both on their own parts and on the parts of Kondou and the subordinates they've inspired to follow them; they are dedicated swordsmen with deeply-held beliefs about what it means to be a warrior, in an age in which swords are quickly becoming obsolete in favor of guns and Western tactics. Their senses of honor also mean that, nearly to a man, the Shinsengumi captains insist on keeping Chizuru with them and protecting her even as they face losing battle after losing battle and everything falls apart around them; whenever it's so much as suggested that it would be better for Chizuru to leave rather than have them risk death to defend her, they bridle at the suggestion that they're not capable of protecting her.
* Visual Novels, especially the romance ones taking place in schools, often make the player character choose one among the several extra-class activities (like thematic clubs or sports teams) when it is clear later that he/she could have taken part of almost all of them at the same time. The official reason is "to focus more on the girl/boy the protagonist will end up dating", but could also be because of all the complexities at programming and loads of extra lines of dialogue and plot sections that should be added to take account of the role these activities would take place in the plot.
* Visual Novels were almost all porn; it took several years for non-erotic ones to find their audience.
* visual novels with the sex scenes removed coming out once the creators have "paid their dues", so to speak, are not uncommon.
* Visual Novel, Tiné Chelc sees Servant stats as rivers around the Servant, with a faster river meaning a higher stat.
* Visual Novel was published in 2013. And, unlike in the original, they actually

decide to show her true form.
* Visual Novel, which also lacks blood, except for a few non-interactive stills.
* Visual Novel), while others are simple 2D cutouts. This gets pretty ugly when both mediums are actually shown together.
* Visual Novel, who is also the final playable character to join the party.
* Visual programming languages, which rely on graphics more on text for programming, have existed in the '90s, examples being Etoys, Alice, and Max, but
* Visual Pun: A sight gag involving a play on words, many of which may reference metaphors.
* Visual Pun as well: a map of the continental 48 U.S. states on the door.
* Visual Pun episode "Operation: C.L.O.W.N.", as Numbuhs Two and Five encounter an actual chicken trying to cross the road. When Numbuh Five wonders why the chicken is trying to cross the road, Numbuh Two struggles not to give the punchline, as earlier in the episode, he had been warned by a clown not to tell any jokes. Naturally, after Numbuh Five leaves, Numbuh Two gives in and blurts out, "To get to the other side!"
* Visual Pun in the first episode, made worse by how there weren't even any beans in the can to spill.
* Visual Pun of a listing and then the listing. (A football player pounces on a fish being reeled in = Fishing Tackle, A group of men display their ability to perform a death scene for a director = Die Casting.) One such commercial shows a convention of men, all of whom introduce themselves as "Herb". What is the listing? Herbs (silent "h").
* Visual Pun. Our hero opens a hatch on the spacecraft marked DANGER: VACUUM and is attacked by a vacuum cleaner.
* Visual Pun showing that Japan was literally "behind the eight-ball" (meaning "in a difficult situation").
* Visual Puns such as a screw and ball, a cracked pot, a dripping faucet, and a belfry with bats flying around it.
* Visual Pun telling the viewers that their campaign is over (because the fat lady sung).
* Visual Pun. The title cards announce an upcoming Sneak Preview of Mel Funn's film. Cut to the theater, and the entire audience is sneaking in, dressed in trenchcoats and fedoras.
* Visual Pun. When climbing a skyscraper, the tenants are throwing anything they can find at you, including the kitchen sink.
* Vita acts as one for both Rein and Agito. The latter even calls her "Anego" which means "big sister", but it can also mean "boss".
* Vitagen for simply being the first brand of fermented milk to appear in the country.
* Vital game functions such as "partial reset" and "complete reset" are confusingly named "Molpy Down" and "Coma."
* Vita likes hanging out with senior citizens and looks like she's 6, but she's just as old as Signum.
* Vitals revolves around a man who wakes up to find that his kidney was removed by organ harvesters, led by a man called Kaliyah.
* Vitals ringleader Kaliyah posits that he poses far more of a threat than the police force, and that calling the police will only cause the deaths of multiple officers.
* Vitamin C due to being a standard at graduation ceremonies across the nation.
* Vitamin C's biggest hit was not "Graduation (Friends Forever)", but "Smile".
* Vitamin String Quartet series of instrumental lullabies. Also remains relatively common in doctor's offices.
* Vitamin. The protagonist's boyfriend forces himself onto her while they're in school, and a classmate sees them.
* Vitamin water. The only chance you would know is if you heard the blurb at the start mentioning the product and the duck sampling it at the end shot.
* Vitani is not Kovu's litter mate but doesn't look much older than him.
* Vita Nuova appears out of thin air holding Dante's heart in his hand while it

burns. Dante doesn't seem to mind losing the heart and seeing Love feed it to someone because dreams are weird like that.
* Vita Nuova can truly love; all the women he fawns after after her death are just distractions from the memory of his true beloved.
* Vita Nuova is driven by the narrator's fears, passions, and weaknesses. He has only himself to blame when his lady refuses to speak to him, when he mistakes base attractions for love, and when he finds himself unable to handle the death of the most beautiful woman on Earth.
* Vita Nuova maintains that anyone who does not remember Beatrice and mourn must have a heart made of granite with no space for goodness.
* Vita Nuova of sinning if they do not comfort the poet in his weakness.
* Vita Nuova poem "Amore e ‘l cor gentil" is all about how love and an open heart can only exist together, as judged by the wise man, legislated by Nature, and executed by Lord Love. For a heart to exist, Love must at least be hibernating within it so that it is ready to act when the heart encounters beauty.
* Vita Nuova saw the most beautiful woman in the world from a distance and wrote poetry trying to capture her beauty.
* Vita Nuova's first meeting in 1274 before segueing into Dante's poetry about her written from 1283 to 1293. The poet explains that he didn't want to go much into his youth since stories about kids often sound made-up.
* Vita Nuova's longing poems for a declaration of love to an attractive woman that the poet doesn't really know that well. He's actually quite happy with the mistake, since it means no one will know who he really is in love with and he can continue with his writing without drawing suspicion.
* Vita Nuova's poetry, because he didn't feel he could do the subject justice.
* Vita Nuova. Still feeling indebted to her beauty, Dante continues to base his poetry off her even if he now hides his deep love for her.
* Vita Nuova. The narrator works the rest of his lady's life content with being spurned while capturing her beauty in verse.
* VI their borders, allowing them to do short-ranged raids into enemy territory as well as play defense.
* V Ith Legion reuses the old models for both the soldiers and the magitech units, on the basis that they're part of an organized military. Even Bozjan Southern Front and Zadnor get in on the action, while also adding new unit types (Aquilifers giving us Garlean Arcanists, for instance, and beastmasters being similar to gladiators, but using one-handed marauder axes in place of swords).
* Vitis vinifera, sort of tastes like it, a flavor known for some reason as "foxy"; the common "grape" flavor is based on the "Concord" variety originally bred in the town of the same name in Massachusetts and most commonly used for grape jelly. (Labrusca grapes can make wines, even good wines, but they taste rather strange to people who've never known anything other than typical vinifera wines; one labrusca-vinifera hybrid, Ravat Blanc, makes a wine that tastes rather like pineapple juice.)
* Vitius Crassus's wife is named Sarah, which happen to be the same as Shepard's mother.
* Vito Spatafore boasts about "how close" he got with Adriana La Cerva, Christopher's girlfriend, after it seems that she had an affair with Tony behind Christopher's back. Not only is Vito a
* Vitriolic Best Bud Elanor having an online friendship with Bentley, irritates Dorothy to no end. On the flip side, when Bentley learns they talk about him, he decides he's better off in prison.
* Vitriolic Best Bud heroes in the Marvel Universe, while his photographic reflexes make him an expert with virtually every fighting style, weapon, or skill. He regularly researches fighting techniques to mimmic, and as he's learnt from so many heroes who punch above their weight, so can he, often fighting heroes who are significantly more powerful than him but still putting up a real threat.
* Vitriolic Best Buds (although Damian's stunted social skills meant that it took a while for him to warm up to Jon).
* Vitriolic Best Buds, and nearly kills Wisdom when he realises that the other man

set Warren up so that he'd end up having to kill someone and would therefore be easier to mould into a soldier.
* Vitriolic Best Buds and Watson, who the two girls compare themselves to frequently) which would ultimately subvert this trope if proven true.
* Vitriolic Best Buds as the show went on, perhaps even moreso than her relationship with Chandler.
* Vitriolic Best Buds: Belittles and antagonizes their friend, but still cares for them. Can be one-sided or go both ways.
* Vitriolic Best Buds: Best friends who express their friendship in ways that make them look like bitter rivals.
* Vitriolic Best Buds. Bringing up someone is suffering failure in their career, however, is low.
* Vitriolic Best Buds: Friends who often argue with each other and get into fights, but still stick together regardless.
* Vitriolic Best Buds. However, Nero is in a happy relationship with Kyrie and the three of them live together at their Devil May Cry franchise office.
* Vitriolic Best Buds: Just because I'm your buddy doesn't stop me from calling you an idiot, a loser, a piece of shit, or other creative insults I can think of! But hey, that's what friends are for!
* Vitriolic Best Buds situation between Uryuu and Ichigo becomes a great source of amusement for everyone. Uryuu hates having Orihime point out just how close he and Ichigo have become.
* Vitriolic Best Buds slightly mockingly, as if he's buttering up K-9 for favours.
* Vitriolic Best Buds-style relationship with Reimu, who still is human and whose age is a double-digit number. Frankly, most youkai with human friends are like this.
* Vitriolic Best Buds that consists exclusively of them arguing. One thing that can make it hard to separate the vitriol from good-natured ribbing is that one will often acknowledge a particularly good shot from the other with a "Nice" or by noting "It's probably true, but you still shouldn't say it."
* Vitriolic Best Buds, Three is always bouncy, full of energy, and always eager to go out on a mission (even when she's deemed "too small a number" in the earlier episodes). Four on the other hand would rather spend his time tinkering things on the sofa and is overall a calm and collected Numberjack... however, he does get nervous when he's asked to go on a mission.
* Vitriolic Best Buds: Two friends who argue and bicker with each other.
* Vitriolic Best Buds: Two friends who argue and insult each other constantly, but do genuinely like each other.
* Vitriolic Best Buds (Type 1): My friend over here insults me and ridicules me. Despite this, I treat him kindly nevertheless.
* Vitriolic Best Buds (what Arle essentially describes their relationship as) is a thing.
* Vitriolic Best Buds with Lucifer, Chloe's current love interest. In fact, Dan actually ships them together.
* Vitriolic blogger John Solomon also attempted a Remix of the entire comic strip, entitled
* Vitruvian H.A.C.K.S., in which the Gorgon Horde is more than happy to oblige.
* Vitruvian H.A.C.K.S. series created by Boss Fight Studio features several skeletons warrior figures with Greek motif.
* Vitruvius is a minor offender here: Almost all of the non-licensed characters have yellow skin, with a few non-humans (e.g., the vampire) having non-human skin tones. Vitruvius owns the
* V. It's unlear if she's of another race/ethnicity or just tanned. Doesn't apply in the game proper, where either V can be of any race/ethnicity.
* Vittoria, a 1954 sci-fi juvenile by Lee Correy (G. Harry Stine). Though he describes it as an 'oblate spheroid' (e.g. a flattened sphere).
* Vittorio Malvora also uses them. Harry points out that when you've had centuries to practice and can launch them at a hundred miles per hour, you make up for the fact that thrown knives aren't particularly good weapons. Hell, even when one

misses the hit from handle causes Harry's hand to go numb.
* Viudas E Hijos Del Rock And Roll, and he is treated as "THE" greatest figure of Argentine rock ever.
* Viudas E Hijos Del Rock And Roll. She was a fan of Argentine rock in general, to the point that she became a music journalist. And one day, she discovered that Roby, the legend of Rock, was his lost father!
* VI. Until then, he either only exposed his chest or his navel, but not both at the same time.
* Viva Caligula allows you to raise the dead to fight for you, along with a flame weapon. Combining the two gets this trope.
* Viva Caligula. Combine the two: Your own personal army of flaming skeletons! The fire doesn't bother the undead, but any living enemy they touch will burst into flames, steadily draining their health until they collapse, at which point you can add another skeleton to your army.
* Viva Caligula website is built around being a crazy tyrant and killing everyone you meet in creatively horrible ways.
* Viva Knievel! and Frank Gifford play fictionalized versions of themselves.
* Viva La Bam: Here are a couple things to describe Vito, He blabbers and freaks out uncontrollably, his favorite food is veal scallopini from Antonio's, he definitely loves the ladies to an extreme, He's Phil Margera's older brother, but sadly he hates Russia.
* Viva La Bam" misadventures because he wants to "stay home and look up porn. And smut. *pause* Ew, it's a dog."
* Viva Las Pegasus": Zigzagged. Applejack and Fluttershy work with the Film-Flam brothers to expose Gladmane for manipulating his employees. Partway into the plan it is reveal that they have disguised Fluttershy as "Impossibly Rich" to trick Gladmane into confessing that he has manipulated his employees, but Gladmane sees through the plan. It turns out that this was part of the real plan all along and while Gladmane is bragging, he doesn't realize he has been tricked into confessing, which the viewer doesn't find out was part of the plan all along until after it happens.
* Viva Laughlin (who had a recurring part!), it met with critical venom, lost viewers at a precipitous rate and was dead within a week.
* Vivaldi; they were the first concertos to put so much passion into a single instrument and forever defined what concertos in the future would be like.
* Viva Maria!), set in a fictional Central American country around the time of the real-life Mexican Revolution.
* Viva Max!, the eponymous General Maximillian is driven to near insanity when the Mexican woman he has a crush on spurns him and insults his capacity as a military officer. He assumes that, naturally, the best way to impress her is to recapture the Alamo.
* Viva Max!, when General Maximillian, after somewhat successfully attempting to recapture the Alamo, draws a line and asks his men who want to give in to the local sheriff's orders to leave. Everyone stars to cross, but go back when Max's assistant—the only man in the company actually carrying ammo—points a gun at them. Max's men decide to stay of their own volition.
* vivandieres were French female independent merchants who followed Napoleon's armies in wagons to sell food, small luxuries, and wines to the troops. Some of them also did a little hustling on the side, though this was frowned on by most of the girls, who viewed themselves as legit tradesmen. During the great retreat in Russia, many of them rescued stranded and wounded troops, and even in some cases fought off marauding Cossacks. They were swashbucklers of the first order, and they need their own flick.
* VivaPinata: In "Mr. Unbustable", Fergy Fudgehog takes part in a training regimen created by Meinhardt Mousemallow, and a training montage is played where Fergy ends up becoming incredibly bulky and impervious to damage.
* Viva Piñata cartoon had a chase on really slow-moving forklifts.
* Viva Piñata cartoon is about visiting a character's old uncle at a retirement home. One of the gags used is that paint drying is actually an exciting

pastime for the residents (along with the Grass channel, which featured grass growing in real time).
* Viva Piñata doesn't technically have a sandworm, but the Whirlms can dive into the ground without making a mark and pop out again without any dirt on them, so they could easily burrow through ground like a sandworm if they wanted.
* Viva Piñata features a literal example. According to Leafos, you'll only be able to tame sour Mallowolves "when Rashberries fly". Taming a Mallowolf actually requires a piñata called a Pigxie, which is acquired by getting a Rashberry to Romance a Swanana.
* Viva Piñata has an item called the Weathergirl Wig. It's a blond wig. The description says, "It decreases the wearer's intelligence by 50%, but apparently, [blondes] do have more fun."
* Viva Piñata has a piñata get broken open, dropping the Rare logo as the piñata’s remains are eaten by several others.
* Viva Piñata has this as a mild inconvenience. It happens to Dr. Quackberry in "Party Parasite".
* Viva Piñata He then goes on to demonstrate that a Chair is not as cool as a SPACE-CHAIR! Ice cream is bested by SPACE-ICE CREAM! And his evil plot becomes an evil SPACE PLOT! Hudson concedes the point after he realizes that he is now SPACE HUDSON!
* Viva Piñata, it takes him 50 years to actually reach the volcano.
* Viva Piñata manages to invoke this with one of the wild and destructive sour pinatas. While sour it looks like a horror movie bat and makes other pinatas sick with its bite. Once you cure it (with garlic) it becomes... A rabbit-like thing with hilariously tiny wings.
* Viva Piñata references the popular Japanese cookie snack Pocky.
* Viva Piñata sim management tasks that kids, and even some adults, just couldn't handle. As such the franchise only lasted a scant two years.
* Vivarium the two protagonists try to exit a neighbourhood filled with identical houses, but no matter which way they turn (or even if they go straight) they always end up at the same particular house.
* V. Ivashchenko subverts the trope with Valle, called "Black Earl". While a necromancer, Valle can treat diseases and curses beyond the abilities of regular healers, which are quite common in Ivashchenko's works. Valle learned healing in an attempt to turn his own necromancy backwards, to reduce the extreme prejudice he was treated with.
* Viva Variety had a game show where contestants tried to identify the products being promoted in (fictitious) European commercials. Not one commercial had anything to do with what was being sold.
* Viva Variety Mrs. Laupin. They even do a romantic musical number together called "My Divorce."
* Viva Variety were originally supposed to be generically European; however, most viewers perceived Mr. and the former Mrs. Laupin to be French, and eventually it was implied that they were. Johnny Bluejeans' origins were left vague. It's also suggested at other times that they hailed from somewhere on the eastern side of the Berlin Wall, such as Mr. Laupin's comment on a crappy "Beach Blanket" film he and Agatha starred in: "To celebrate our success, we used the money from the film to buy some toilet paper and a cabbage... Good livin'." American blue jeans were also famously popular contraband in the Soviet Union.
* Viva Villa!, Pancho Villa the bandit and guerrilla fighter has a bad habit of slaughtering all his prisoners. Madero gets him to stop doing this for a while.
* Viva Zapata!: Diaz's solders, manning a fort, take little notice of the old ladies that are hauling bags of produce to market. They do not realize that the old ladies aren't hauling bags of produce, they're hauling bags of gunpowder, and they're leaving trails on the ground via holes cut in the bags. The soldiers start shooting when the old ladies get too close to the gates but it's too late, as the trails are lit, the gates are blown, and Zapata's men take the fort.
* Vivec tradition holds that he was not born in the land that would eventually become Morrowind, though does not specify where he was born. Even the year of

Nerevar's birth is unknown, though had to have been prior to 1E 369 when he first appears in the historical record.
* Viveka Codd, while not a world-class beauty, is taller than average but regarded as pretty.
* Vive Sin Drogas ads feature a decidedly less horror-based variant. In one ad, after the boy overdoses on drugs, his head does a full 360-degree spin several times before he collapses and dies.
* Vivi’s greatest trait is her nigh-unbreakable optimism and pluck even when faced with the massive threat of criminal organisation ripping her country apart from within. Her wild bravery has freaked out her guardian Igaram (who fears Vivi will become a pirate) and inspired her friends the Straw Hats to save her country.
* Vivia and Merik used to be best friends with Serrit Linday, but as they grew up, Serrit's political ambitions
* Vivi, a character who'd been introduced in the Reverse Mountain arc, traveled with the Straw Hats since Whiskey Peak, becoming fairly close with the rest of the crew. At the end of the arc, Vivi is formally invited to join the crew, and even ditches her speech in order to meet up with the Straw Hats... and say she can't come. Shortly thereafter, Nico Robin, a former enemy who'd been introduced not long after Vivi, appears on the Going Merry and invites herself into the crew.
* Vivi administers one to Nami after she moans about missing getting Crocodile's gold-plated crocodile statue in Rain Dinners.
* Vivia finds Virgil's severed head (and hands) stuffed into the refrigerator in
* Vivi also counts as a Decoy Crew member. She travels and adventures with the Straw Hats for over three story-arcs, is even given her own theme song and commercial eyecatcher, but at the end of the day it's the previous villainess Nico Robin who joins as they leave Vivi behind to rule her country. Now that's a plot twist.
* Vivian and Constance D'Aramis actually faked Constance's death so that one could appear as
* Vivian and having actual support, Vivian slowly becomes way more assertive, to the point where, if you have her out during the fight with the Shadow Sirens at the end of the game, she will actually tell Beldam off.
* Vivi and Arthur keep a stash of various things to protect them from the supernatural in their van in
* Vivian Francis Porter but is actually a Dumb Brunette in contrast to her smart blonde.
* Vivian had a sheltered upbringing, and so she's completely lacking in social graces. She's
* Vivian has a lot of nerdy interest, ranging from anime to musicals, that she's both deeply invested in and deeply embarrassed if anyone finds out about.
* Vivian Hsu voiced Aisha in the TV and HD Remaster versions; she was replaced in the TV Movies.
* Vivian Maier lived in obscurity unknown and unpublished, pursuing a photography as her hobby. Now she is considered a major street photographer of the 20th century.
* Vivian Soontodie and mocks her for wearing a catsuit. Vivian kicks her.
* Vivian Stanshall (born Victor Anthony), the Bonzo Dog Band frontman, among other things, embraced the christened name of his father (who hated it and prefered to be called Victor).
* Vivia spends the entire session of the Battle Council growing increasingly annoyed with the Councilmen seemingly out to sabotage every one of her ideas. When they imply that they'll never treat her as their equal, much less superior, she finally breaks and goes straight into
* ViVid as her personal skill. However, her defense are very weak compared to her speed.
* Vivid Conceptions of the protagonist—it kills or harms nearby bugs, and gets rid of destructible blocks.
* Vivid Conceptions. When activated, it destroys nearby enemies and fragile blocks.
* vivid daydreams of a beautiful forest filled with friendly magical creatures.

* ViVid, greeting Vivio rather enthusiastically whenever she would return home after an extended time.
* Vividly showing (or describing) something scary which directly affects the human body.
* ViVid makes her first appearance standing on a street light as she challenges Nove to a fight.
* Vividred Operation, Akane Isshiki carries a tube of mayonnaise around with her and puts it on everything. She manages to convert a few of her friends as well.
* Vividred Operation anime...where the girls are given their powers through pure science.
* Vividred Operation: An impromptu kendo match has Akane using twin swords against Wakaba.
* Vividred Operation before gradually speeding back up to a sprint once they're out of the teacher's sight.
* Vividred Operation: Despite Kenjirou's knowledge of the threat that the Alone had presented to humanity, the scientific community remained skeptical and excommunicated him.
* Vividred Operation has his consciousness transferred to a stuffed otter for most of the series.
* Vividred Operation, has this in regard to its primary antagonists The Alone. Unlike Neuroi though, Alones actually have biological parts.
* Vividred Operation is a professor who had participated in the development of the Manifestation Engine and is shown to be a talented researcher who may forget family meals while involved on his projects. Following an accident, his body literally become absent of mind as his consciousness gets transferred into a doll.
* Vividred Operation, the military tries to fight the Alone with tanks, planes, and warships, but they only cause minor damage.
* Vividred Operation, Vivid Yellow's Vivid Collider is a human portable particle accelerator / wave motion cannon capable of vaporizing the show's monster of the week pretty much instantly.
* Vividred Operation with Akane to become Vividblue, the hammer grows to about six feet long.
* ViVid, she goes toe-to-toe with Nanoha, an experienced solider wielding latest in technomagical hardware. When she gets her own series, she's struggling against juvenile civilians in martial arts tournaments. It's explained that Nanoha damaged her Linker Core when they fought but it comes across as a blatant nerf to stop Vivio from curbstomping everyone.
* ViVid) sometimes inherit his memories and martial arts knowledge. Einhart denies being an "extension of his existence" though.
* ViVid Strike!. And unlike most examples, she actually hates martial arts.
* ViVid Strike!: Einhart and Nove offer Fuka a job at the Nakajima gym and perks as free food and lodging as part of their recruitment after her initial refusal to join. They use the fact that Fuka needs the money to help support the orphanage and Fuka's recent loss of job as leverage in order for her to accept. This is a non-malicious example as Einhart sees potential in Fuka and genuinely wants to take her in as an apprentice.
* ViVid Strike! franchise, despite being the only one to not feature any characters from Earth.
* ViVid Strike! has a rose motif in her transformation sequence, complete with her magic taking the form of thorny vines while applying her Barrier Jacket. Fittingly, her character is defined by her inability to move past the events surrounding the death of her grandfather.
* ViVid Strike! has Fuka protecting Rinne from some bullies when they were children.
* ViVid Strike! has Rinne and Fuka visiting Rinne's grandfather's grave.
* ViVid Strike!, her opponent forces her to break her self-imposed rule of not using grappling attacks (which wasn't purely imposed out of overconfidence, but to prepare herself for tournaments in which they aren't allowed).
* ViVid Strike! is the first sign that her cold personality is merely a mask.

* ViVid Strike!: It's mentioned in passing that Jill's career as a competitive fighter ended because of an unspecified injury she suffered in training.
* ViVid Strike! used to be a skilled martial artist, but she was forced to stop competing after she received an unspecified injury while during training.
* ViVid Strike!, where it's revealed that Nove isn't allowed to compete in martial arts tournaments due to her being a combat cyborg.
* ViVid Strike! who easily makes friends and was adopted into a well-to-do family, Fuuka is a martial arts-hating cynical orphan who easily gets into fights with other people and needs to work various odd jobs just to feed herself. While Vivio ends up becoming friends with Einhart as a result of fighting against her, Fuuka had a falling out with her old friend Rinne.
* ViVid tends to avert this trope in general. Characters who are weaker or less experienced than their opponents cannot win against them.
* Vivien Leigh. But both her Belles are deconstructions of the character:
* Vivienne frequently addresses other characters as "darling" or "dear." However, depending on the context, it can be either an endearment or a condemnation.
* Vivienne gives a string of Little No's of the first type when she's refuting Ghidorah (specifically Ichi's head) with a
* Vivienne is this. During her introduction, she even mentions that she was manufactured less than three months ago.
* Vivienne Pinay and Honey Mahogany's double elimination in Season 5, as it was the first in the show's history.
* Vivienne Westwood has bright orange-red hair, which she dyes to maintain its shade (she's 70 years old, and would probably be at least partially grey if it weren't for the dye).
* Vivienne with her, given the setup. (She does come back for a visit, though, and occasionally gets mentioned by other characters, so she's not completely forgotten.)
* Vivien Reid likes nature. Particularly the red-in-tooth-and-claw kind of nature. The flavour text to Sudden Spinnerets, a card about a creature spontaneously mutating in front of her, is to say that it "delights" her, and in the story she gets a little upset that she couldn't charter a ship to go and find the giant demon kraken that eats trade ships.
* Vivien Thomas, whose parents thought they were having a girl and really liked the name. Also has a nephew named Koco.
* Vivi mis-translating octopus sign language and forcing Luffy into a surfing competition Boss each administer one of these to Vivi when she offers to translate a goodbye.
* Vivi. Much more powerful than normal black mages and a longer life span, but he was never zombie-like and easily controllable like the others. While seen as a flaw by his creators, this worked out rather well for him
* Vivio is just like Einhart in that regard, although fighting is more of a hobby for her than a compulsive drive. She wants to be strong enough to one day be able to protect those that gave her the chance to have a normal life, especially her Nanoha-mama.
* Vivio shows the other end of the spectrum in that enough raw power can overcome any amount of skill. When she was first introduced, she was a six year old girl who hasn't had a day of combat training, formal or otherwise. With nothing more than brute strength, she managed to take on the best aerial combat mage in the entire TSAB utilizing the latest in military hardware. And she probably would have won if she had actually wanted to.
* Vivio spars with Einhart and loses easily, disappointing her, as she thinks Vivio cannot possibly be the Sankt Kaiser. Vivio proposes a rematch in a week and hopes to get strong enough to satisfy her. Since Vivio heard about Nanoha fighting Fate in Magical Girl Lyrical Nanoha StrikerS.
* Vivio was introduced to the franchise dragging herself through a sewer in rags and was later kidnapped, tortured, and forced into a fight to the death with her mother. At no point in any of the later seasons does she let the memory of this affect her, to the point that Rinne mistakenly believes that she never underwent

any hardship in her life (since everything related to her trauma was classified by the TSAB).
* Vivir al Día, from 1998, which addressed many topics that were then taboo in Chilean society, such as homosexuality, abortion or drug use. The creators expected a reaction from the moral guardians, but in reality the show was watched by very few people and caused no controversy.
* Vivisector Beast Inside catch up with you and kill you with a casually-placed detonator to the chest. Oh, and it can turn invisible at will, as well, to both sight and radar, making it even harder to avoid the monster. Games designers are sadists, clearly.
* Vivisector: Beast Inside has this in abundance: the animalistic enemies are faced based on their level of feralness and anthropomorphism. The Human enemies also get stronger as the game goes on. In a subversion, though, the final leg of the game contains "unfinished" versions of the animal enemies that are pathetically weak and easy to take out..
* Vivisector: Beast Within allowed massive chunks of flesh to be ripped away from an enemy with little more than a pistol, and even the basic knife or scalpel weapon could completely gib an enemy without much difficulty under the right circumstances.
* Vivi's favorite food is okonomiyaki, a savory pancake, though as a
* Vivi's reaction when Nami is able to predict when a cyclone will hit while navigating the Grand Line, something regarded as impossible by most pirates. She wonders whether Nami does so less from researched skills and more from innate ability.
* Vivi tells Luffy, Zoro, and Nami not to ask her about the identity of the boss of Baroque Works, because if she tells them, they'll be in danger too.
* Vivy: Fluorite Eye's Song follows the adventures of a robot songstress named Diva, as well as an AI named Matsumoto who has traveled back in time from 100 years in the future, to change history and prevent a world-ending war between humans and AI that breaks out on April 11, 2161.
* Vivy: Fluorite Eye's Song from Episode 6, various characters are seen wearing clothing decorated with lime green luminescent lines remniscient of those seen in 2161.
* Vixen. Cue much hilarity in British computer magazines (one remarked "I bet she does").
* Vixen. First appearance in Fall, 1978. But in a title only available to DC personnel.
* Vixen shouts out the name of the animal that she is using the powers of.
* Vixen was billed as the American Kong event, stayed talkative after returning to the ring in SHINE, though still not particularly talkative by wrestler standards.
* Vixy and Tony. (They also work with Seanan a lot — see "Wicked Girls.")
* Viy, with Anastasia being the last in their line to form a contract just before her death.
* Viz - "A donation of just £2 a month supplies an African village with water says my water company, yet they charge me £10 a week, the robbing sods"
* Viz (and what's more, she always believes it's truly her fault) and leading her to spend money she doesn't have to cater to her son's every whim. In one old strip, he pretends to be sick to get out of school and keeps implying that it's his mother's fault. The doctor then tells Timmy's mother that "There's nothing wrong with your son that a good smack on the bottom wouldn't cure!". In the annual he runs away from home because his mother put two sugars on his Weetabix when "She knows!" that he only has one and three-quarter sugars.
* Viz bear the warning "not to be sold to children" due to the art styles of the covers and most strips being more associated with traditional British children's comics.
* Viz character Mr Logic takes everything said literally. For example when he is asked to boil the kettle he points out that the kettle is made out of stainless steel and he can't produce a temperature high enough to boil stainless steel.
* Viz does this a lot, notably with the strip Jack Black, which is a parody of

wartime comics and books such as The Famous Five series. The occasional one off strip drawn by the same artist will often involve surreal stories. Some 'news' articles are done in the same manner.
* Viz features Biffa Bacon, who is a bully, but who himself is bullied by his parents constantly, and occasionally his uncle too. The character was based on a father joining in a fight their son was having with someone (it was never clear whether what this person had done to make the person fight them, or if it was a random assault).
* Viz, featuring a 16-year-old cashier who showed more interest in her mobile phone and blowing bubbles with her bubble gum than she did in serving customers.
* Viz. Fortunately for those without naval training, a feature further inside the comic explained the signal-flag alphabet.
* Viz) gives us Sid the Sexist, who, while not wearing a leisure suit, is very much a virgin despite his claims to the contrary and his attempts to change that situation. His friends could also possibly come under the same category - while they have occasionally been shown having success with women, usually they appear to look up to Sid for his 'studliness'. One strip even featured the brother of one of Sid's friends, who wore a leisure suit and claimed to be a massive hit with the ladies. Sid attempts to one-up him by getting several love bites - with the aid of a bicycle pump. He is, of course, caught and mocked by his friends. But then the last panel shows the friend's brother, alone in a tiny bedroom, doing the same trick, surrounded by porn magazines, used tissues, inflatable dolls, and other sexual paraphernalia, making him possibly the only character to have ever been made to look even more pathetic and lonely than Sid in the strip.
* Viz had a Jack Black strip where Jack teams up with the local priest to frame someone as a pedophile by planting the priest's supply of child porn on him.
* Viz had a one-off strip with a comic called "Bert Midler, Biddy-Fiddler" about a perverted young man with a fetish for very elderly women. He dates a 92-year-old and then, when she dies, starts looking for a new girlfriend among her similarly-aged friends at the funeral.
* Viz has a running joke about how it "isn't as funny as it used to be".
* Viz has been manufactured and sold in real life, even the Elvis Presley Dambusters Clock Plate of Tutankhamen.
* Viz has done many parodies of General Jumbo and featured one-off strips about evil living toys and similar things. Regular strip "Tinribs" is based around a young boy's "robot" (actually glued together from random parts and unable to do anything mechanical) which is typically used to mutilate or kill the boy's teacher in every story. Another recurring strip using the trope was "Tommy Salter's Chemical Capers" about a boy who would perform horrifically dangerous, and usually fatal to others, experiments with his chemistry set.
* Viz, is the rewriting of familiar coarse exclamations in an antiquated style.
* Viz Media and didn't want to read the manga, they had to watch fansubs of the three OVAs.
* Viz Media naturally warm voice became unexpectedly beloved with Venus fans.
* Viz Media seems to make a habit of putting unusual content warnings on its English-language M-rated manga.
* VIZ Media's recasting as unlike in Japan, the same cast plan to cover that as well.
* Viz Media, which took itself more seriously than the original, gets the same reaction from fans no matter what dub of the original they prefer.
* Viz occasionally featured a strip whose protagonist was cursed with the power of being a "Tranny Magnet". Women with facial hair (or men in drag) just wouldn't leave him alone. He got no attention at all from cisgender women.
* Viz once featured a letter from a reader asking if anybody knew whether or not Rohypnol works on sheep. He hastily added that he had a friend who wanted to know.
* Viz once worked as a nail gun by having a load of nails inserted anally, which he the farted one-by-one at the relevant target. As the nails were funnelled into his bum, he pointedly warned readers to "be extremely careful when you try this at home".

* Viz - only for his mother to intercept them as they enter the house, drag them into the living room and proceed to totally ruin the whole thing by showing the girl albums upon albums of Sid's baby photos.
* Viz. Readers familiar with the characters can probably guess how successful they were.
* Viz. Sometimes he's Roger's agent and at other times he's Roger's producer, but he's always Roger's straight man. One strip featured a sign on his desk that had "straight man" as his job title.
* Viz's sister boys-love publisher SuBLime also makes a habit of using content warnings - depending on the steaminess of a title and its rating, the warning could range anywhere from "suggestive themes" to "frank/graphic depictions of sex."
* Viz - the first two activities into which the titular Larry Ladd is pushed by his father are boxing and ice-skating.
* Viz using the power of his flatulence to drive the vessel at incredible speeds.
* Viz was concocted primarily to jam as many words for the bottom onto one page as possible.
* Viz was once best man at a wedding. Knowing that he would need some jokes for his speech, and being Mr Logic, he came up with these belters:
* Viz) who speaks like a Victorian gentleman and acts like a modern delinquent.
* V. K. Wallstreet, a wrestling stock trader. Played, amusingly enough, by Mike Rotunda, who's also on this list as Irwin R. Schyster. The "V.K." initials were a sideways dig at
* Vlad and Ingrid get a dose of this trope. Vlad doesn't want to become a vampire as the family tradition dictates, and Ingrid is often ignored in favor of Vlad.
* Vlad bites Erin, she goes from being the face of the Vampire-Slayer alliance to biting people and actively breaking the ceasefire.
* Vlad bites Erin to save her life. She then vows to never forgive him, mocking him for every failure and even making an attempt on his life.
* Vlad fits the trope for Ingrid, just as she, though older, covers the "annoying" bit for him: he doesn't want to be a vampire but is still favoured by his father, and she
* Vlad III declares Pyrrha Nikos to be this, as she had started to become overconfident due to being the strongest student in Beacon Academy and doesn't train to her fullest potential, and she hasn't tried to truly master her Semblance. He makes it his pet project to correct this and fully unlock her potential. He succeeds. Pyrrha unlocks new levels of power and new applications of her Semblance but declares her eyes are opened and she has no limits. She will constantly train so that she will remain undefeated.
* Vlad III explains that his Noble Phantasm, Kazikli Bey, gives him power over the concept of impalement itself. Pyrrha Nikos is shocked and says that is impossible. He tells her that she should learn not to limit her thinking, especially with all the unusual things in the world already.
* Vlad III of Wallachia) once received some Ottoman emmisaries, who due to their religion, refused to remove their turbans. He made certain they could never take them off; nailing them to their heads.
* Vlad III, who is the Prince of Transylvania, gives up his humanity to gain the power to destroy the Ottomans and protect his family.
* Vladimir Glebov is a classist who styles himself as a Russian aristocrat that repeatedly calls Niko and Roman Bellic "serfs", "yokels" and "peasants" due to their Serbian background.
* Vladimir Guerrero is yet another example. The man was known for not having any speed when it came to running the bases, but a game didn't end without him getting multiple hits with the bat. He was picked for the elusive Baseball Hall Of Fame because of his success as a great hitter.
* Vladimir Kozlov as he softened from guy who likes seeing him in pain to guy who genuinely likes him.
* Vladimir Kozlov cut a promo where the audience cheered when this was brought up.
* Vladimir Kozlov passed through a fascinating progression of this. He started out never speaking at all (which was also emphasized by his ring entrance, which

featured no music or sound). Eventually he got a musical theme and began speaking, but he could only say things in Russian with the occasional English phrase. Now he speaks in English (with a Russian accent) exclusively, but still doesn't talk all that much.
* Vladimir Kozlov. She'll be built up to goddess-like status, and then have some real matches.
* Vladimir Kozlov's was pretty much the bad guy because he was a native of the Soviet Union (born in Ukraine billed as Russian) even though he came to WWE long after the Soviet Union had dissolved.
* Vladimir Kozlov to the WWE. Also, Jeff Jarrett said that Vince was one of his biggest supporters during the death of his wife, so things have probably been patched up between the two.
* Vladimir Kramnik defeating Garry Kasparov in the year 2000 was a similar situation.
* Vladimir Lenin command economy resulted in tens of millions of deaths.
* Vladimir Lenin, despite being unable to talk or feed himself properly.
* Vladimir Lenin died, so God and the Devil get together to decide where he should go. After a brief discussion, they settle on Hell. After a few weeks, the Devil runs to God, telling him that Lenin has organized the demons into a labor union, so now they are demanding heavenly conditions in exchange for their hellish work. He begs God to take him to Heaven, figuring that there won't be any negative social conditions for Lenin to make use of to make trouble. God agrees. A few weeks later, the Devil calls God to ask how Lenin is doing. God replies, "First of all, it's 'Comrade God'. Second, there is no God. And third, I'm late for a party meeting."
* Vladimir Lenin) - got exiled into deeper Siberia, which was colder and more barren, but still only required time and effort to escape from. At least once he did so just by hopping on the nearest train!
* Vladimir Lenin he halted the persecution of the Orthodox Church and allowed it to revive in a big way after the war, until Khruschev mounted a fresh anti-religious campaign. After him it was mostly relaxed once more.
* Vladimir Lenin. Of course, it was conveniently misplaced by Uncle Joe and declassified only after his death.
* Vladimir Lenin's work for the 20th century after 70-odd years of contrary evidence to his prediction of "hypercapitalism", by suggesting that western capitalist economies had staved off inevitable collapse due to exporting surplus capital to their colonies, therefore making the "class struggle" global. As Thomas Sowell pointed out, aside from Lenin not citing his sources, the categories he used to illustrate his argument ("Europe", "Africa-Asia-Oceania", and "Americas") lumped together so many disparate economies under the same rubric that the data was completely useless at proving anything. In reality, the industrialized economies primarily invested in each other, not their colonies, which only further dismantles communist theory of an ever-increasing capital concentration leading to revolution.
* Vladimir Lenin, though, the Soviet government had to develop new embalming techniques to preserve the corpse, and in contrast to Evita, who only required occasional examination and touching-up until her final burial decades later, Lenin's body has to be regularly maintained (including chemical baths) and monitored to ensure that it remains in viewable condition.
* Vladimir Lenin, who, despite their flaws, were extremely well-read and educated men.
* Vladimir Makarov also wants to start war for fun and profit, though the "fun" in this case is "dead Americans/British/miscellaneous Europeans" and the "profit" is Ultranationalist Russia ruling all of Europe like it "should have" after World War II.
* Vladimir Mayakovsky, an unorthodox late Imperial Russian turned Soviet poet, was known among other things for bold and untried, if imprecise, rhymes in the Russian language. He often deliberately put the most expressive word at the end, even if it was usually considered unrhymable, and came up with a rhyme for it, come fire or water.
* Vladimir Nabokov and his wife, Vera, to whom he often dedicated his books.

* Vladimir Nabokov, in which you actually find out in the foreword how most of the characters end up, but you don't realise it until you've got to the end.
* Vladimir Nabokov speaks even more languages, including Russian. Nabokov was, of course, himself a polyglot, speaking several languages, and is one of the few writers to have composed works of literary merit in two languages (in Nabokov's case, Russian and English, of which the former was his native language).
* Vladimir Putin, after being crippled by friendly fire from a fellow KGB officer during a riot, turns on the Russian government and becomes an outspoken community organizer, who is frequently interviewed by international news.
* Vladimir Putin has based most of his public persona on this perception.
* Vladimir Putin is proficient in several different martial arts and has been practicing them since childhood.
* Vladimir Putin still becomes President of a post-Soviet Russia, but stricter term limits than OTL mean that he's only in office for six years. Afterwards, he becomes Russia's ambassador to the UN, quickly being elected Secretary-General.
* Vladimir Putin, who didn't know any English when he was first elected (having been stationed in East Germany during his KGB days) and had to learn the language.
* Vladimir Rezun, better known by his pseudonym of Victor Suvorov, a former Soviet GRU agent, says that among the first rules they were taught was - no sunshades, no raised collars, no hands in the pockets. After all, why should they look like spies if they are not spies but Soviet Intelligence Agents?
* Vladimir Smirnov died in 1982 of fatal complications after an accident in which Mattias Behr had broken the tip of his foil on Smirnov's suit and then unknowingly pierced Smirnov's mask, driving the broken tip
* Vladimir Stane meets one, "The Ol' Biglio", which leads him into Hades.
* Vladimir Taltos's first encounter with his eventual wife consisted of her trying to assassinate him for a rival crime boss (she technically succeeded, but coming back from the dead isn't impossible in this setting).
* Vladimir Ulyanov, now a scheming terrorist roaming the Eurasian skies in an airship.
* Vladimir Vasiliev becomes a major plot point in the later books of the series.
* Vladimir Vasilyev and would probably assume the heavily-armed invaders were part of a government anyway.
* Vladimir Vasilyev are concerned. By the time of the novel's events, 70% of the Aczanny race has been wiped out, most of them during the first few months of surprise attacks.
* Vladimir Vasilyev around the Solar System except for a very narrow vector on the ecliptic (they could have fully isolated themselves but that would just put Earth under siege, cutting it off from the war). Even then, the Shat Tsurs jump in along the vector at the edge of the system only to immediately jump at another vector within the bubble.
* Vladimir Vasilyev books, aliens tend to call humans "Homo", likely derived from "homo sapiens".
* Vladimir Vasilyev (British) captain is seeking to hire a Tauridan (Crimean) pilot to help him sail the treacherous waters of the Euxine (Black) Sea. While the local pilots (called "shtarkhs") use more magic than learning to navigate the sea, Ralph also has a piloting degree from the Southampton Naval Academy. He shows his diploma to the captain, who immediately asks how his good friend the chancellor of the academy is doing, seemingly forgetting his name. Ralph helpfully supplies the name and, when the captain asks how the chancellor's wooden leg is feeling, calmly corrects him that, when Ralph last saw the chancellor, he had two good legs but only one eye.
* Vladimir Vasilyev called Longers was found in Big New-York that have a lifespan roughly double that of normal humans. They were slaughtered by normal humans who couldn't bear to have other humans live for so long. However, several characters (members of other races) admit that this means that humans are more likely to make advances and change the status quo due to their short lives.
* Vladimir Vasilyev has. The only reason the "wolves" even came is that Earth is their home (they were abducted by aliens 400 years ago to serve as mercenaries in a

war).
* Vladimir Vasilyev) have become averse to killing thanks to the Bio-Correction that extracted the "wolf" gene from everyone. The wolves are disgusted with their brethren, as they realize that any alien power could waltz in and take the place with hardly a shot being fired.
* Vladimir Vasilyev, it's mentioned that Earth and the core colonies are suffering from overpopulation and pollution, while the outer colonies are, for the most part, tiny and isolated, where law and order don't really matter as much as the power of your blaster. By the time of the third and fourth novels, the influx of alien technology has revitalized humanity, and Earth and the colonies are actually not a bad place to live anymore.
* Vladimir Vasilyev of sorts, and a barely-mentioned nation called Sinojapan.
* Vladimir Vasilyev' portals that can be used to transport entire armadas instantaneously (normal FTL travel is fast but far from instantaneous and can be detected far in advance of arrival - arriving ships leave an "imprint" in space). The duology is even called "The War for Mobility", as both sides realize that the more mobile side wins. In the end, the good side (the one with humans) ends up obtaining the portals and quickly figuring out how to use them to capture the "evil" side's Emperor, forcing their surrender.
* Vladimir Vasilyev: Several novels are set on a world whose surface is uninhabitable. Instead, people live on giant leaves that float on the strong air currents. Some of the stories deal with characters who find themselves on another leaf and are unable to return home when the winds separate the leaves.
* Vladimir Vasilyev's novelization goes with the former. In fact, in the book, the tank controllers stay in the transport plane during missions, as the signal is too weak to penetrate the force field thrown up by the UFOs. Another Russian novel, inspired by the game (but taking place a century later), has the crippled general in charge of the task force pilot the tank using a VR helmet.
* Vladimir Vasilyev, the entire continent of Antarctica swaps places with a bunch of island chains near the equator. The book deals with the consequences of the frozen continent suddenly becoming much a more favorable piece of real estate (even if it will take a few millennia to melt) for the world powers. A bunch of drunk Antarctic researchers send out a radio message declaring independence, calling for the creation of the Free Antarctic nation. Despite half of the world supporting them (as they agree, it's not the half that matters), Antarctica finds itself blockaded by the US Navy and, eventually, outright invaded in a "peacekeeping action". Earlier, the Antarcticans start claiming that they have found an alien device in the melting ice that appears to be some sort of FTL drive that works by swapping two locations. They threaten to use it in the event of an invasion. Turns out it's just a bluff, which no one seems to be buying. Then, in the middle of the invasion, an American destroyer disappears and reappears in orbit. The President couldn't sign the order to pull out troops fast enough. It turns out that an Antarctican found a glowing orb with strange symbols on it buried in ice. Then he tripped and dropped it on the floor. The result was Antarctic moving to its new home. After using it to secure the sovereignty of the Free Antarctic nation, he buries it where no one will ever find it.
* Vladimir Vasilyev, three alien armadas are heading towards Earth and two other major human worlds. As part of defending them, powerful Nonlinear Field Generators are engaged, preventing the enemy from warping in, leaving only a tiny (by comparison) window, allowing them to "funnel" the enemy into a predictable position. This field is large enough to encompass the entire system. It also helps that any ship at FTL leaves an imprint at its destination that is detectable far in advance of the ship's arrival.
* Vladimir Vasilyev to use as shock troops in their interstellar wars. Rasmus is their leader.
* Vladimir Vasilyev. While this would normally lend them a measure of compassion, the fact that they are not merely retaliating for the years of slavery but are determined to dominate the galaxy (not to mention slaughtering over 70% of their former masters, many of whom are innocent) using the enormous armada they have

assembled under everyone's noses means they fall squarely into this trope.
* Vladimir Vasilyev who created the portals were able to do so, as they would've had to fly a portal to the other galaxy first in order to use it.
* Vladimir "Viktor Suvorov" Rezun, a defector from the GRU, Soviet military intelligence, started
* Vladimir Zhirinovsky, known by his Jewish surname, Eidelstein, becomes a far-right politician in Israel.
* Vladimir Zhirinovsky serves as Governor of the Irkutsk Oblast during WWIII
* Vlad is a more straight example. The show makes it all too obvious that Maddie will only ever love Jack, now or in an alternate reality where she married Vlad. Even as a
* Vladislav Delay's "Anima" quotes this trope in its ending dialogue: "I might never go to sleep again, I might stay awake forever".
* Vladislav Ivanov aka Lelush is a Russian model who served as a translator for the Chinese singing talent show Produce Camp 2021. After the producers of the show noticed his good looks he was signed up as a contestant. Lelush quickly regretted the decision, finding the weekly training sessions and isolation to be grueling, but couldn't leave the show without breaking his contract. So he deliberately performed badly in hopes of being voted off the show. But instead, fans found his grumpy, defeatist attitude to be endearing and managed to vote him to stay until the final episode.
* Vlad lives up to the trope in the second game, using the good will he earned in the first game to advance his plans for a while longer before revealing himself as the true
* Vlad Masters has a hunting lodge. Every animal that appears as a trophy on the wall is a ghost animal under Vlad Plasmius' thrall. He also has ghost vultures.
* Vlad Masters. He doesn't care if Maddie is already happily married with children, because he wants her to be his wife and her son Danny to be his son. He spends much of the show trying to accomplish this. One episode that examined an alternate future where Vlad and Maddie got married showed that the relationship would not be a happy one; Vlad appeared to treat Maddie more like a trophy that he won from Jack, rather than his wife.
* Vlad of Dacia in "Darkness Visible" was a one-shot villain, though he qualifies for this trope in so many ways: immortal and inhuman? Check. Dresses in all black? Check. Lives in a haunted castle in the middle of a cursed frozen land? Double check.
* Vlado Taneski that stalked Taneski's own hometown and he often wrote about, when he included copious details about the crimes that had not been disclosed to the public, such as the type of phone cord used to strangle the victims, or the fact that it had also been used to tie them.
* Vlad Plasmius has one of these as a standard ghost ability. Danny is rather unappreciative.
* Vlad Plasmius. Seriously, HOW does he style his hair like that? Does he just dump 300 L of hairgel onto his head?
* Vlad Plasmius uses mechanical bugs that resemble him to spy on the Fentons in
* Vlad's annual Christmas-themed heists, like White Xmas and Santa's Workshop, tend to see a lot of play as well thanks to their gimmick of potentially limitless amounts of loot to stash. Even as low as Very Hard difficulty, you get a noticeable boost to your end-of-heist experience for every individual bag you manage to grab.
* Vlad's first step to becoming a vampire after he drinks the Elder Vampire's blood in
* Vlad's friend Robin Branaugh, due to his semi-Gothic persona and obsession with vampires, is something of an annoyance to his elder siblings Ian and Paul (and vice versa); although his sister Chloe is younger, her brothers tend to fit this trope for her, since she is generally more mature and academically bright.
* Vlad Taltos also invokes this trope a lot; he has to be smart and sneaky to last as long as he has, first in
* Vlad Tepes are the Ottoman Empire, who are trying to conquer Wallachia.
* Vlad the Impaler accuses Count Dracula of being weak and soft, and threatens to

kill him with
* Vlad the Impaler decided to protect his homeland of Wallachia from Turkish invaders by surrounding Wallachia with the corpses of 20,000 dead Turks impaled on wooden stakes. Needless to say, it worked.
* Vlad the Impaler's backstory. He was never a blood thrall, but, before he was Embraced himself, he fed on captured Tzimisce and shared the blood with loyal elite troops, thereby establishing himself higher on the food chain than the clan that had been terrorizing so many similar small European kingdoms.
* Vlad the Impaler that one day he (purposely) left a gold cup in the street, and the next day it was still there.
* Vlad. Then he proceeds to further damage the car when Danny dodges his punch.
* Vlad took Isabella as his bride to seize control of Sylvania. He fell in love with her afterward, while she was still human, and did everything he could to
* Vlad Vladikoff does that do the Sour Kangaroo in Horton Hears a Who.
* Vlad von Carstein; an ambitious, ruthless vampire lord, Vlad adored his wife Isabella, even vamping her so she could rule at his side for all eternity (though he was initially hesitant to do so and only caved when she was dying of tuberculosis). The feeling was mutual, so much that when Vlad was killed for real Isabella threw herself off the walls of Altdorf to join him in death. If they are part of the same army on the tabletop, they gain a bonus in combat if the other is killed.
* Vlad von Carstein had a similar goal during the End Times, but in his case, it's more of a
* Vlog After College has 600+ videos on its main channel dedicated to Ryen's life and later his corgi's. Although each video is less than 20 minutes long on average, it would take forever to watch all of them. Not to mention all the videos on their side channel.
* VlogBrother. "I will have the teaching power. I am the English teacher! I am mad with power!!! [violent camera shaking]" It was closely followed with a more toned-down comment:
* VlogBrothers and HankGames, all of which they host, plus many more in which they have executive or editorial involvement.
* Vlogbrothers channel they're appearing on, expect them both to be talking up a storm. Perhaps it originated from the 'under four minutes' restriction of their early Brotherhood 2.0 videos; they only added the exception for educational content later.
* VlogBrothers including the one that shows the origin of the term 'Nerdfighter'.
* vlogbrothers people. He calls them up and tells them an optimistic fact about the world such as a statistic about decreasing violent crime. After one call resulted in more of a conversation than a prank, in subsequent calls he hung up immediately after saying his fact.
* Vlogbrothers, someone gets John Green to propose to their girlfriend for them through the phone. She says yes.
* VlogBrothers tend to get more views from guys on videos where the picture giraffe sex on the preview, even though the giraffe sex is not typically actually in the video.
* Vlogbrothers videos. The idea is that, when time travel is discovered, time travelers should abduct evil dictators and the like when they're infants and put them in an "Evil Baby Orphanage" where they could be raised to be good people.
* Vlog, Carolina confronts Brooke in a cafe and calls her out about her numerous sexual encounters, and loudly calls her a slut several times.
* Vlog, the killer disposes of Brandon's body by dissolving his body in hydrochloric acid in his bathtub.
* Vloz'ress: Unit Specialist/Spammer, with their specialization being
* V — The Ultimate Variety Show. It even had a cartoon illustration with a black sheep choosing the variety show while tons of white sheep chose the others. The show is a B-list, low-budget production compared to those A-list ones, so the ad was assuming the target audience did not know that.
* V-me (formerly aired as a subchannel on PBS member stations; currently moving to

a cable-only model)
* VMF-214 in World War II was known as the 'Black Sheep,' because the squad had essentially been cobbled together by replacements and volunteers and had never trained as a squad before their first combat missions.
* VNN: the V stands for Vegetable. reported by a Cucumber named Anderson.
* VO 5 hairspray commercial featuring the actress Rula Lenska is, depending on your viewpoint, an homage to or a parody of the "Diamonds Are a Girl's Best Friend" number described in Films — Live-Action below.
* Vocal Adrenaline, the main rival glee club, are "souless automatons" who are technically proficient but lack any passion; they've got so much financial backing from boosters that all the students were given Range Rovers; and they like to egg their opponents for no real reason. The first time anyone from New Directions spoke to a member of Vocal Adrenaline, she tearfully warned them to stay away from their sadistic choreographer.
* Vocal cords can be tightened as well as the result of a sudden reaction to pain. Some animals with gravely sounds can suddenly utter high-pitched squeals because of this.
* Vocal Dissonance: A character's voice doesn't match their physical appearance.
* Vocal Evolution: A character's voice changes in spite of still being voiced by the same actor.
* Vocal Evolution, Courtney's voice became more high pitched and childish-sounding, particularly whenever she is whining.
* Vocal fold operation is quite common for professional cante flamenco singers.
* Vocalist Jon Chang also has another band called Gridlink where he continues this trend, including songs like "Asuka" (about a character in
* Vocalists Tyler Carter and Michael Bohn were fired from Woe, Is Me in 2011 due to
* Vocally, it is actually possible for any experienced singer to hold a note out for a
* vocally to simulate the endless stopping and starting of the endless "Theme From M*A*S*H" videos the protagonist is forced to watch all day.
* Vocal Minority: A few particular people within a group get the most attention, often negative.
* Vocal Minority: An opinion only seems omnipresent because of how vocal the people who have that viewpoint are about it.
* Vocal Minority: An opinion only seems omnipresent because of how vocal the people with that viewpoint are about it.
* Vocal Minority, even if the other side can be just as guilty (if not more so) of an action. While this definitely can apply to Gender roles, it can apply to all sorts of other issues, too, like Race, Religion, and even fandoms.
* Vocal Minority returning to free him from prison. Even if only one of them can officially lead the League of Shadows, there's genuine love and friendship between them, and Bane is far more than just a servant.
* Vocal Minority that hates GNOME 3 by switching from GNOME to Xfce as the default desktop environment for Debian 8 "Jessie".
* Vocal Minority: We're not representative of the entire group, we're just the most noticeable because of our actions!
* Vocaloid", a happy and upbeat song meant to advertise curry. There's also Infinite Dreamer, which sounds like a very mainstream pop song with none of Kikuo's signature surreal sounds, although the lyrics do have some dark implications.
* Vocaloid), all of humanity suffers from this. The couple from the beginning is put into robot bodies and lose their love for each other, and a pair of twins are the only ones left with souls, until one of them dies. The other, however, manages to change history so that the mass-Cybernetics Eat Your Soul and the war that prompted it never happens.
* Vocaloid and finding song after song after song. In the beginning there weren't that many, but now there are literally thousands of songs — tons for each character. You can get lost for hours just listening to all the funny songs, then all the horror ones, then the depressing ones... You get the idea.

* Vocaloid and her video for "Rampaging Lolitaholic" wants to take Kagamine Rin home with her.
* Vocaloid and its freeware derivative UTAU can get easily frustrated. The interfaces are similar, but the methods of drawing notes, doing pitch bends, creating vibrato, etc. are very different, causing a likelihood of extreme aggravation (especially when one tries to use the Vocaloid editor and click elsewhere to create a note from your current point to where the mouse is clicking, but instead starting a new note where the click is).
* Vocaloid, and only address what happened to them. And the last song just ends with Rin telling Len 'good night until you wake up from this bad dream'. What does it mean? Who are the other characters? Why do Lily and Gumi appear on the cover of the album? Will Rin and Len ever get closure? It won't ever be addressed.
* Vocaloid are sometimes mistaken for Lin and Ren. Luka is also sometimes called Ruka.
* Vocaloid are the characters' names, appearances, and voices. Usually. (Some have a couple more minor things, like age and height, while others only have a name and a voice.) Personalities, backstories, relationships, and some characters are pure fanon.
* Vocaloid, as opposed to the usually more mature if somewhat hotheaded and booze-loving Meiko.
* Vocaloid" by Kagamine Rin features a shy girl awkwardly attempting to confess her love.
* Vocaloid characters Hime and Mikoto don't have an assigned gender, since their lore states spirits are genderless by default. Further muddying the waters is that their motif was partially inspired by fellow GYNOID co. vocal flower, whose androgyny theme references real life flowers' hermaphrodidic qualities.
* Vocaloid characters like Teto Kasane (who herself started out as an unofficial April Fools prank).
* Vocaloid composition "Don't Look at Me That Way" has a childish spin on it, much like the rest of the song. While the singer (a little boy) is having his last thoughts while leaving the mortal plane, his final line "oh" is backed by a drawn out, high pitched recorder note.
* Vocaloid could essentially stand for the face of Japan. The synthesizers maintained their popularity through the middle of the New 10's, but as it stands they've mostly regressed to Stage 4 in Japan (6a elsewhere), with some of the most famous producers leaving the scene and new producers struggling to garner the same level of attention. The products do maintain some level of mainstream presence in Japan, however, and new official projects based on the characters are still released every so often.
* Vocaloid dedicated for their crossovers. For added posse, their videos are mostly illustrated by Suzunosuke. They eventually form an official group named TeamOS.
* Vocaloid ends with Miku and Luka going forth into an unsure future together. Although Luka admits she wants to have Miku in her life and Miku agrees to do so, it's not stated directly that the two will get together.
* Vocaloid featured this in one his series. "Demise of Hatsune Miku" is the worst end, "Disappearance of Hatsune Miku" the bad end, "∞" the true end, and "Intense Singing of Hatsune Miku" is the "Happy End".
* Vocaloid features Miku Hatsune and her floor-length green pigtails. She's not the only one though—there's also Luka, Haku, Neru, Miki, Lily, and Gakupo.
* Vocaloid featuring Kagamine Rin and Len is about a mutually abusive relationship, in which both partners are constantly at each other's throats and keeping extreme tabs on the other. For example, Rin makes Len delete his female contacts and eavesdrops on his incoming calls, whereas Len makes Rin reply to his texts within 10 seconds and goes through her belongings to find a purikura of Rin with another boy. They acknowledge the relationship is destructive and borderline physically violent, but they're so attached at the hip that they can't muster the courage to split from each other.
* Vocaloid) for character models. There've been cases of having the virtual singers being projected into real life.

* Vocaloid: Hatsune Miku did this during her "live-action" concert in Los Angeles. Each time a member of her band was introduced, she would turn to them, smile, and wave. In fact, the entire concert was an example of this. A virtual diva in the real world? Sweet!
* Vocaloid, if we include unreleased Vocaloids and private voicebanks, and don't include Append, Extend, V3 Updates, fanmades like Haku & Neru, or things like Ice Mountain, there are 94 Vocaloids.
* Vocaloid is animated in a shadow-puppet style, with the parade's red shoes showing clearly.
* Vocaloid is a series of computer programs meant to imitate human voices, and the general consensus is that in-universe they qualify as these. It doesn't help that their personality varies with their song writers.
* Vocaloid is at a slower pace than the others who almost always sing the song extremely fast. The song is about a Vocaloid "being deleted," but unlike the other versions this one makes Gakupo sound rather calm about his fate.
* Vocaloid Kagamine Len, the Dream Eater promises to take away all the bad dreams of a girl and fills her with pleasant and lustful ones... to the point that she can no longer make her dreams become real and is trapped in a world of endless longing and fantasy.
* Vocaloid: Many of the voicebanks have characters attached to them. However most of the time they have no canon personality at all. Yet, looking at Nico Nico Concerts, it seems this trope is often given to Gakupo. He's often seen appearing at random moments on stage, portraying questionable behavior, such as putting on weird costumes (alternatively: wearing no clothes at all), forgetting the dance routine, or trying to hug one of the girls mid-concert. He's also the most likely one to break the fourth wall, if it were to happen at all. The fact that for the longest time this guy was best known for his troll songs, didn't help in bettering his image. Hell, to this day his best known songs is arguably Dancing Samurai. It is hard to describe what's going on in that video clip, but it includes horse masks, naked people, SM whips and kiddie pools, so believe me when I tell you it's weird.
* Vocaloid Miku's song "Wide Knowledge of the Late, Madness". Watashi watashi watashi watashi watashi...
* Vocaloid (musical speech synthesizer software): A Yamaha trademark, often used whenever synthesized voices get used for music regardless of if that was the intended use of the software. Sees common use in Japan, where it is frequently shortened to "Vocalo" (ボカロ).
* Vocaloid on your hands. Hatsune Miku is so popular with adults and children alike, that recent concerts in Japan have separate daytime showings for younger fans.
* Vocaloid or treated as "cute" and the common rumor that early in development Len was originally going to be a girl before it was decided he'd be a boy instead to satisfy fan demand for more male Vocaloids.
* VOCALOID, pairing them up with other people, or just downright raping or abusing them. It's not exactly rage against the author of the story, but against authors of other stories.
* Vocaloid parodies this trope, as well as American stereotypes of the Japanese, and vice versa. It has the English vocaloid "Big Al" speaking in Japanese peppered with English, and Luka as the voice of the geisha.
* Vocaloid points and stayed on top for two weeks straight (a rarity on the rankings).
* Vocaloid producer Oster Project did not reveal her gender until years after she debuted because she wanted listeners to view her work under a gender neutral lens, possibly because people may have viewed her work differently if they knew she was a woman.
* Vocaloid, "Rolling Girl" by Hatsune Miku is about a girl who is implied to be bullied and how her world kept spinning out of her control, as she is seen spinning by herself. Throughout the video when the guy asked her if she was okay now, she would never quite answer the question. At the end, as he is holding her, the guy

tells her that it's going to be okay now and they both spin together.
* Vocaloid" (roughly "Waiting Person, Ocean") is about... well, with a title like that, what do you think?
* Vocaloid seems to imply this is what will happen to poor Rin, even though she's still alive by the end of the song.
* Vocaloid series could possibly take place on a day like this. The events that play out through the night are roughly the same, and the characters try doing things differently to receive a good "ending" to the night, possibly for time to advance normally. The residents of the mansion try following their "script" more strictly and the lost villager tries murdering the residents in more exciting ways, for example.
* Vocaloids Kaai Yuki and Hiyama Kiyoteru have the song "Sensei to Seito no Rabu Geemu" ("A Teacher and a Student's Love Game") fits the bill, although mutual attraction also seems to be hinted at.
* Vocaloids Kagamine Rin and Len as mirror images, then took that back and called them twins. Later, they ended up taking both statements back and ended up leaving it up to anyone's interpretation. This resulted in one of the most annoying situations for anyone in the fandom, where any video involving Rin and Len resulted in a comment war over which is which.
* Vocaloids Kagamine Rin and Len come packaged together. Some buy them and only use Rin for their songs, and some will only use Len and never touch Rin. The same could be said for ZOLA Project's Yuu, Kyo, and Wil, to a lesser extent.
* Vocaloids (Most using Stock Photos as box art) were released in Taiwan, their box arts were changed to be younger and anime style, and in the case of Sweet Ann, more attractive. This move was quite baffling in the case of Big Al, who had already been redesigned as an attractive anime-style man, rather than the resemblance to popular depictions of Frankenstein's Monster that he began with.
* Vocaloid: Some PVs for "Alice Human Sacrifice" (as well as the music itself) imply that Kaito's songs of madness were Ear Worms with lyrics that stray away from the melody and emotions put in the song.
* Vocaloid song about a robot and his undying loyalty to his master (played by Hatsune Miku) who was taken away from him because of a war. Even till his last breath, he still protects his master's house, hoping to see her one more time.
* Vocaloid song "Hocus Pocus" by shikemoku, Gumi finds Miku sitting on the swings and realizes that she's been abused by her parents, and subsequently brings the younger girl home.
* Vocaloid song "Shotarella", Kaito falls in love with Len simply because he gave him "bananaisu" (banana flavored ice cream).
* Vocaloid songs. Notable examples include Mothy-P's Story of Evil and the numerous "yandere" songs like "Luka's Love Disease," "Miku's Rotten Girl," and "Grotesque Romance."
* Vocaloid song "Villain" is about a trans youth who pretends to be a boy in public. They lament that society disapproves of their love for someone else assigned male at birth.
* Vocaloid style sung by Hatsune Miku tells the story of a girl who, beginning in childhood, spends fifteen years writing love poems to a boy who never sends a reply. She becomes an accomplished author, endures extreme fluctuations in health from overworking herself, and sustains a head injury causing amnesia, erasing every memory but her love for him. She spends years not remembering anything but him, slowly growing more anxious and fearful with her memory not returning. One day she finally remembers everything and cries with the returning knowledge that he's been dead for the fifteen years she's been writing to him. The song ends with her digging up a time capsule with a letter inside that the two of them buried as children.
* Vocaloid" tells the story of a legion of ghosts being freed on Halloween Night and waging war on humanity after finding out people nowadays view Halloween and the supernatural as lighthearted fun.
* Vocaloid tend to have a genderbend. In the UTAUloid's cases, many are made by the authors themselves. People have also edited their vocal files to create a

masculine/feminine version of the characters.
* Vocaloid, the detective (played by Len) initially appears to be unmasking the girl (played by Rin) as the culprit of the murders. However, in the end, the detective reveals himself to be the actual killer.
* Vocaloid - The Dixie Flatline song "Just Be Friends" is one that takes place right in the middle of the breakup, and all the complicated feelings that led to that point. It has a followup song titled "Answer" which is a song that takes place three years after the breakup and how the girl has moved on.
* Vocaloid. The first video is chronologically the last, and the second two are basically flashbacks telling us how the story led up to the first video.
* Vocaloid. The mother in the song repeatedly tells her child that he is worthless and useless while constantly reminding him that she is the only one who will ever love him and that he should stay with her forever. The child eventually kills himself, and the mother finally realizes what she has done to him, but it is too late.
* Vocaloid, the titular character eats her fifteenth chef just for asking her for a vacation, and it's likely that some of her previous chefs met the same fate. And then she eats her maid and butler for no real reason beyond still being hungry.
* Vocaloid this trope comes into play when some scientists cut off a little girl's head.
* Vocaloid (though there are heterosexual female versions if you look around).
* Vocaloid; true to the trope, pink-haired Luka is a girl and blue-haired Kaito is a boy. Inverted with Miku, who has light blue hair and is a girl.
* Vocaloid twins/mirror images Rin and Len. One example is Childish War, in which two rich siblings are fighting over the inheritance, only for the competition to be deemed a tie because both of them are too immature (they start throwing cutlery at each other). Another example is Remote Controller, where Rin and Len wish they were more like their sibling as they use a remote controller to mess around with each other.
* Vocaloid voice bank Oliver was a 13-year-old boy, and the voice provider for Kaai Yuki was a grade school-aged girl.
* Vocaloid voice synthesizers can and will sing songs of any genre their owners have a mind to producing.
* Vocaloid whenever they lost. The children play this game with wayward visitors even after the scientists are long dead, making the song a good case of horror all the same.
* Vocaloid which is a Ring-Around-The-Rosie-like song about immortal children playing endlessly and the horrible way they died. The video doesn't help.
* Vocal Range Exceeded: A person tries to sing outside of their natural range, and their voice cracks.
* Vocal training can give your voice massive amounts of range, even to the point where some biologically male people are able to accurately sound like they're biologically female.
* Você Decide, or one episode where votes were so close both endings were shown.
* Voces Inocentes to fight the Marxist guerillas. As the students stand in attention to see if their name is called, the camera focuses on a boy who creates a large puddle of urine around his feet.
* Vocho - The Volkswagen Type 1 as known in Mexico, one of its best selling markets.
* Vociferous Carmichael. He didn't cheat his insurance company directly; rather, he charged the owners of his ship's cargo a fat fee to be used to insure its safe delivery, but pocketed their money instead of buying the promised insurance.
* Vodafone has a new add touting its new smartphone, it features people with fuzzy masks at a wedding for no clear reason. Whenever it comes up, people who see it wonder what it's trying to sell.
* Vodyanoy of Slavic folklore is occasionally depicted as a toad-like humanoid with a fish-like tail.
* Vod (Zawe Ashton) unexpectedly falls in love with a handyman in a Series 2

episode of
* Voez and rerated from E for Everyone to T for "Mild Blood, Partial Nudity" in regards to some previously overlooked content.
* Voez was temporarily pulled from the Nintendo eShop in the US and rerated from E for Everyone to T for "Mild Blood, Partial Nudity" in regards to some previously overlooked content.
* Vogel, a Zamoran, at one point uses metaphor about how it's more rewarding to climb a tree to get fruit than it is to get them with a ladder to explain his people's Luddite culture. This only allows the main cast to belittle and deconstruct his beliefs by pointing out that ladders aren't high tech, are more safe than climbing a tree by hand and can actually be harder than climbing the tree in certain situations.
* "Voglio armarmi" features caricatures of the band being turned into cartoony creatures vaguely reminiscent of Looney Tunes characters (it even ends with "That's All, Punks!"). The actual band appears every now and then on a TV. The American toon style was chosen ironically since the song's lyrics are about gun control and death penalty in the USA.
* Vogons use their own poetry as torture. Vogon poetry is sufficiently awful to elicit screams of pain, and could legitimately be regarded as torture. However, Arthur Dent doesn't seem to be particularly bothered by listening to it, which perhaps has to do with the fact that his own planet had the worst poet in the universe (at least until the Vogons demolished it).
* Vogue cover featuring LeBron James imitates the famous propaganda poster.
* Vogueing, coming from the black and Latin LGBT community in Harlem, became mainstream after the release of Madonna's "Vogue" in 1990.
* "Vogue": Madonna striking a pose by holding her hands in front of her forehead and chin.
* Vogue magazine used to warn its readers to never let the man in their life see them in curlers and facial mask.
* Voice 2: The suicide bomber in the first episode actually tried to detonate his bomb, but the wires came loose.
* Voice acting in general is prone to this. While voice actors are generally freelancers, a lot of studios and casting directors tend to have their own little talent pool, though there is some overlap when it comes to popular and in-demand talent. For instance, while all three studios use Los Angeles-based actors, it's easy to distinguish a dub by
* Voice acting-wise, the English-language dub of the anime became is currently the only installment in the
* Voice activated and great gas mileage are two good things in the 2013 Ford Focus. Better than voice activated or great gas mileage, which is like sweet OR sour chicken....
* Voice actor Len Carlson had two shows he worked on dedicate themselves to him after his death in January 2006;
* voice actor. Reactions from Mexican-Americans were mixed: while anti-defamation groups successfully lobbied for the retirement of Bandito, surveys in four cities in California and Texas conducted by the ad agency who created Bandito claimed that 85% of Mexican Americans liked him. Frito-Lay reportedly received a letter from a Los Angeles junior high school with a predominantly Mexican student body saying "If you take away the Bandito, we'll stop buying Fritos." In Mexico itself, the character was very popular.
* Voice Actors. Everyone remembers their voices, and some may know their names but they are otherwise obscure personalities.
* Voice actors in Spanish-speaking fandoms will always be remembered for their roles in famous series. Notable character roles in Mexico include:
* voice actor. This becomes a plot point in "Homie the Clown", where Homer becomes a Krusty impersonator and the two look so similar that no one in Springfield can tell them apart.
* Voice Actress Carolyn Lawrence has said that the titular Orel Puppington from
* Voice Changeling: The ability to imitate anyone's voice, rather than their shape.

* Voice Change Surprise: A character speaks in a voice that isn't their own, or makes a weird sound, much to their shock.
* voiced by a woman, by which point he is 17 years old.) In the English-language dub, Tai is voiced by an adult male actor (Joshua Seth) throughout, with a portrayal that, while goofy and boyish, emphasizes his leadership qualities more.
* voiced by a woman in the original Japanese, who used his feminine appearance to get close to his targets and even managed to assassinate a man in broad daylight. He even hid out in a brothel at one point after an assassination.
* voiced by small kids in the studio, so Matt and Trey made those kids say nice words when recording this episode's dialogue, but bleeped them to make it sound like swearing.
* Voiced Differently in the Dub: A character sounds completely different in a foreign dub.
* Voiced Differently in the Dub: A character's voice in a foreign dub sounds completely different from their original voice.
* Voiced Differently in the Dub: A foreign dub changes the tone in a character's voice.
* Voiced Differently in the Dub: The character's voice in some foreign dubs is wildly different than the original.
* voiced event trailer for L.E.T.S. H.A.N.G. is currently the only event trailer made with a GIF animation, while all other event trailers are simply static images.
* Voice for the Voiceless: A character who speaks for an inanimate object, or someone who can't talk.
* Voice from the Stone, it's revealed that Lillia, the housekeeper, committed suicide the day of Malvina's death.
* Voice Grunting: Games that either have audible "beeps" while text is scrolling, or short voice clips rather than full voice acting.
* Voice: Kwon-joo is doing this in episode 1-2, continually repeating the emergency call of Jin-hye's death, and particularly the words caught on the recording of the man who killed her: "That's why you shouldn't have run." Kwon-joo, who is blessed with hyper-acute hearing, is listening to the recording to see if there's anything she missed.
* Voicelines between characters are often based on their relationships in lore, such as Ana praising a friendly Pharah for doing well in combat, or Talon heroes being constantly hostile with Overwatch heroes, even when they’re on the same team.
* Voicemail Confusion: A character mistakes a voicemail for an actual person.
* Voice of Breland compared to the one that acts like all Cyran refugees are part of some grand conspiracy to invade and/or destroy Breland.
* Voice of Karrnath talks about the Mror Holds as a birthplace of abominations, accusing the dwarves of being at fault for the various daelkyr monsters that spring up from time to time.
* Voice of Reason has voiced his dislike for Luna on a few occasions, being another one of the bigger names in the same community, he too naturally experienced backlash and as
* voice of reason (who in this setting, acts like a well-meaning frat boy.)
* Voice of the Condor and its superior Black Suns, Esteban has the Condor use its backup battery to overcharge the turret. It works well, but overheats the turret before long.
* Voice of the Condor before they arrived, to lessen the chance of the Chosen Ones being buried by crumbling rock during their search.
* Voice of the Condor, the Golden Condor's AI, gain a projected human avatar toward the climax.
* Voice of the Legion: A character speaks in a voice layered with echoes pitched higher or lower than the main voice, as though multiple entities are speaking through them at once.
* Voice of the Legion, but his fourth form is barely larger than his first and is outwardly the least monstrous of them.
* Voice of the Legion effect and can pull off things that even an endgame-tier

player character is incapable of doing. He is also completely covered head-to-toe and his face is masked, so the player does not get a glimpse at what he looks like. It is not known if he is a human that is simply well-versed with eldritch magic, a once-human that turned in to something else, or if a different entity that happens to be the same size as the human characters.
* Voice of the Legion: Someone's voice sounds like multiple voices speaking in unison.
* Voice of the Resistance: All rebel propaganda requires a good spokesperson to represent them.
* Voice of the Resistance: The public face and spokesperson of a resistance movement.
* Voice-Only Cameo: A cameo role that is only heard and not seen onscreen.
* Voice-Only Cameo: A person cameos through a character that is heard on screen but does not appear.
* Voice-Only Cameo: A person cameos through a character that is only heard on screen and not seen.
* Voiceover Clip Show - Footage having little or no connection except for the (off-screen) announcer
* Voiceover Letter: A character reads a letter and we hear a voiceover of the letter being read aloud by whoever wrote the letter.
* Voiceover LetterWe can't see the actual text of the letter, so instead we hear a voiceover of the person who wrote it.
* Voiceover Letter: When someone reads a letter, we hear the letter being read by whoever wrote it.
* Voiceover Translation, and leaving some parts in English. However, in the 1st dub (the rarest and hardest to find), the songs are fully dubbed and given accurate translations.
* Voiceover Translation: When the original audio track is still audible and the translation is read by one actor.
* voicepack, of all people, has this very phrase in it. Makes sense, since Oni are traditionally known to carry people off when they lost contests, and Suika is strong enough to carry away anyone she'd want. Fans have taken to joking about taking her home, and then get rebutted by other fans saying that Suika'd take THEM home instead.
* Voiceprint with Trevor Devall, Scott admitted to being afraid of the very word, having once had his back injured in a glomping incident.
* Voices Are Mental: Characters who switch minds also exchange voices.
* Voices Are MentalIf characters swap bodies, their new body will talk in their old voice so that you can tell it's the same character.
* Voices Are Not Mental: Characters who switch minds retain the voices of whoever's body their minds are in.
* Voices Are Not Mental: Though of course, sometimes voices do remain with the original body.
* Voices, but slowly comes to realize that simple revenge won't help, and they're really not that different.
* Voices) does a bizarre inversion. The narrator (Korra's noncanon adopted sister) quickly falls for and latches onto Mako, while Korra is portrayed as being an irresponsible ditz who has no sense of manners or responsibility and needs her sister to be her "manager", because she can't take her Avatar training seriously (ignoring how, in canon, Korra loved being the Avatar more than anything). Given that the author proclaimed a rather loud hatred of Asami, in the notes of another fic, it's no surprise that she turns out to be an Equalist Sympathizer with little to no sympathy once she's found out.
* Voices From the High School, decides to imitate the language of Shakespeare, much to his friend's chagrin.
* Voices From The High School, decides to imitate the language of Shakespeare, much to his friend's chagrin.
* Voices from the Sea, the plot is that Maris is determined to make the lonely player character Cantus smile within the next seven days.

* Voices has a window, through which the forumgoers can see, hear and speak to the main protagonists.
* Voices in One Room: All the show's voice actors have their lines recorded while they're in the same room at the same time.
* Voices in One Room: All the voice actors record their dialogue in the same room and at the same time.
* Voices in the Dark: Sōichi Tsujii is introduced as an 11-year-old boy who goes out of his way to be as creepy as possible, often sporting a nightmarish grin with his eyes in shadow and too many teeth that look like a piano's ivory keys.
* Voices in the Fog is about a paranormal investigator who interviews someone about the legends surrounding the local bog. The bog had become claimed by a demon known as "The Mother of the Bog" who demanded blood sacrifice. The local tribe of Indians would bury their dead there, but that stopped when the tribe was displaced. Now she lures people into the bog and kills them, enslaving them as zombies.
* Voices of a Distant Star are based on the remains of technology found in Martian ruins.
* Voices of a Distant Star ends with a Macross Missile Massacre launched by Mikako, wiping out a good chunk of Tarsian Fleet.
* Voices of a Distant Star gearing up for a rescue mission, meaning there might be a chance they could get together after all.
* Voices of a Distant Star, lovers are separated by relativistic considerations and light travel time.
* Voices of a Distant Star pilot and sent with the fleet into space. As the fleet does not have FTL communications technology, the only means of contact the two have is email, with increasingly long delays in transmission - first six months, then a year, until finally Mikako ends up eight and a half lightyears from Earth. The anime does some deconstructing as both Mikako and Noboru struggle to cope with the separation - Noboru at one point even makes up his mind to give up on Mikako, saying that "a distance that takes eight years at the speed of light is no different than saying 'forever'," - but ultimately plays the trope straight in its final scenes.
* Voices of a Distant Star's Earthside scenes take place in Saitama, capital of the prefecture of the same name. Despite being on the northern doorstep of Tokyo, its much, much more famous and populous neighbour is never mentioned.
* Voices of a Distant Star stems from the fact that the first United Nations space armada (where the protagonist serves) has faster-than-light drives but no means of faster-than-light communication. The dub very slightly implies that it's some kind of time dilation instead, because they failed to translate the newspapers, prominently displayed on the table, where headlines, basically, explain it all. (And, indeed, one newspaper's side-column contains the particularly mean-spirited revelation that FTL communication was actually invented shortly after the armada jumped out of range.)
* Voices of a Distant Star subverts this by structuring the entire plot (and title of the work) around the delay in communication.
* Voices of a Distant Star task force bugs out via FTL jump rather than take their chances trying to fight the enemy head-on.
* Voices of a Distant Star. The only thing he didn't do by himself was the voice acting on the commercial release.
* Voices of a Distant Star - the Tarsians possess a starfish-like structure. In addition, miscommunications between them and humanity is implied to be one of the reasons why humans are fighting a war with them.
* Voices of a Distant Star to arrive. Only at the very end, when Mikako has been stranded in space for eight years and Noboru, now twenty-four, has finally gotten assigned to a spaceship himself, does the fleet finally gain FTL communications capabilities.
* Voices of a Distant Star to resolve himself to move on but can't ever manage it.
* "Voices of Anarchy" Jeremiah Cross and Soundbite, "Corsair Princess" Nefertari Vivi, Carue "the Duck", "Man of the Sea" Boss Dugong, "Disciples of the Sea" Teenage Dugong Warrior Squad (including "Half-Shell Blade" Leo), "Angel of

Destruction" Conis, "Cottontail" Suu, "White Menace" Going Merry.
* Voices, since they generally have big blond afros. Half-Alds like Memer get it too.
* Voices there's much more travelling, but no map at all in the British edition (not even a reprint of the large map from the first two books).
* Voicewitches are basically human telephones, connecting themselves to Voicewitches in other places and repeating words they hear for them.
* Voice with an Internet Connection are in comparison. Adam is always willing to knock him down a peg by pointing out when he mispronounces a word, or when fixing a security hole Pritchard didn't know about.
* Voice with an Internet Connection of the first System Shock, tells you that she allowed you to believe otherwise to "establish trust".
* Voice with an Internet Connection, the Mission controllers who diagnosed the problem from the telemetry, figured out the rocket burns required to get the crew on a trajectory to return to Earth (using just the Aquarius' engine, since the integrity of Odyssey's could not be determined), developed kludged-together procedures to keep the crew alive, and then worked out how to power the Odyssey back up and bring the crew through re-entry on less power than was thought possible. Badass the crew was, but they were not alone in being badass.
* Void and Life seem to be ass pulls. Before Act 6 there were minimal references to them despite playing a more and more significant role. They are then revealed to have abilities unlike the previous rings seen in the comic, like being used by players (it's a hard rule that the "regular" rings only transform Prospitians or Dersites) and the ability to be transported to and from Dream Bubbles. They seem to directly parallel Life and Void players Jane and Roxy. When one goes missing, the other is miraculously discovered.
* Void being at the center. However, it switches the Earth and Air correspondences, as Earth is understandably attributed to Wood and Air to Metal.
* Void Between the Worlds and there has to be a reflective surface somewhere near them. If one or both of these conditions is not met, then the proper cube will not materialize.
* Void Between the Worlds. At least one angel is a free-floating Euclidean solid with a halo. The number in front of their name actually indicates how many times they have incarnated.
* Void Between the Worlds with only one thing in it, or otherwise in a place full of many instances of the same thing, making the game trivial.
* Voidbringers masters left them mystically lobotomized and incapable of functioning without orders.
* Void City, an artifact which contains some of their magical essence. Until it is destroyed, they can resurrect from any form of death, even if nothing remains of their body.
* Void City, Carl loans Eric one while Eric's own car is out of commission. He deliberately picked the worst one available since, knowing Eric as he does, he figures it's just going to get wrecked somehow and there's no point wasting a good car.
* Void City, Eric fights a number of children who were turned into vampires. Though he has a moral code against harming children, he considers vampires to be monsters rather than people and so does not hesitate to destroy them.
* Void City, Eric kills some werewolves by using his super-strength to rip their hearts right out of their chests, holding the organs up in front of them as they die.
* Void City, Eric transformed his adopted daughter Greta into a vampire so they could remain a family forever. Despite Greta turning into what anyone else would call an insane bloodthirsty monster (it turns out compulsive eaters don't make good vampires), they retain an unconditional familial love for one another. It's a notable exception to the general rule, as most other vampires in the series despise and try to destroy their sires.
* Void City, Greta, Eric's adopted daughter who he transformed into a vampire. She is one of the only people in the world he loves, and she in turn loves him to the

point of obsessive insanity. She treats anyone Eric is currently dating as her mother, acting with respect and deference — but always making it bluntly clear that however much they love her father, she loves him more. And when Eric inevitably breaks up with them, she will gleefully take any excuse to kill her former "mother" unless Eric explicitly forbids it.
* Void City, human thralls of vampires ranked Master or higher don't age; a gift which comes in exchange for being magically bound to obey the commands of the vampire who controls them.
* Void City, Tabitha tries several times to tell Eric important information about Rachel, but he manages to cut her off each time; as he is her vampire sire, she is incapable of disobeying his orders, and so literally cannot continue speaking about the subject when he tells her to stop talking about it.
* Void City, there are some beings called True Immortals. The only way they can be destroyed is if their soul is absorbed by another True Immortal; and this is rarely done, as it poses a great risk of causing mental or even physical changes to the absorbing True Immortal.
* Void City, there's a powerful spell over Void City which enforces the Masquerade by imposing obliviousness on all non-supernatural inhabitants. Other locations have various other methods of maintaining supernatural secrecy, such as mages tasked with erasing the memories of witnesses.
* Void City, the vampire Eric has a habit of losing track of the time and getting caught in sunlight, thus causing him to burst into flames. He's powerful enough that it doesn't kill him, but he finds it annoying and embarrassing.
* Void City, the vampire Veruca is nicknamed "Froggy" because the only animal she can shapeshift into is a frog. Her real name is no better, meaning "wart".
* Void City, this is a standard vampire power. Stronger vampires can transform into a variety of shapes such as bats, cats, and rats, while weaker vampires are limited to a single transformation. Froggy, for instance, got her nickname because the only animal she can shift into is a frog.
* Void City, this is deliberately invoked by the vampire Phillipus. Having existed for many millennia, he seeks to prevent life from becoming boring by making powerful enemies who can surprise him and keep him on his toes. Thus, every year he takes on new apprentices and offers them immortal life as vampires, then proceeds to horribly abuse them in order to ensure that they will bitterly hate him and stop at nothing to get vengeance against him.
* Void City, vampires have the power to make their eyes glow bright red. Though they can choose to do it consciously, it also tends to happen subconsciously when they are extremely angry.
* Void City, vampires have the power to slow, halt, or even reverse the ageing of the humans who serve them as thralls. If the vampire is destroyed, however, the thralls rapidly revert to their true ages.
* Void City who works for an organization of vampire hunters, subsisting solely on animal blood and destroying her monstrous kin to protect innocent humans. Greta is also a vampire who regularly hunts and destroys other vampires; but in her case, it's because she just really likes killing things and enjoys the challenge offered by semi-immortal prey which requires extremely elaborate measures to destroy.
* Void Dogs doesn't even consider herself to be a person. Considering that her real name is a serial number, this might not be surprising.
* Void Dogs features the "Celtic revival" planets of Nova Hibernia and Nova Caledonia (New Ireland and New Scotland).
* Void Dogs has Nova Hibernia, Nova Caledonia, and Nova Terra (which strangely enough is in the Sol system).
* Void Dogs security has a code for "exiled royalty has detonated a bottle". They also have one for "exiled royalty has detonated a turtle".
* Void Dogs uses this, referred to in text as the "warp spasm" of Irish myth.
* Void Dogs "was first told by an Irishman, as called himself MacTwain."
* Void Domain all get their own chapters, each doing their own thing. Even with that, some characters never get a chapter but can still be seen doing things in the background.

* Void Domain: Arachne and other demons get to the mortal plane by summoning circles.
* Void Domain are a group of nuns dedicated to eradicating undeath and necromancers. They are fairly extreme in going about their duties.
* Void Domain are capable of destroying a person's personality and completely taking them over.
* Void Domain are explicitly stated to work as bounty hunters on occasion. The mother of one of the main characters is a retired mage-knight.
* Void Domain: A young mage is accepted into a school for magic. Necromancers, demons, and nuns all disrupt regular school proceedings. Completed in November 2017.
* Void Domain, Bloodstones are formed by magically crushing a living heart into a gem.
* Void Domain for comfort after being rescued from a pack of vampiric thralls.
* Void Domain for MMORPGs and, unlike almost all demons, is ambitious and driven to attain new power.
* Void Domain, Genoa puts her daughter, Juliana, through highly realistic combat. When Juliana finds a way to defend herself better, Genoa simply stops holding back quite so much.
* Void Domain has a primary Point-Of-View cast of about ten characters. Then there are all the background and side characters and plenty of main characters who simply do not get point-of-view segments. The cast page tends to grow every handful of chapters.
* Void Domain. Hugo looks normal, but several characters comment on his unnaturalness. Both are related to the resident mass killer and necromancer, Sawyer.
* Void Domain is fourteen years old at the start of the story. She drastically eclipses her peers in terms of power and magical ability. Alongside a fellow badass, she found herself in a handful of fights before her first year of schooling finished.
* Void Domain is the mother of one of the main characters. She was once a bounty hunter/mercenary and has countless scars to show for her efforts. None of her badassery has been lost since her more active days.
* Void Domain, most people have an affinity for one of the four classical elements and can't cast with the opposed element. In addition, there is Order and Chaos magic.
* Void Domain: Necromancy is the controlling of the dead and undead. Pyrokinesis is the controlling of fire. Aerotheurgy is the controlling of air. Clairvoyance, Clairsentience, Clairaudience, Clairalience, and Clairgustance are all mentioned as well.
* Void Domain says this of his daughter and Hugo after they screwed up one of his plans. Both paid dearly for their failures.
* Void Domain uses an abandoned prison to fulfill a similar function. Several demons infest the place under her supervision.
* Void Domain way to make portable, semi-permanent enchantments, so Eva does a lively trade in selling runes to her classmates.
* Void Domain, we have Eva, a fourteen year old girl who has dabbled in some magic that might not be socially acceptable in most respected circles. Before the story started, she struck up a friendship with Arachne, a psychopathic spider demon several times older than Eva.
* Void Domain, while Zoe's is a shortcut into a frigid dead-white "Between" space that everybody but her finds profoundly disturbing.
* Void Domain, winds up acting as a school bus for a handful of students when they decide to live a fair distance from the school.
* Void energy is corrupting, both physically and mentally. If the user cannot resist, they are driven insane by the whispers of the Void Lords and are twisted into pale, pathetic creatures consumed by hunger.
* Void energy users — Malzahar, Varus, Kassadin, Vel'Koz, others.
* Void Forge uses a sledgehammer in the first half of the book, and later upgrades

to dualwielding it with a warhammer.
* Void Moon, Cassie Black leaves the straight world behind to go back to her old life as a cat burglar. While the immediate motivation for returning to a life of a crime is the impending departure of her daughter, Cassie admits to herself that she really did enjoy being a criminal. She muses at length on the rush she always got while on a job.
* Void Moon containing $500,000. She succeeds but is horrified to find out that the "high roller" was actually a Mafia bag man and he was carrying not $500K, but $2.5 million.
* Void Moon, Karch tells this to the man he is murdering, right before Karch shoots him in the head.
* Void Moon which she thinks is a Vegas high roller's $500,000, only to find out that it's really $2.5M in Mafia money, and the Mafia wants it back very badly.
* Void of the Stars are quite prone to this trope. Especially when they have a religious civil war.
* Void of the Stars has the Boskops and Ethra'Hirel, who were actually native to Earth, but were spacefaring and inspired multiple myths such as the myth of Prometheus.
* Void of the Stars, nearly every species practices it in some way. Aside from the humans. It's illegal to genetically modify one of them.
* Void of the Stars species that want nothing more than to consume everything, and one species that is literally from hell. Even the Equestrian Empire has dystopian elements.
* Void of the Stars this trope. All their names seem to have a meaning.
* Void of the Stars use rainbow weapons. These are used to destroy starships and bombard planets.
* Void of the Stars when in trouble. Unless their respective creators actually want something bad to happen to them.
* Void. Rarely has an opposing element. Might be the source of Space or Gravity powers.
* Voidskipper are expensive and heavy but very important. They are made from artificial black holes that have been subjected to quantum entanglement and then inflated to produce a traversable path. They come in two common varieties, both spherical.
* Voidskipper even with less than a tenth of the galaxy actually settled, people's tendency to politic keeps them from unifying on any scale larger than a few star systems. Even an actual hive mind has a major problem with schisming.
* Voidskipper people make use of a wide variety of simple non-intelligent robots to perform menial labor and industrial tasks that people find stressful, repetitive and boring. These robots are often called "drones".
* Voidskipper requires a very large and expensive power plant and a very sturdily-built ship, meaning that for operating a Voidskipper to be economical it needs to be huge.
* Voidskipper series this is completely and utterly ubiquitous, to the degree that those who aren't backed up are a statistically insignificant minority. Custom bodies can be printed on demand in most locations, meaning that this is also a common means of travel.
* Voidskipper these are a common construction project for inhabited star systems, albeit in the originally intended "huge cloud of space habitats and power satellites" sense. When fully completed they can easily accommodate a population in the quintillions.
* Voidskipper these are portrayed in the realistic sense of lasers and highly relativistic particle beams. The shots travel at or very near lightspeed, they're effectively invisible until they hit, and the weapons have smart targeting systems that mean they almost never miss when used against terrestrial targets.
* Voidskipper while a Voidskipper can - strictly speaking - bash its way through to wherever it wants to go through sheer brute force, they can go vastly faster if they don't have to worry about running into stuff in the way. To facilitate this, chains of laser armed space stations have been built in interstellar space to clear

specified travel corridors of errant dust and gas. The net effect of this is to create an artificial network of lanes.
* Void Trilogy, more than one species/characters are revealed to have essentially weaponized this idea.
* Void Trilogy, the Anomine left their ascension mechanism behind, allowing Gore Burnelli to ascend and reason with the firstlifes to destroy the Void.
* Void Trilogy: the biggest and most efficient are company or government owned, but there is a significant number of leisure yachts.
* Void Trilogy, the race of 'Higher' humans use Energy and Mass Allowance (EMA) as a kind of currency. The majority of Highers live non-corporeally, but their EMA can be pooled as part of a 'Faction' or in smaller groups to effect change in both the physical and simulated realms.
* Void Trilogy The Void itself at the heart of the galaxy was created by the firstlifes, who were the first sentient life in the galaxy to evolve and it (the Void) had the potential to consume everything in the outside galaxy, which the firstlifes believed to be lifeless anyways.
* Void Troopers, you can savescum to save the galaxy by resetting time to the beginning of the alien invasion, getting Time Orbs that you can use to unlock new technologies to make your space fleet stronger.
* "Voila!" she said, as she finished playing Brahms' Viola Sonata in F minor.
* voir dire (a trial within a trial) to determine whether the evidence would be admissible: whether it was a true dying declaration, whether the person was aware he was dying, etc. When it was all over and the evidence was found to be admissible, the attorney asked the witness what the man had said.
* Voivode, and may or may not turn you into a hideously deformed freak or a living piece of furniture if you offend their delicate, old-fashioned sensibilities.
* Voivod's "Ravenous Medicine" is probably one of the cheapest, lamest, and
* Voix de l’Algérie libre et combattante. It was really popular among the masses: author and psychiatrist Frantz Fanon noted that, before 1954, most of the auditive hallucinations involving radio among his Arab patients were negative but that, after 1954, these voices became positive and motivating. It went to the point colonial authorities had to restrict the sale of radios.
* Vokan, Sundarr & his friends put up a valiant display when the shadow Nexus attacks the Lithopian Fortress
* Vol 1, as whatever he was headed out to do was suddenly always "no job for a woman". He tended to be outright downgrading and insulting towards "Diana Prince" and Etta Candy despite having worked well with them before and only trying to exclude Diana, who in that identity supposedly had no fighting abilities when going into a fight.
* Vol 1 presents Pluto as a place of constant night...and an atmosphere breathable by humans though the place is so cold ending up there is a death sentence for humans anyway.
* Vol 1 which allows everyone who drinks it to regain and retain their physical youth, thus eliminating death from old age, Etta also develops an anti-L-3 formula which causes the effects of L-3 to rapidly reverse until the imbiber is their actual age.
* Vol 2 end up getting Diana killed, which was precisely what Polly was trying to prevent after having a premonition that Wonder Woman would die.
* Vol 2 gives Ares his own domain called the Areopagus where night never ends.
* Vol 2 later Chancellor of Themyscira, sees her guard as her sisters and has had centuries to get to know and care for each of them.
* Vol 2: When Trevor Barnes sacrifices himself to defeat the shattered god he ages to geriatric over the course of a sentence and then crumbles into dust.
* Volare ("This is the B-side"): three minutes of random chatting and instrumental improvisations where, at some point, Modugno says "Well guys, since nobody listen the B-side of the Sanremo record, I didn't write the song at all".
* Volatile Mosskin look very similar to regular Mosskin, but regularly emit
* Volatile Second Tier Position: The second-highest job in a hierarchy, but with some very demanding drawbacks.

* Volatile Second Tier Position: Turns out that prestigious second-from-the-top job you wanted is worse than any other in the workplace.
* Volatilus, the sweet but not too bright little dispatch dragon from the
* Volbeat has had eight #1 hits on the mainstream rock songs chart: "Still Counting", "Heaven Nor Hell", "The Hangman's Body Count", "Lola Montez", "The Devil's Bleeding Crown", "Last Day Under the Sun", and… the other two must have "A Warrior's Call" and "Fallen", right? Nope, those respectively stalled at #2 and #11. They were actually "Black Rose" and the relatively forgotten "Die to Live".
* Volcanion And The Mechanical Marvel" after he was kidnapped by Alva, leaving his teammates Jessie and James to follow Ash and his friends in order to rescue him.
* Volcano, all the small children survive. And so does a small Jack Russell named Bill. Just in case that wasn't enough to assure you no innocents were harmed there is even a brief news report on vets setting up an emergency pet shelter.
* volcano alongside his Talonflame, each time getting rescued at the last moment before anything bad happens.
* Volcano has this in one part, with a news reporter standing right up against the line of barriers that are barely containing the volcanic lava.
* Volcano. In order to save the city from a volcanic eruption it is decided that a precision demolition of a 20 story building must be planned and executed in 15 minutes. Unfortunately, a random child wanders into the street directly in the path of the soon to be demolished building. The child is saved by Tommy Lee Jones sprinting (quite fast for an old man), grabbing the boy, then jumping behind cover.
* Volcano motorcycle to get to where Amy says the next eruption is building. The cop yells at him as he drives off.
* Volcano, none of the characters seem to understand the signs of a volcanic eruption even as ash, firebombs and lava flows are literally exploding forth and blanketing the city. At first it's understandable that people might be confused by what's happening, but eventually the ignorance becomes so unbelievable that it seems the mere concept of a volcano or even lava is almost fantastical.
* Volcano of volcanoes is an obscure geological fact completely unfamiliar to the public. Although that's probably less "people don't know what a volcano is" and more "no-one expects a volcano to erupt in the middle of Los Angeles."
* Volcano Planets rocky planet will look like this in the first few hundred million years of its formation, so expect to see a lot of them. The air almost certainly won't be breathable, though, so bring your ventilator mask.
* Volcano's Wrath, it's "Children. They make a mother proud" when the kids rush off to stop Sly Sludge.
* Volcano: The movie is about a volcano suddenly emerging from the La Brea tar pits, so it doesn't get to loom threateningly in the background.
* Voldemort also framed a House Elf named Hokey for poisoning her mistress with the same methods he used to frame his uncle. The Ministry didn't bother investigating the situation any further
* Voldemort also inadvertently marks Harry with a scar when he tries to kill him with the infamous Killing Curse; this serves as a mental conduit, a sign of their connection, and an indicator of his power and mood.
* Voldemort and Harry get into a "Do not!"/"Do too!" exchange about whether Voldemort whines.
* Voldemort and the Death Eaters take this to a ludicrous extreme by actually
* Voldemort become a Death Eater, but she also married a muggle-born wizard, produced a daughter who became an Auror, and helps out the Order of the Phoenix, though she's not officially a member herself.
* Voldemort becomes this following his resurrection, which is rather different to canon. Not only does he have his horcruxes, while he looks human, like an older Tom Riddle, he's walking around in a body constructed from
* Voldemort celebrates. Even Peeves, the annoying poltergeist who inhabits Hogwarts, is pleased and cracks a joke at his death.
* Voldemort dies before the story begins, but keeps popping up in some form or another before fully reincarnating at the end of the fourth book. Once his

* Voldemort Goes Back To School when Snape catches "Evan" raiding his potion stores, "Evan" forces him to let him go without punishment or telling anyone else lest a flashing neon sign reading "Dumbledore Took My Virginity and I Liked It!" appear on the back of Snape's trousers.
* Voldemort hears half of a prophecy about a boy about to be born who will be his nemesis. With two possible choices, Harry Potter and Neville Longbottom, he chooses Harry, but in the process of trying to kill him, gives him both the power to defy him and a reason to. What's the best way to turn an otherwise unimportant young wizard into your mortal enemy who's well-equipped to defeat you? Well, murdering his parents and spending the better part of a decade sticking him in convoluted death traps is not a bad start. What's more, Dumbledore hints that not all prophecies have to be fulfilled. The only reason Harry is going to fulfill the prophecy is that
* Voldemort himself as a student. Only Dumbledore recognized that one of the darkest wizards of all time was right under their noses. It is also implied that he was this during the First Wizarding War to many, that is, until he showed his true colors.
* Voldemort himself in his final moments, yet refused to divulge any information about Harry's whereabouts.
* Voldemort himself qualifies, seeing how he was voted the #1 villain in a poll that decided which character was the best literary villain.
* Voldemort himself sometimes indulges in a laugh that narrator-Harry describes as "humorless and insane" - usually just before or after killing someone.
* Voldemort is described as being very tall, thin, and bony, with chalk-white skin and spidery hands.
* Voldemort is evil, but also brilliant. At the end of the fourth book, he delivers a speech to his minions for a whole chapter. It basically consists of, "Let me tell you in excruciating detail
* Voldemort is stated to not have died, but this is only true in the most technical of senses. After his attack on the baby Harry, he became something that was described as 'less than the meanest ghost', and was capable of possessing bodies. While he might not have died by the strictest definition of the Potterverse, he could easily trick people into thinking that he had come back from the dead. In this case, any wizard with Horcruxes (Or alternatives), could put on a quite convincing show of dying and coming back. There's the problem that dark magic ruins your body. You do NOT get a good following looking like a snake, and cursing and subjugating your followers. You might get a cult of power hungry crazies, but you probably wouldn't ever be mainstream.
* Voldemort on the other hand seems to have been a narcissist ever since he was a kid.
* Voldemort put Harry's parents into suspended animation in a pocket dimension for thirteen years instead of killing them outright. Lily called James a man child in exasperated affection when he gave Snape a "welcome back present" by turning his robe pink.
* Voldemort recruited Death Eaters straight out of school the first time round as a matter of course. He also pursued the Hogwarts post of Defense Against the Dark Arts teacher for this same purpose.
* Voldemort respects, allowing the school, besieged by his forces, time to mourn their dead.
* Voldemort's Children definitely invokes this trope, especially given the nature of the Curse's targets.
* Voldemort's Hair-Trigger Temper frightens even Bellatrix. He can go from
* Voldemort's mother, was constantly terrorized and abused by her father and brother for being unskilled at magic and her only reaction is to cower in fear.
* Voldemort's name, and nobody else reacts: once when he sarcastically tells Hermione, "I forgot we’ll be hunting down Voldemort in a mobile library," and later when he asks Remus Lupin, "Why didn’t Voldemort declare himself Minister for Magic?"
* Voldemort spends the series attacking Harry and messing with his emotions via

invading his dreams.
* Voldemort's rebirth ceremony goes wildly askew, making him (a) a woman and (b) infatuated with Harry. The new Dark Lady considers, and ultimately rejects, "Mrs. Potter," "Mrs. Harry Potter" and "Mrs. Harry Potter-Voldemort."
* Voldemort stuck the brain of a mook who failed him in a glass globe attached to an eye and a large number of flytraps. The eye acted as a surveillance system while the plants supplied enough nutrients to keep the whole thing in operation.
* Voldemort, the main antagonist, blew himself up by accident a decade before the story begins, and only survived as a soul because of
* Voldemort the wizarding world who knows about the wizards is far less likely to trust them.
* Voldemort threatens to kill Draco if Ebony does not kill Harry "Vampire" Potter.
* Voldemort threatens to send Blaise Zabini pieces of his sister if he fails to complete his given task, starting with her toes.
* Voldemort trips over a peacock and vents his rage by using the Killing Curse on it, sending an explosion of feathers into the air. He dies by choking on one.
* Voldemort uses his mutant ability to pull the former's heart out of his chest.
* Voldemort who used his undeveloped magic to traumatize his peers, even if the staff could never figure out how he did it.
* Voldo is seemingly incapable of speech, able to fight trained warriors using only smell and hearing and contort himself in ways that just don't seem possible, and has
* Vole, a Jägermonster of her taste. More specifically, from hearing his jubilant, bloodthirsty anticipation regarding a war that would devastate the continent.
* Volere Volare: the head-tilt is inspired not by the porn movie playing offscreen but by the bizarre (to say the least) sound effects applied to same by a Foley artist who normally does cartoons.
* Volere volare): The main character of this Italian film is the sound effects guy for Italian dubs of American cartoons. At one point, he's been asked to dub a serious live-action love scene, and fills it with zany cartoon noises.
* Vole, the defector Jäger, tried to kill Bill and Barry because they were soft (as in they were heroes instead of the nutters the Hetereodynes usually produced). He also wants a new pack of crueler, meaner, more psychotic Jägers to burn down Europa with, as he sees the current set of monstrous super soldiers to be pathetic lap dogs. However, he ends up getting his butt kicked pretty often and after
* Volga-Volga: When singing the big group song at the end, the cast starts by telling the audience "Do not go rushing out of the theater."
* Volhynia. The Ukrainian administrator of the village serves Poles, Russians, Germans, and finally Ukrainians with the same level of shameless flattery and enthusiasm.
* Volibear is usually seen in the top lane, but he is capable of jungling.
* Volkite weapons are another Imperial technology lost to the ravages of time. They're basically heat rays so powerful that organic targets are instantly turned to ashes in a fiery conflagration. Even more impressively, the effect can chain to other nearby targets. These days, what few Volkite weapons remain functional are sacred relics that only the most elite or heroic warriors are allowed to carry onto the battlefield.
* Volkner has this reputation as a gym leader. It doesn't translate very well to the anime, though, considering the regional conference typically requires its entrants to defeat the gym leaders to make it in. And that's before he got bored of crushing everyone's dreams and started giving away his badges for free.
* Volkoff himself is a highly-unstable and dangerous killer who scares and unnerves his underlings and anyone else he deals with. He's also so thoroughly
* Volkshalle. Also planned was a ridiculously huge triumphal arch, more than triple the size of the Arc de Triomphe in Paris...with dwarfing the French arch being the sole purpose for its size.
* Volkshalle, which Hitler greatly admired. However, it was so big that the water

vapor exhaled by its occupants would have created clouds and rain — assuming the entire building hadn't already sunk into the swampy ground. In Berlin, there remain a few gigantic concrete test cylinders the Nazis cast to see if the soil could support the Volkshalle's weight. Proving real life has a sense of dramatic irony, these cylinders have been steadily (albeit slowly) sinking for sixty years.
* Volkssturm. By the end of the war, nearly all of Germany's prime fighting men were either dead or captured, so they were reduced to recruiting underage boys and old men - anyone who could hold a rifle basically.
* Volkswagen ads spoof the exact wording of "sign and drive" car sales by having someone drive a car while simultaneously trying to sign a contract. This then segues into their "Sign,
* Volkswagen advertising shows a vehicle with Pennsylvania license plate RF7-3B19. In real life, Pennsylvania license plates for that class of vehicle have three letters followed by four digits.
* Volkswagen commercial, a pair of praying mantises halt their fight to watch a beetle (representing the VW Beetle) cruise by.
* Volkswagen commercial discus this when they find a full-sized spare tire in the trunk of a Jetta. One of them even mentions the coelacanth.
* Volkswagen could have not existed at all, if not for the British major Ivan Hirst reopening the KDF-Wagen factory after World War II and renaming the product to "Volkswagen Type 1", colloquially known as the Beetle.
* Volkswagen emissions scandal de facto most elsewhere, caused Volkswagen stock to drop by a third, several higher-ups resigned or were suspended, and ended up with a 2.8 billion dollar fine. One wonders why they thought that would be less expensive than actually bringing their cars up to standard.
* Volkswagen had a print ad for the Polo which showed a car with every part a different color (red doors, yellow hood, blue roof, etc.). Enough people requested a car like that that VW made the Polo Harlekin.
* Volkswagen owns Audi, Bentley, Bugatti, Lamborghini, SEAT, Skoda, Ducati and Porsche.
* Volkswagen Passat ad. It is immediately obvious what they are selling, and what feature you'll remember.
* Volkswagen's ad campaign for their car, the Routan, is just...baffling. Apparently, according to
* Volkswagen Santana, which is basically the 1981-1988 Passat with some slight changes and engine changes.
* Volkswagen used a mild example of this trope when advertising the original VW Beetle in the US, including a famous one with basketball's Wilt Chamberlain stating, "They said it couldn't be done (fit Chamberlain into a Bug)."
* Volkswagen was the first automaker to acknowledge and try to exploit this periphery demographic with the 1975 release of the Golf GTi, a high performance version of the Golf hatchback. It was a resounding success and inspired other automakers to make high performance versions of their economy cars.
* Volle Latte! He went by the name Ørg to make it less obvious.
* Volleyball", Pearl thinks that White Diamond is the cause of Volleyball's scar, and refuses to believe that it was Pink Diamond.
* Volley Guns are also quite capable of battering or blasting down castle doors.
* Volleying Insults. In the end, Rousseff came out on top thanks to the support Northern and Northeastern regions' States (which have a high percentual of low-income voters, who benefit from PT's social policies, and where Neves was relatively less well known).
* Volodymyr Zelensky played the president of Ukraine in the 2015 TV show "Servant of the People." In the 2019 presidential elections, he ran as a candidate under the Servant of the People party...
* Volo's Guide to Monsters — a beholder that dreams of existing in multiple places or of looking into a mirror will wake up to discover that a duplicate of itself has come into being. Other dreams instead give rise to the various species of beholderkin — for instance, beholders who dream of blood or wounds may create the vampiric death kisses.

* Volo's Guide to Monsters. Other races could also go either way — Good, Neutral, Evil, Lawful, Chaotic, or some combination.
* Volpone is a greedy and lecherous con man; the play's main plot is about him faking being on the edge of death to trick people into giving him gifts in the hopes that he'd name them as his heir.
* Volpone, which is about a man who pretends to be dying so he can swindle people, who think that giving him gifts will make them his heirs.
* "Voltage-A-Rooney" has (real) Liv as SkyVolt, the superhero alterego of her
* Voltage Fighter Gowcaizer gives the player the option to take an opponent's special attack after beating them.
* Voltage, Inc. side story sooner or later, and the protagonist's efforts to present her love interest with handmade chocolate for the holiday feature prominently in all of them. Drama caused by lost, stolen, or damaged chocolate is also common, as are various other obstacles ranging from cross-cultural confusion to angst when the guy in question seems to have accepted chocolate from another girl.
* Voltage, Inc. VNs have female love interests. They have both been discontinued and taken down from the app store, however.
* voltage, or "amperage". Now, that said, it IS possible to survive obscenely high currents, and that's because at those amperages, the electricity doesn't actually enter the body, but dances across the skin, which won't kill you (though it will probably make you WISH it had).
* Voltaire about the singer becoming shipwrecked and kidnapped and eaten by a tribe of cannibals.
* Voltaire also has "Stuck With You," about a married couple complaining about how their vows force them to stay together despite the fact they can't stand each other.
* Voltaire being far more well-known. This mantra is often used on forums to explain how its leaders should act.
* Voltaire, "Bigger on the Inside", we have "So if you think you'd like a sonic screw / Driver like I'm holding in my hand..."
* Voltaire gives us, "What if I were to cut you up and mail each part to a different town?"
* Voltaire grade minor "evils", like being a fly in someone's soup or a pebble in their shoe, then out of nowhere talks about tripping elderly people down staircases.
* Voltaire has a lot of examples, including a woman who is missing half a buttock due to cannibalism.
* Voltaire. He sits in his tower, counting his gold, while the children working his factories lose body parts on the job and go hungry.
* Voltaire. He turns out to be so pathetic you have to feel sorry for him.
* Voltaire." His Youtube page reveals that this is because it was the only thing he could think of that rhymed... and basically said, "Oh, well." when it was pointed out to him that it doesn't rhyme at all.
* Voltaire. "In a glen beyond the castle wall/ There was a tinker/ And he was a thinker/ The smartest man in all the world/ He made a mechanical girl." Especially when it turns out what the girl is capable of doing...
* Voltaire in the musical version with the song "You Were Dead, You Know."
* Voltaire" is a ballad assuring the child that even if there are monsters, the child is too badass for the demons to eat.
* Voltaire is a concept album set at the turn of the industrial revolution. One song has a man going off to sea to become a merchant trading in imported goods, and his wife waiting for him. Other songs imply he has had other partners while at sea, but that she is his true love, in a kind of "that was just sex, you own my heart" kind of way.
* Voltaire is easily the punniest. Featuring an entire song's worth of body part-related puns.
* Voltaire is through the point of view of a "torches and pitchforks" mob ("Stakes and torches, scimitars and bayonets, scythes, pitchforks a sickle with a sharpened

edge... ")
* Voltaire music, but prior to becoming a musician in the late 1990s, he was an award-winning stop-motion animator who did commercials for IKEA, Wendy's, MTV, Nickelodeon and even a Super Bowl commercial for Budweiser. He's also published two non-fiction books and three graphic novels, as well as being a college professor at the School of Visual Arts (New York), and designing toys.
* Voltaire (one of the earliest works depicting aliens visiting Earth).
* Voltaire onwards, the latter was one of the first French authors to violate "classical unities" and make that okay to do in France.
* Voltaire seems to have a bit of this for Keanu Reeves in the song "Future Ex-Girlfriend".
* Voltaire's features this, for the most part in lieu of actually speaking Japanese. It even lampshades it, when they refer to a "Escuratuh Attendent" and the bottom says "Escalator Attendant, for those who don't speak Japanese". Of course, he's pretty good about getting the accent right, instead of just replacing Ls and Rs, still.
* Voltaire, she grows to "seven times her size" and unleashes a massive hidden arsenal upon the king and his kingdom.
* Voltaire, Sirians live to be on average 10.5 million Earth years, and Saturnians live to be on average 15,000 Earth years. Both races still bemoan the ephemeral nature of their lives, however.
* Voltaire's old band) uses this as its punchline, describing the efforts of a Jew to convert the eponymous goi into "a coin-operated Jew, just like me and you."
* Voltaire song "Stuck With You" is narrated by a married couple venting about all the things each partner has done to piss the other one off and how much they drive each other crazy. At the end of the song, after this long litany of complaints, they mutually agree that "I'm not sad I said 'I do'/I'm just glad I was stuck with you."
* Voltaire's response when someone told him that coffee was "a slow poison": "I think it must be slow, for I have been drinking it for sixty-five years and am not dead yet."
* Voltaire's song "Bomb New Jersey" (the other Voltaire). However, there are enough in-jokes that only people from New Jersey would get that it's hard to be offended. Voltaire grew up in New Jersey (and hated it), and mentions it in more then one of his songs. For example: "Hell in a Handbasket".
* Voltaire's song "God Thinks" is often misinterpreted as being anti-religion, when it is actually against people who use God and/or religion to spread their own agendas.
* Voltaire's song "When You're Evil" is a classic I Am Song for any villain.
* Voltaire's, the author primarily discusses Circassian inoculation practices against smallpox, but also takes a paragraph to extol the beauty, virtue, and sexual talents of their maidens.
* Voltaire's towards the state in general) than his fans that live in said state. To be fair, Voltaire did grow up there and the song contains a lot of in-jokes that only make sense to people from New Jersey.
* Voltaire's "When You're Evil". After a long, gleeful, litany of varying acts of nastiness and reveling in his
* Voltaire's "When You're Evil" is a cheerful show tune with a singer who's cartoonishly pure Evil-with-an-E.
* Voltaire the same way again.) Voltaire's presence at events such as Dragon* Con put him in this category.
* Voltaire. Three Gadget Drones are shown floating around and shooting at random stuff, then squish!
* Voltaire was raised by a bilingual mother, so he slips in this trope. In "Day of the Dead" there is a English version with a verse in Spanish, and a Spanish version with an English verse.
* Voltaire. What makes this insane is that by the time Voltaire was writing, both Newton and Leibniz were long dead and Voltaire was really the only person who gave a damn about who invented calculus.

* Voltaire, who combined views as optimistic as Leibniz's with a career nearly as random as Pangloss's.
* Voltaire, who - to the best of our knowledge - never wrote anything about the Jersey Devil.
* Voltaire wrote "Goodnight Demonslayer" as a lullaby for his son, and when his son got older he also wrote "The Beast of Pirate's Bay" for him.
* Volta, played during the climactic aerial straps duel in the Hall of Equals.
* Volta's Lab Coat doesn't work until Claudia puts the goggles on properly.
* Voltes V, but it presents the first proper example: the V-giri Slash.
* Voltes V fire an anti-combining beam on the parts to prevent combination.
* Voltes V, in particular became a nigh revolutionary totem for Filipinos against the Marcos regime. Yet to this day, despite a solid otaku and comics community, the Ghetto stubbornly refuses to fade outright into irrelevance.
* Voltes V: Its belt was in reality two whips, its midsection stored a couple of spinning tops, the ornament on its chest hid his sword's blade...
* Voltes V moment for the Marcos regime as a whole, and the series is still a Filipino favorite to this day. Those episodes were later dubbed in a complitation movie as "Voltes V: The Liberation" in 1999.
* Voltes V only manages to learn the trick by asking his brother to do the trick with a pistol, stopping the bullet by using two stones.
* Voltes V's weapon Grand Fire is a flamethrower located in the robot's belt.
* Voltes V: Voltes Bazooka. The entire weapon is hidden in his right arm, and is deployed by tilting the right hand downward (which also becomes the weapon's grip held by the left hand) allowing the barrel to telescope out of the arm.
* Volto from Mars, a mascot for Grape-Nuts cereal. Like all Martians, he has the power of
* Voltorb and Electrode. They both explode literally at anything that angers them. Electrode is the worst of the two, though...there's a reason it's called 'bomb ball'.
* Voltorb is implied to be a Poké Ball turned sentient, through an unknown cause.
* Voltron attacks them during the transformation. By the next episode, they've figured out how to avoid the problem in the future: by combining behind the protection of the castle's force field.
* Voltron but new animation, Sven actually gets one last chance to pilot Blue Lion before the second finale.
* Voltron Force does this: Daniel is Asian, Vince is black, and Princess Larmina is white.
* Voltron Force had Lotor as this in the penultimate episode, leaving his minion as the final boss.
* Voltron Force hit the airwaves in June of 2011, reviving the the series with several nods to the original in the first few episodes alone.
* Voltron Force, hopped up on haggarium, declares that "This is the day that I—" and gets blasted by Voltron's new guns. When he is later revived back at his castle, the first thing he says is "—destroy Voltron!" ... and smacks face first into a wall.
* Voltron Force, Hunk builds an enormous contraption that turns out to be a jet fuel-powered grill to cook a side of ribs bigger than he is. It instantly burns the meat to ash, then blasts itself through the roof and explodes.
* Voltron Force is a villainous example, as he confronts the Voltron Force personally a few times.
* Voltron Force, is less interested in actually saving the universe from King Lotor, and is more concern in securing more power for himself, and spends more time and resources fighting the Voltron Force, and oppressing anyone who is against him.
* Voltron Force Voltcoms can form twin pistols. When it's Lance's turn to form Voltron Red Center, his Blazing weapon is a pair of high-powered energy pistols.
* Voltron had 22-minute episodes that consisted of about 16 minutes of original footage and 6 minutes of the Lions leaving their lairs, forming Voltron, etc.
* Voltron had the Blazing Sword. It killed pretty much everything in a single hit

and was more effective than Voltron's other weapons, and in the first episodes it was even used early in a fight. There is very little reason for the crew to not be slicing up Robeasts right off!
* Voltron has had numerous adaptations, primarily based on variants of the original series.
* Voltron, its original version, lacked. This feature made it THE show to air to showcase the Stereo capabilities of most affiliate stations and systems.
* Voltron: Legendary Defender, Adam. At San Diego Comic-Con 2018, the show's producers revealed that the two were together for years, and were on the verge of getting engaged when Adam broke up with Shiro.
* Voltron: Legendary Defender: After Allura becomes a paladin, she is given a bayard that becomes an energy whip.
* Voltron: Legendary Defender, all the while insulting his smug attitude every chance she gets.
* Voltron: Legendary Defender, Allura did not have any real option at the time.
* Voltron: Legendary Defender. Allura's first reaction upon seeing a human (Lance) is that his ears are hideous.
* Voltron: Legendary Defender, Alteans measure time in "ticks", which are slightly longer than seconds. The team spends a little time trying to work out the comparison. The second season expands on this: A decafeeb is somewhere between a years and a decade, a quintant are roughly a day, a varga seems to be about an hour, and a dobashes is more or less a minute. After a while, the Paladins manage to pick up on it.
* Voltron: Legendary Defender anime. However, he was quickly brought back in Season 3, as the toy company execs were worried that killing off Shiro would jeopardize his action figure sales.
* Voltron: Legendary Defender are just really common (which would be in keeping with the technology displayed by the Altaians and Galra).
* Voltron: Legendary Defender as a love interest, her hair is a few inches longer—just long enough for it to be obvious whenever she moves.
* Voltron: Legendary Defender before things start getting really heavy.
* Voltron: Legendary Defender began only a year after the US release, but the dub of seasons 3 and further took a longer wait to be released than the original. The last two seasons were released on the Italian Netflix feed with subtitles only in January 2021, a little more than two years after the original release, with the proper dub being released only two months later.
* Voltron: Legendary Defender: Besides Earth, the entire universe uses Altean units of measurement (presumably enforced by the Galra Empire). The human characters get used to using them pretty quickly, but we're never given an explanation for any of them except for the tick, which is slightly longer than an Earth second. This lets the show keep things like time and distance vague while making the characters sound like they know what they're talking about.
* Voltron: Legendary Defender, but he also voiced the current Pidge's older brother Matthew.
* Voltron: Legendary Defender, but he was already this close to Keith before the start of the series.
* Voltron: Legendary Defender, but only because he's driven away all his henchmen by acting like a selfish prick, and knows he can't fight Zarkon alone.
* Voltron: Legendary Defender, but the few on-screen deaths don't involve any visible injury, even from people being slashed with blades or shot with a variety of energy weapons.
* Voltron: Legendary Defender, Coran attempts to spoon-feed Shiro his lunch like a baby. This is Shiro's reaction.
* Voltron: Legendary Defender ends up in critical condition after his most recent battle against Voltron.
* Voltron: Legendary Defender, especially against the rabid Keith/Lance shippers.
* Voltron: Legendary Defender: Even the most straight laced of the defenders of the universe have their moments where they get involved in their teammates' antics.
* Voltron: Legendary Defender find themselves in a time pocket. They spend two

years there before escaping, only to find that no time has passed in the real world.
* Voltron: Legendary Defender gets promoted to this trope in Season 7 with the introduction of Earth's battleship the IGF Atlas. Initially a battlefield promotion due to him being the only Galaxy Garrison officer with any experience commanding a ship in a space battle, he's gained the rank proper by Season 8.
* Voltron: Legendary Defender half the original pilots and they're still breaking in a new flight roster.
* Voltron: Legendary Defender has a robotic arm that he acquired during his time as a prisoner of the Galra.
* Voltron: Legendary Defender. His voice actor, Josh Keaton, even noted in an interview that he channeled his own experience as a father into his portrayal.
* Voltron: Legendary Defender immediately after the reveal. The show culminating in him marrying a random background extra, rather than anyone he actually knew or had chemistry with, was also heavily criticized by gay fans.
* Voltron: Legendary Defender in Episode 1 when Lance tells Keith to "shut your quiznak!" (though in that case, the fans debate on whether or not the specific context Lance was using it in made it more offensive than it normally would be given that the contexts they use it in indicate it's closer to the f-word or s-word in meaning and attempting to use it as an a-word substitute as Lance was is beyond inappropriate.)
* Voltron: Legendary Defender: In "Fall of the Castle of Lions", Lance complains that Nunvil, the drink Coran is serving, "tastes like hot-dog water and feet".
* Voltron: Legendary Defender in season 1 and 2 until Keith takes over for season 3 before handing it back to Shiro in season 4. However, Team Voltron would have a true Sixth Ranger in season 4, when Pidge's brother Matt joins the team, given that he becomes literally the sixth hero as Keith joined the Blade of Marmora during the season.
* Voltron: Legendary Defender: In the original version, Sven ends up having a romance with Romelle. In this incarnation, Shiro is revealed to have had a boyfriend named Adam on earth. It was confirmed in a convention that Shiro is gay.
* Voltron: Legendary Defender in the Space Mall, Pidge come across a bathroom but as the sign is written in an alien language and the people going in and out are aliens without clearly defined genders she decides to hold it. Hunk seems to momentarily have the same dilemma when looking for a hiding spot. However, Keith does not seem to have had any problems as he comes out of one side quite casually.
* Voltron: Legendary Defender introduces Leifsdottir in Season 7. Alongside being intelligent with a focus on numbers and awareness of spatial directions, Leifsdottir is shown to misinterpret others' intentions, such as giving a description of the weather when asked for a status report during battle.
* Voltron: Legendary Defender is considered to be a major improvement over the filler-heavy season 4, due to revisiting storylines such as Operation Kuron, Pidge's search for her father, Keith's Galra lineage, and Haggar's memories. Lance and Hunk being de-flanderized was also well-received.
* Voltron: Legendary Defender is full of characters who are excellent pilots, but special mention is given to Keith, who was a pilot prodigy and top of the class at the Garrison before being expelled due to disciplinary issues.
* Voltron: Legendary Defender is shown to have heavier armor and more raw power than the other Lions, but is also the slowest of the quintet.
* Voltron: Legendary Defender is that Pidge is actually a girl who joined the Galaxy Garrison to look for information about her missing brother. "Katie" had already been caught snooping, so she cut her hair and created a male identity to hide better.
* Voltron: Legendary Defender: It's mentioned a few times as having killed all previous test subjects, but Zarkon's obsession with obtaining the Black Lion drives him to ignore all warnings and use it anyway.
* Voltron: Legendary Defender, just made the whole thing even less appealing.
* Voltron: Legendary Defender, Keith catches Allura this way when they run into each other while both trying to secretly escape the team.

* Voltron: Legendary Defender, Keith meets Axca in the belly of a weblum and initially thinks she is hostile when she aims her gun at him. It turns out she was aiming it at the monsters behind him, thus saving his life.
* Voltron: Legendary Defender, Lance and Keith are in a control room in the Balmera, trying to close the hatch. At one point, Keith puts his hand on the handprint and the hatch closes. Lance asks him how he did, and Keith responds that he doesn't know.
* Voltron: Legendary Defender, Lance gets trapped in an airlock and it opens. He's still able to yell and cling onto the door for several seconds before Keith saves him.
* Voltron: Legendary Defender, Lance is able to milk the cow he and he fellow Paladins got from the shopping mall in the far reaches of the universe, despite it very likely having no mate or offspring.
* Voltron: Legendary Defender legal) shopping mall. This is especially amusing when every other Zarkon-controlled area up until this point had been despotic hell-holes.
* Voltron: Legendary Defender of the classic '80s anime. The series proved the action-oriented animation wasn't dead, despite the drought of it beforehand, and open the door for general audiences in a similar manner to the above.
* Voltron: Legendary Defender of the team but is also a great chef, especially when he improves the Vrepit Sal restaurant in "Space Mall" after originally being held as a dishwashing prisoner for unable to pay for the food he ate and thought they were free samples.
* Voltron: Legendary Defender, Pidge leaps onto Shiro's head when they run into an alien.
* Voltron: Legendary Defender, Prince Lotor has his four top generals on his side named Acxa, Ezor, Zethrid, and Narti.
* Voltron: Legendary Defender reveals that Shiro used to have a boyfriend prior to leaving Earth. He's not stereotypical in any way whatsoever, to the point that it was once extremely popular to ship him with his female teammates since nobody suspected otherwise.
* Voltron: Legendary Defender, Romelle's younger brother Bandor was among those "chosen" by Lotor to be taken off to a special village to be cleansed of his life. We then cut to later on, where he managed to escape, tell Romelle she was right, and then die in her arms as a withering husk.
* Voltron: Legendary Defender, seems to be especially fond of using it on social media.
* Voltron: Legendary Defender's second season. He spots a mermaid and wants to ask her for help finding the rest of the paladins, but Hunk refuses to follow him (at first).
* Voltron: Legendary Defender staring up in confusion, before changing to annoyed expressions.
* Voltron: Legendary Defender stated that the final straw that got Keith kicked out of the Galaxy Garrison was that he punched a teacher, specifically Iverson.
* Voltron: Legendary Defender that can destroy whole sections of a massive space station.
* Voltron: Legendary Defender. The episode plays out with some tension, with it never quite being clear whether the host is sadistic and insane or some kind of benign benefactor, but ultimately the heroes all survive the ordeal and are returned to their regular world/continuity—shaken, but with a better understanding of the threats they face next. So...not exactly an episode premise that is likely to have repeated too closely without the second case occurring with some "inspiration" from the first.
* Voltron: Legendary Defender, the Galra soldier Haxus falls from a high catwalk after Pidge trips him up. He tries to grab Rover for support, but Rover deactivates and they both fall to their presumed deaths.
* Voltron: Legendary Defender, the only food initially available on the castle ship is a strange green goo. Hunk (a human) takes charge of making the meals more edible.

* Voltron: Legendary Defender: The paladins that form Voltron take up this dynamic for some time beginning in Season 3 as a shoutout to the formation in previous continuities in the franchise.
* Voltron: Legendary Defender, there are countless realities that are the result of diverging paths at different points in time. It's implied that Slav has the ability to see all these different realities, along with future ones, and is easily overwhelmed by them.
* Voltron: Legendary Defender thinks. Mutual pining ensues between the Galran prince and the sharpshooter.
* Voltron: Legendary Defender to be helmed by the villainous Emperor Zarkon.
* Voltron: Legendary Defender to have some dinner and enjoy a show. What looks like a dancing mermaid behind a curtain (which gets Lance grinning) turns out to be an octopus with a smaller octopus on top of its head. Lance's reaction turns from delight to disgust.
* Voltron: Legendary Defender was renewed for one more season after a total of 65 episodes across seven seasons, totalling 78 episodes.
* Voltron: Legendary Defender, when it was revealed that he was supposed to have been removed from the series after the second season finale, but was brought back by Executives due to his quickly growing fanbase.
* Voltron: Legendary Defender, when Lion Forge was purchased by Oni Press, the new owners elected to cancel the series.
* Voltron: Legendary Defender when the the crew picks up Kaltenecker the cow in an alien store selling Earth merchandise.
* Voltron: Legendary Defender which depicted the entire team as white.
* Voltron: Legendary Defender, which provide each Paladin with a personalized weapon, and can activate additional functions when Voltron is formed.
* Voltron: Legendary Defender, while the imperial soldiers wear masked helmets covering most of their faces.
* Voltron: Legendary Defender who essentially went back into the closet as part of her disguise. Other fans interpret Pidge as nonbinary because her voice actress, Bex Taylor-Klaus, is nonbinary.
* Voltron: Legendary Defender, who is of German Jewish descent, respectively.
* Voltron: Legendary Defender with English accents despite never having been to Earth.
* Voltron: Legendary Defender with great grace. She also pilots her Lion with more composure and poise than her fellow Paladins once she understands how to use it.
* Voltron: Legendary Defender, with the protagonist role often leaning more towards Keith, Shiro, or Allura.
* Voltron: Legendary Defender: Zarkon gives the task of finding the traitor on his flagship to Thace, who is the Blade of Marmora's agent on the ship.
* Voltron: Legendary Defender: Zigzagged. Emperor Zarkon was viewed as the main villain of the series but was presumably killed in the Season two finale. However, he was revived in the Season 3 finale but met his defeat in the season 5 preimere.
* Voltron—it's where the Castle of Lions was hidden for a long time—but not where Allura is from.
* Voltron never formed Blazing Sword until after the Ro-Beast and Voltron had stomped half the countryside flat and Voltron was getting its ass handed to it on a big Roboplatter. However, this was for a very good reason: Voltron could not defend itself while wielding the sword, so it had to fight until the robeast was incapacitated or gave them an opening. In an early episode, Voltron Force faces a new Juggernaut robeast built by King Zarcon, not Haggatha's sorcery. They come out with Blazing Sword already formed, but get roundly trounced. For three days, the Royal Army holds off the monster while Voltron trains, and in a huge battle, the individual Lions beat down the robeast until it can't fight back, then form Voltron, blast it a few more times for good measure, Form Blazing Sword, and dispatch it.
* Voltron once had the good guys and the bad guys play American football.
* Voltron portrays him as a thoughtless lout and ends with Allura desiring to kill him for being lousy in bed, and another fic has Keith abusing Allura so she can run

into Lotor's arms.
* Voltron, Prince Lotor/Sincline ties up Princess Romelle/Amue this way.
* Voltron that can allow the team to target the enemy. Eventually, he finds that his lion somehow has a clairvoyance sensor mode that may be slow to create a clear image, but it still allows them to pinpoint the exact target on the enemy and hit it hard enough to not only make it let its prisoner go, but also knock out its stealth mode long enough for the team to unite into Voltron and take it down.
* Voltron that the war between Arus and the Drule Empire has been going on for so long that nearly everyone has forgotten why or when it started, or that a mysterious third party is somehow involved in it.
* Voltron: The American release of the Vehicle Team has just about every enemy unit, and most friendly units, as robots. The number of "robot attack ships" and "android stormtroopeers" was staggering. This was done to follow the "nobody can die in cartoons" standard against animated violence on TV at the time.
* Voltron: the Black Lion has wings, and that means that Voltron does as well. In neither instance do they actually do anything. They certainly don't affect either robot's ability to fly, the other lions can fly just as well without wings.
* Voltron: The Castle of Lions comes under attack multiple times in the course of the several series.
* Voltron: The End" has Sgt. Lance Rainier (Timothy Omundson) wake up after some kind of accident and discover that he is likely the only survivor of the entire Voltron Force. His Red Lion is critically damaged with only 10 minutes of oxygen left and only enough power to send a single message. He starts a recording, explaining that the unthinkable has happened and that the Galaxy Alliance must now prepare for King Zarkon's attack. As he sends it out, the eyes of the Red Lion wink out, the computer is able to tell him goodbye before shutting down.
* Voltron, "The Lion Has New Claws", Princess Allura gets a spanking from Nanny for putting herself in danger.
* Voltron). The monster-of-the-week attacks one of the individual units that make up the left leg mid transformation, causing it to crash. This leaves the two other units that make up the leg flying solo while the main robot is very off balance. And while it ultimately fails, it does have the sense to try and neutralize the units that couldn't combine and prevent the combination sequence from completing.
* Voltron: The Third Dimension, during a climactic battle prior to the start of the series, Lotor was badly injured and had to be rebuilt as a cyborg.
* Voltron: The Third Dimension the titular robot travels to another dimension and transforms into Stealth Voltron. It isn't a permanent upgrade however as Voltron returns to normal when returning to its home dimension. It does however transform into Stealth Voltorn every time it returns to the other dimension.
* Voltron translation, the pilots were themselves android stormtroopers.)
* Voltron. Voltron I (Vehicle Voltron) and Voltron III (Lion Voltron) both used the same combination spiel. But Voltron I's head was a separate piece from the torso and piloted by the main character. It doesn't make sense in Voltron III to say "And I'll form the head!" because the head is part of Black Lion... though the neat close-up on the head makes up for it (and that shot is probably why the World Events team thought the mirrored spiel still "worked").
* Voltron with a proposed animated series based on the ancient Oriental Zodiac called "Z-Force".
* Volturnus, Planet of Mystery. Several examples can be found inside the Eorna underground complex.
* Volume 11 has Rias transfer power to Issei with her breasts, causing them to shrink, and causing them to melodramatically declare their love for each other, prompting the Occult Research Club to defend the
* Volume 14 of New Testament introduces a character with many similarities to Touma, Kamisato Kakeru. It turns out that he had built up a harem for himself amongst a group of women that he saved using his World Rejecter power. However, in a strange twist to the harem genre, Kamisato
* Volume 1: After Paula was arrested and handed over to the authorities she somehow managed to construct an entire elaborate lair complete with throne and all the

torture devices a girl could want in the basement below her cell, which could be accessed through a hidden hatch in the cell itself.
* Volume 1: A large female gorilla escapes from the zoo and starts attacking people and property. She is eventually subdued by Wonder Woman, and when most are pushing for her destruction due to just how dangerous she is Prof. Zool asks permission to use her in an experiment, which ends up turning her into the human villain Giganta.
* Volume 1: Bobby Strong, Glamora Treat and Etta Candy accompany a professor to a recently opened ancient Egyptian tomb and discover that it is full of still functioning traps, though as the "mummy" meant to be entombed there is some variety of immortal and living there with a whole bunch of minions these traps have been maintained through the ages.
* Volume 1: Byrna Brilyant's motivation to become a supervillain. Despite being a genius roboticist who has also perfected her chemist father's "blue snow" she hides her abilities in order to hold entire communities hostage for money as the "Blue Snowman", and once she's stolen everything from those who live there she discards them.
* Volume 1: Circe raises Artemis—the Amazon Champion prior to Diana—from the dead as a skeletal figure bent on revenge for her people abandoning her to die alone in the outside world without a proper burial.
* Volume 1: Doctor Cyber had deflector shields built into her armored suit in the Pre-Crisis continuity, before she was turned into a minor annoyance instead of a major villain Post-Crisis.
* Volume 1: During the Golden Age of Comics the Amazons of Paradise Island were made up of women from throughout history who had ended up on the island's shores one way or another and chose to remain there taking the oaths and going through training to become Amazons. Many of these women were refugees, for example Paula von Guther's daughter who fled from Nazi imprisonment as soon as Wonder Woman made it possible.
* Volume 1 focusses on the main villain being Roman Torchwick, a petty thief who runs afoul of
* Volume 1 Impossible Tale in #111 a massive shark tries to take a bite out of Diana while she's floating on her back near Paradise Island. Renno is able to warn her of its approach, and get knocked for a loop by the shark himself, in time for her to dodge it, grab it by the tail and toss it away.
* Volume 1: In issue 107 Wonder Woman fights an alien named Zugggm whose people are thinking about invading earth.
* Volume 1 that lives on a spire near Paradise Island and Diana has to rescue him from the bird.
* Volume 1, the Pre-Crisis Amazons had a scrying device with which Hippolyta could view anything on earth, or elsewhere in the cosmos, with ease if she so desired. She mostly used it to keep an eye on her daughter's exploits.
* Volume 1: The Saturnian Arc had a rather heavily foreshadowed betrayal that never actually happened. Eviless formed Villainy Inc, and failed to actually escape Reformation Island or overthrow Hippolyte and then Marston died, that was his final issue and no subsequent writer event mentioned any of the Saturnians.
* Volume 1: The Saturnian Empire consists of the bodies orbiting Saturn the citizens can live on, and those which they can't but can mine and is looking to expand by conquering earth. The Empire runs on fear and harsh consequenses and has been paying slavers to abduct humans for use as slave labor.
* Volume 1 the warden's son Freddy is an absolute menace to his older sister Mabel, whom he calls names and keeps sneaking up and lassoing while she's trying to read and go about her day since he's in a cowboy phase.
* Volume 2: Ares finds Hermes annoying due to his ridiculously upbeat personality. Luckily for Hermes his bloodthirsty big brother seems slightly more fond of him than he is of most of their siblings, Ares has even rescued him once, though Ares was getting more out of the bargain than just Hermes:
* Volume 2: Circe had an elaborate home filled with her "pets" on her own island from which she ruled over a nearby island whose populace feared her powers. Her first meeting with Wonder Woman put a major kink in her way of operating.

* Volume 2 Diana learns how to use a bit of magic to change from her civilian gear into her Wonder Woman costume by spinning.
* Volume 2 Episode 8 has the girls going out on their first mission. Although morale is low, Ruby cheerfully informs them that they will be accompanied by a veteran huntsman. Cue them learning that the huntsman in question is
* Volume 2 involves Team RWBY attempting to uncover what the White Fang and Roman Torchwick are up to, given that it's very strange for a
* Volume 2 is almost always accompanied by guards wearing face-concealing helmets, and the empire's fighter pilots' faces are likewise hidden.
* Volume 2—Cassie is first introduced she accidentally turns on an "unstoppable" giant murderous automation that her mother was inspecting as the museum had acquired it under the impression it was a large ancient bronze statue from Crete. The this is evidently ancient, and also fully functional and malevolent but fails to live up to it's "unstoppable" reputation.
* Volume 2 sells the items he then uses to frame his "villains" and the reason he ends up on the mob's payroll.
* Volume 2: Tao Jones uses her personal force field to protect herself and reflect Bumblebee's electricity based attack back at her.
* Volume 2: The Sangtee Empire is a galactic empire where chattel slavery is legal and the combined government and state religion control population through the outlawing of natural procreation and women. Any trespassers to the empire are enslaved, with the women sent to border planets to mine in harsh conditions until their deaths. Wondy starts up a resistance that forces the empire to abolish slavery.
* Volume 2: When Hera knocks Themyscira out of the sky and destroys its magical protections many of the, often incredibly dangerous, animals in their reserve and zoo escape and the Amazons have to recapture them to prevent many more deaths.
* Volume 2: When Themyscira was reinvented as a set of floating islands its culture took a turn back to it's Paradise Island roots as a place of scholarly pursuits and refuge, with many of the more alien-looking extraterrestrials stranded on earth who faced persecution elsewhere moving to the island.
* Volume 3 #10: faced with a mutant cobra monster that's constantly respawning via eggs, Chase told Victor (a cyborg) to swallow the mutant cobra eggs in order to destroy the mother. Chase admits that he didn't know that it would work, but figured in the worst case scenario they could rebuild Victor.
* Volume 3 Diana does some traditional courtship rituals with her boyfriend Nemesis; he asks how a society of only women has such things.
* Volume 3 ends with Ruby, Jaune, Ren and Nora joining forces to travel across the continent of Anima together, searching for answers to who the villains are and what their plans are. In
* Volume 3 ends with the climax of Cinder's villainous plans and the reveal that she's just
* Volume 3 episode "Battle For Beacon" has one said by Glynda when the
* Volume 3 finally gives Qrow a proper introduction, drunk off his ass and complaining that the Vytal Tournament is a televised mess.
* Volume 3's sudden escalation of darkness in the show contributed to many fans struggling to accept the death of fan-favourite villain, Roman Torchwick; he was
* Volume 3 starts with Ruby talking to her mother's grave, and the shot of the crows flying into the setting sun is deliberately designed to form the shape of Monty's artistic personal signature.
* volume 4, Diana, being kidnapped by Hades and forced to marry him, uses the Lasso of truth to prove that she loves him. She then says that she loves everyone, even Hades, unconditionally.
* Volume 4 had the Higinbana waitress with the unfortunate tendency to encounter dangerous people.
* Volume 4 introduces the farm boy Oscar Pine, who suddenly finds himself
* Volume 5 5 accidentally created a super-bomb while analyzing a mystical statue.
* Volume 5 focusses on the various plans to either destroy Haven Academy and steal its mythical Relic of Knowledge or protect both the school and the Relic it guards.

Yang confronts her mother, who is revealed to have the ability to create portals to people she has created a 'bond' with. She has three known connections: her daughter, Yang; her brother, Qrow; and her former husband, Taiyang. Yang uses Raven's ability to connect to Qrow to locate her sister, Ruby. During the volume finale, Yang and Raven have a confrontation over the fate of the Relic of Knowledge, and Raven abandons both the Relic and her daughter, escaping from the school by a portal, despite the fact that two of her portal connections (Yang and Qrow) are in the same building as her. The stinger shows an idyllic scene of Taiyang watering his plants at home. When he suddenly hears feathers rustling overhead, however, all Taiyang can do is sigh as he sees a black feather landing near him. The stinger's implication is that Raven used her portal connection to Taiyang to escape from Haven Academy.
* Volume 5 gave us Shay D Mann, who existed to be punched out by Yang and then lead her to the plot.
* Volume 5 has Samuel Sullivan, the superhuman Antichrist, whose Earthbending ability is powered by the number of followers he has and who, with enough followers, is strong enough to crack the Earth in half.
* Volume 5 has Weiss fight a swarm of Lancer Grimm during mid afternoon.
* Volume 5 introduces the Goblin Paladin, a goblin blessed by the God of Wisdom. Not only is he a powerful warrior, he's even smarter
* Volume 5 reveals this had also briefly happened once before in secret during the 60's. Ironically, most of the former inmates went onto found The Company, who did pretty much the very same thing.
* Volume 5 shows that this is a terrible way of building loyalty, and only works if the subject is truly intimidated. When Cinder cajoles Raven's
* Volume 6 deals with the protagonists as they attempt to reach Atlas without aid from Ozpin whom they take to task for the secrets he's been keeping, and also with the villains who are taken to task by Salem for the failures in Volume 5. The volume ends with both the villains and the protagonists descending upon Atlas for their own reasons. The stinger, however, reveals to Emerald and Mercury that Salem is building an army of Grimm made from a new species she is creating. Hazel's explanation of what's happen indicates that she's decided the only one who can properly complete the task she's set is herself.
* Volume 6 had the Mistral Girl who encountered Cinder (and was almost certainly killed).
* Volume 6, Sonic reaches the infamous barrel in act 2 of Carnival Night Zone and doesn't know how to make it move, he tries everything until there are only 10 seconds left on the timer, he picks up a guide telling him that he only needed to press up and down, he gets so furious but is killed because time has run out.
* Volume 7 explores the reason for Ozpin's secrecy as a plot point. Ruby decides to copy Ozpin and hide the truth from Ironwood. The heroes are extremely uncomfortable with this; while they trust Ruby, they feel they're doing to Ironwood exactly what Ozpin did to them. When Ruby worries she's no better than Ozpin, Qrow tells her that Ozpin trusted no-one with the truth while she's waiting for Ironwood to earn her trust so that she can tell him. Ruby isn't convinced by that argument.
* Volume 7 had the Pink-Haired Faunus Girl who left Pietro's clinic just as the heroes arrived.
* Volume 7 is an exercise in Mook Horror Show, the problem being that very few of the mooks are
* Volume 7 was this all around. Ruby's decision not to tell Ironwood what they knew about Salem until the almost literal last second when Grimm were attacking Mantle. Robyn being left in the dark about why Ironwood has been taking supplies resulted in her stealing from him and heavily crippling the supplies needed to launch the reboot for his communication systems. The resulting two miscommunications results in Ironwood's full
* Volume 8 gives us two—one in the form of Fiona's Uncle, a friendly badger faunus who gave Oscar some soup, and Bill the unlucky coffee-drinking staff member in the Atlas Military Headquarters.
* Volume 8 included 3 episodes, 'Ultimatum', 'Worthy', and 'The Final Word', which

had content warning cards displayed before the opening. 'Ultimatum' and 'Worthy' had photosensitivity warnings for flashing lights, while 'The Final Word' had a warning for distressing themes related to death. Additionally, the episode description for 'The Final Word' had the National Suicide Prevention hotline number.
* Volume 8 introduces a Goblin Priest who has been similarly divinely empowered.
* Volume Five's conclusion returns to this trope with Central Park being the backdrop for Samuel's dastardly plan and, by extension, also used during the setup for Volume Six.
* volume of fire until the introduction of breech-loading mechanisms and metallic cartridges; the catch is the "trained" part. It took many years of training to be a truly accomplished longbowman, whereas a simple musket could be mastered in a week by the simplest peasant. It was not actually superiority in combat that led to the firearm supplanting the bow and arrow, as the bow was capable of a significantly higher rate of fire, farther accurate range in skilled hands, and free of the problems of misfires that often plagued the muskets of the era (though they shared a weakness to wet weather, as a wet bowstring is about as useful as wet gunpowder is). What did the bow in was the fact that an army that used firearms could field about 10 times as many men as one that fielded bowmen due to the contrast in training time.
* Volumes 1 and 2 featured a new roster of heroes assembled to replace the recently
* Volumes 3 and 4 were republished together as an unnumbered book, using the same title as the series.
* Volumes have had this happen to them twice over the span of their career:
* volumetrically scaled down to 1/2 to 1/8 the average size" of space warfare...
* Volumetric Mouth: Character's mouth opens real wide when they are shouting.
* Volumetric Mouth, the usual secondary trait of cartoon characters who yell, where their mouth scales up considerably to match the volume.
* voluntarily stayed in Haiti because seeing the plight of the Haitians, they saw who obviously had the more ńoble cause and switched sides.
* voluntarily the end result was a nationalist movement popular enough to lobby for and eventually receive some significant concessions.
* voluntary shapeshifter is her go-to combat form, though it's more successful at distraction.
* Voluntary Shapeshifting. And that's just the ones that have been altered to survive in our dimension; we don't even glimpse what the True Ancients really look like.
* Voluntary Shapeshifting: Anyone with the power to change their appearance at will inevitably use this ability to pretend to be someone or something else.
* Voluntary Shapeshifting as inherent abilities. Poledra is either the only wolf to really get the hang of her powers, or the only one to actually take an interest in human affairs. It's hinted that she was called as a disciple.
* Voluntary Shapeshifting: Bats are most commonly associated with vampires, but wolves, snakes, and insect swarms are popular too. Sometimes they can mimic other humans.
* Voluntary Shapeshifting: Ghosts can sometimes morph into morbidly, gruesomely horrific, grotesque (or amusing) shapes to terrify their haunts. If their emotions flare, this effect may happen involuntarily.
* Voluntary Shapeshifting infection is unrelated to her mutant powers). There's also Shisa, who skips the catgirl part entirely and transformed into a oversized housecat with hand-like paws.
* Voluntary ShapeshiftingNinjas were believed to have shapeshifting abilities (though really it was a clever trick).
* Voluntary Shapeshifting: The ability to change your shape and form at will.
* Voluntary Shapeshifting. There's an alien species who change form... by extruding an extra skin around their insectoid bodies. They can manipulate the features on the outside layer, but they occasionally have to molt it and replace it.
* Voluntary Shapeshifting", the two Ethiopian wizards shapeshift themselves into

geese. Though Egyptian, this tale is only from the 1st century CE. Greek gods like Zeus, Proteus, Thetis, and many river gods could take any shape they pleased.
* Voluntary Shapeshifting they're implied to have assassinated the Emperor in a failed coup that plunged the Empire into chaos;
* Voluntary Shapeshifting: When a character can change their form at will.
* Voluntary Shapeshifting, when it doesn't have any limitations on how much one can change their forms.
* Voluntary Vampire Victim: Someone willingly acts as a living food source to regularly satisfy a monster's appetite.
* Voluntary Vampire Victim: Someone willingly lets a vampire feed on them.
* Voluntary Vassal and receives better treatment than those who have been subjugated.
* Voluntary Vassal: A state is willingly subservient to another, more powerful one.
* Voluntary weretigers feature in the myths of China, Thailand, Bali, Java, and India.
* volunteered. Regardless, legally you can't consent to your own murder.
* volunteered to stay behind alone and hold back the Saxons while they waited for their reinforcements to arrive..
* Volunteering to do aid work overseas is usually a bad idea unless you are properly trained for what it is you're doing
* Volunteers (1985). Captured by the Red Army, he laughs at their plans to brainwash him. One jump cut later he's quoting Mao at every opportunity to the point where he's annoying the hell out of his new commander.
* Volunteers deals with a Peace Corps unit's building of a bridge near a small Thai village and attempts by several factions to use it to take control of the region.
* volunteers does — tossed out into space, ironically, by D'Anna.
* Volunteers, the female love interest is about to do something dangerous, and Tom Hanks is refusing to let her go. She finally demands to know why, and he answers:
* volunteer this information unprompted when they call tech support. The average person does not understand electronic security very well.
* Volunteer to fight for armed forces of another country. For some people, the objection is not so much objection to fighting as much as fighting for a particular country. Many people avoided draft in the country that they were citizens of and went to war as soldiers for another country. A particularly glaring example is a certain Austro-Hungarian citizen named
* volus and breathing problems outside their native high-pressure and ammonia-heavy atmosphere. They are a more traditional example, as they could look like pretty much anything in there.
* Volus are native to world who's life catalyzed in ammonia rather than water. This, combined with the intense atmospheric pressure necessary for such a biosphere, requires them to wear environmental suits in Earth-like atmospheres to prevent themselves from suffocating and exploding.
* volus as a client race. They have a more pragmatic approach to combat as well; preferring long range superiority; less focus on hand to hand and more on squad firing tactics, and the most dreadnoughts (long range monsters of warships) than any other member of the Citadel. And they're not above leveling a city block from orbit to get one enemy squad if they have orbital superiority.
* volus is stated to have enough firepower to char a planet three times over.
* Volver, a woman hides her husband's corpse in the freezer of a restaurant while the owner is away after her daughter kills him in self-defense when he tried to molest her.
* Volvo cars in general have the aura of indestructibility. A huge part of the company's marketing is built around its reputation for safety, especially given how many automotive safety features the company either invented outright or otherwise popularized. In
* Volvo is now owned by Geely Automobile Holdings, and MG by the Nanjing Automobile Group (
* Vomit Discretion Shot: When a character is about to puke, they rush off-screen so we don't have to actually see them hork.

* Vomit Discretion Shot: When a character is about to vomit, the work either cuts to the next scene or has the character bend over out of frame before they start heaving.
* Vomit Indiscretion Shot: A character pukes and the work actually shows them horking on-screen.
* Vomit Indiscretion Shot: A character throws up and we actually get to see them vomit on-screen.
* Vomiting Cop: A police officer pukes in response to seeing a particularly grisly crime scene.
* Vomiting Cop: A squeamish cop pukes after witnessing a particularly grisly crime scene.
* Vomiting Cop, if a rookie officer doesn't blow chunks after seeing a grisly murder scene, the other officers might treat him to a dinner (or breakfast, time permitting) of scrambled eggs and brains, with LOTS of ketchup. That usually does the trick.
* vomito negro" in Spanish). Any way you slice it, it's a bad symptom to have; depending on the cause, morbidity and mortality associated with hematemesis runs anywhere from 11-90%.
* Vomitrax lengthens the duration of golden cookie effects but decreases the production rate of your buildings.
* vomit swarm at will and are immune to damage or distraction by swarms.
* Von Bolt's weaknesses are particularly obvious next to Sturm (from the last game) and Caulder (from the following game), both of whom were so powerful as to be considered broken in a series that practically runs on brokenness. Von Bolt, by comparison, is at best unremarkable, and is widely judged as a nerfed Sturm (Sturm buffs his units' attack and defense by 20%, Von Bolt by 10%, Sturm ignores terrain, Von Bolt doesn't, Sturm has a single 10-star power that nukes a massive area for eight damage and buffs his units even further, Von Bolt has a single ten-star power that blasts a small area for three damage and freezes a few units for a turn). Even if the map itself wasn't pretty easy, and if the
* Vonda N. McIntyre, one of the inmates of a prison camp is a mixed-race human "tetraparental", which means his genes have been spliced together from four parents, resulting in black-and-beige marbled skin and patches of black and blond hair of different textures.
* Vonda N. McIntyre time). At some point the juvenile consciously chooses to undergo a metamorphosis, consumes the collected gamete packets, lays fertile eggs, and dies.
* Vonda N. McIntyre" (which appear in several of her works) arguably count: The men have internal testes and a retractable penis, mainly for the sake of streamlining.
* Vondie Curtis Hall appeared as a transvestite in S1. He reappeared a few seasons later as a recast version of Roger, stepfather to Benton's son.
* Von Erich died in 1984, Michael Hayes praised him as one on World Class' TV show. The Von Erichs and the Fabulous Freebirds were bitter enemies at that time.
* Von Erich Family brother." He's the only one of the wrestling Von Erichs left; three of his brothers committed suicide, while one died of unclear causes. (The fifth brother in the quote died of a freak accident in childhood.)
* Von Erich Family. Kerry, Kevin and David all debuted during this decade.
* Von Erich Family: Kevin's sons Marshall and Ross became MLW mainstays, holding the tag team belts for more than a year until dropping them to L.A. Park and his son in January 2021.
* Von Erich Family: Kevin's sons Marshall and Ross debuted in 2012 in Pro Wrestling NOAH, then went stateside to work in TNA and various indies. Signed a multi-year contract with MLW in 2019.
* Von Erich Family: Mike debuted in 1983, and, for a short time, they experienced their greatest success.
* Von Erich in Memphis. In the post territorial era, BJ Whitmer became "the smartest man in wrestling" by actually watching the show and acknowledging locker room happenings recorded on shows he wasn't even on.
* "Vong" is for convenience. When people want to get insulting and/or angry they

refer to them as "scarheads" due to their ritual scars, which are used to mark rank.
* Von Hecht ends up growing tired of his stubbornness and lack of foresight, and just plain frags him, 'Nam style.
* Von Herling, Vampire Hunter. While set in Tennessee, it has the woods and mountains associated with Transylvania.
* Von Hertzen Brothers. They were originally just the three brothers, but they have since added a drummer and keyboardist who are not related.
* Von Kaiser hails from Germany, and is similarly adored by the fandom and
* Von Karma also has one more significant tic: putting his hand on his shoulder when nervous. It seems like just another nervous pose until you learn that
* Von Karma has a similar line of logic in the first game (this is the same guy who wanted to have his ATM PIN (0001) entered into evidence as "proof" that he's perfect):
* Von Neumann's War, and based on the self-replicating machines known as Universal Assemblers... theorized by Hungarian American mathematician and physicist John von Neumann.
* Von Pinn from her responsibility to watch over Agatha so she can guard Gil instead. Technically he doesn't have the authority to do this yet, but she really wants to accept, so she decides he's close enough.
* Von Ryan's Express has Colonel Ryan and Major Fincham. Ryan is a self-declared "90 Day Wonder" who was drafted in to serve as an Army pilot, earning his rank of colonel due to age and education. Fincham is a major but has lived his whole life as a battlefield soldier, and obsesses over discipline and adhering to a code of behavior that Ryan can't fathom. They clash early and often over every step Ryan implements, with Ryan proved right some times and Fincham proved right at other times.
* Von Ryan's Express: Joseph Ryan is shot in the back at the end by Colonel Gortz.
* Von Ryan's Express. Prisoners of war take over a train and, posing as Germans, try to make their way to Switzerland.
* Von Ryan's Express, the Germans have a big board with lights indicating the status of the trains running throughout Germany.
* Von Steuben was an example of one of these that took American service during
* von Steuben was homosexual, which is accurate, but that doesn't mean most people would be completely unfazed by it (the general view being same-sex relations were a sin and crime, with the law reflecting this-it was punishable by death then).
* Vonstrucker is worse. He forces Farkel to work for him under the threat of having his father executed and later fires his weapons at another henchman for his own amusement.
* von Uptime short story compilation and novel was engaged to Imperial Prince Karl von Liechtenstein, which had to be a morganatic marriage, even though she was extremely wealthy. Good thing loads of money can earn you favours from the emperor of a broke empire.
* Voobaha. Parodied in that it becomes clear that the narrator is a misogynist who's only upset about his girlfriend leaving him because he can't have sex with her anymore.
* Voodont, the doll rips her own arm off, Ellie is heard screaming in pain off-screen. Considering Ellie actually got a cut when Sam slit the doll's arm at the beginning, not to mention Sam's satisfaction with what is going on, it should be pretty obvious what happened.
* Voodont: There are four characters that physically appear in this story. Out of all of them, Ellie's friend is the only one with no known name. The doll is also not given a name and is simply referred to as Doll by Sam, but that's likely because she had just been made to resemble and torture Ellie.
* Voodoo (2011), this is part of the title character's powerset - she can assume other people's forms.
* voodoo cult does this, with the police investigation of the discovered results being what draws Gabriel into the events of the game in the first place.
* Voodoo Doll and be able to immediately use it on him when he walks in.

* Voodoo Doll: An enchanted doll made in a person's likeness that will make the person they're modeled after suffer whatever is inflicted upon the doll.
* Voodoo Doll fairs better, using stock footage to show New Orleans on Bourbon Street to open the episode...though the subsequent sets in the episode didn't even try to look like the French Quarter.
* Voodoo Doll: The best way to get back at my enemy is to torture him/her with a doll thst looks just like him/her. I'm gonna enjoy this.
* Voodoo in particular has a fascination with the crossroads as symbolism. Papa Legba is the lwa of the crossroads that serve as the boundary between the living and the dead. Kalfou, his evil side is also associated with them.
* Voodoo Island as a scientist leading an expedition to the titular island. Somewhere during the expedition, anthropologist Claire Winters (Jean Engstrom) goes off on her own and decides it’s time for a swim. Never mind that for all she knows the jungle waters might be infested with poisonous snakes, crocodiles, or other predators. Well, she gets far worse than that when she finds herself wrapped up by the tendrils of a prehistoric man-eating plant.
* Voodoo Man, a producer considers making the events of the film into a movie. The hero suggests that Lugosi would be a perfect choice to play the villain.
* Voodoo Shark; a patch over a plot hole creates another plot hole. This trope doesn't require that the weirdness be an attempt to fix an earlier weakness.
* Voodoo Shark, describing how black and white too close together are rendered invisible on black and white television, and describing how this led to players being unable to spot referees in football and prisoners effortlessly sneaking past guards in Johnny Cash prison concerts. Despite the fact that, this logic followed to its (internally) logical thread would mean Mr Ed would too be invisible. Also the fact that since THE WORLD wasn’t black and white when TV was, it makes zero sense for the people standing right there to be affected.
* Voodoo Shark'ish. In one particularly hilarious example they used they totally retconned one incident where some ships bombed a fusion reactor. (Which of course exploded like a nuclear bomb...) See what "really" happened was that the ships bombed the plant which had snow on the roof which then fell into a giant vat of liquid sodium that happened to be next to the reactor and THAT exploded like a nuclear bomb... Because that's way more plausible!
* Voodoo Shark technically doesn't generate any plot holes or unanswered questions when it explains that the Brodie family's bad luck with sharks is the result of a voodoo curse. Its explanation is just generally agreed to be really, really stupid.
* Voodoo Walrus A publishing house operates out of an underwater techno-volcano powered by a baby fueled furnace. Not to mention the tendency of explosions be at least partially comprised of live, unperturbed by being in explosions, cats.
* Voodoo Walrus follows this. Along with some secondary characters too.
* Voodoo Walrus Grymm has been known to grow a particularly badass moustache on a couple of occasions.
* Voodoo Walrus. It's been eluded to that long ago there was something more romantic about there relationship. But that's most definitely not the case now.
* Voodoo Walrus recently broke the tension of a storyline that was going from bad to worse for the main characters by cutting to reoccurring femme fatale Mac, quite literally, getting off on the pair's misery.
* Voodoo Walrus went through a reboot after only six updates that completely removed half the cast.
* VooDooWop pokes fun at paranormal investigating shows in their skit called
* Voodoo zombies's mooks, apparently created from his reanimated victims.
* Voodoo Zombies that requires them to consume raw meat — and a supernatural hankering for human flesh is a Harrowed-specific disadvantage.
* Voodoo Zombies to enforce his rule of Haiti. The first time he deploys them, in fact, is against Lazarus zombies sent by America to destabilize his regime; due to already being dead, they can't be infected, and end up winning.
* Voor een verloren soldaat), a 1992 film set during the Second World War, portrays the brief love affair between a twelve-year-old Dutch boy and a young Canadian soldier, with elements of this trope invoked. The source book, an autobiographical

novel by choreographer Rudi van Dantzig, portrays the soldier pretty much forcing himself on the boy, who is upset by this but is also drawn to the soldier and keeps coming back to him. The film turns this into a gentle, consensual romance.
* Voporak, a being that was modified to track the Mask of Time, has a variation on this problem. He has the power to cause
* Voq refers to the resistance as an "alliance" of species united against the Terran Empire. By the 24th century, this will become the formalized name of the group - the Klingon/Cardassian Alliance.
* Vorbis the Exquisitor is perhaps the ultimate fundamentalist. He has no trouble admitting to himself (and a few others) that it is irrelevant if something is empirically found to contradict the teachings of their holy book, because real truth is found within. In other words, even if he's not factually right, he's still right, and right to extinguish those who disagree. And he's not just
* Vorcha are an accidental example of this: a primitive species that started out on the brutal planet of Heshtok, they were introduced to the rest of the galaxy when explorers landed on their homeworld, unwittingly giving the Vorcha a chance to stow away. Aggressive, fast-healing, fast-breeding and short-lived, they flourished away from their homeworld - to the point that parties on
* vorcha. Those who don't work as soldiers often eke out a living as scavengers.
* Vore gamle tropekolonier (Our old tropical colonies), a historical work on Danish colonial history, in 1952-53. The edition was absolutely top-notch quality for its time, but unfortunately, it was so expensive that sales were extremely disappointing, ultimately causing the publisher to go under.
* Voriki, the "Seventh Toa", was a fan-made character created for a 2001 contest using recolored official artwork with a mask and a weapon obviously edited in Photoshop. Despite this, many fans believed him to be official, though the release of a canonical Seventh Toa in 2003 dispelled all rumors. Voriki has since become a
* Vorin culture holds that women have a "freehand" (right) and a "safehand" (left), and exposing the safehand is compared to going topless. Women of high birth basically aren't supposed to use it at all and keep it hidden in a sleeve, while common women wear a glove over it. Several non-Vorin
* Vorinism (the main religion of a number of cultures on Roshar, including the Alethi) is full of this. Its extremely rigid gender roles mean that men aren't allowed to be literate and women are forbidden from fighting. Jobs and even
* "Vor" is a prefix denoting a family belonging to the Barrayan hereditary military caste. Aristocracy by any other name ...
* Vorknkx is more widely known than the Republic Intelligence Service would like. As with superlasers, it's official policy that the Trans-Galactic Republic neither utilizes or holds any such devices.
* Vorkopian Dictator Spider that possesses people by burrowing in their ear.
* Vorkosigan Saga. Admiral Aral Vorkosigan notoriously murdered his own particularly scheming one with his bare hands on his flag bridge during the invasion of Komarr, and only dodged serious consequences (other than a demotion to Captain) due to his bloodline. Later, another political officer tries to murder him in return.
* Vorkosigan Saga and had them carve up his enemies with butcher knives.
* Vorkosigan Saga and more or less never comes up again; despite being ostensibly military sci-fi, the books usually focus on people, not pulse lasers.
* Vorkosigan Saga and subsequent books in the timeline as Miles and Ekaterine marry each other and still continue growing as characters.
* Vorkosigan Saga and they contain individuals escaping from social pressure on Barryar including Elena and her husband and in a different way Miles himself. However they mostly contain people from any and every world in the Nexus. Also they play the "screening the Empire from external threats" role.
* Vorkosigan Saga, a number of seemingly-elaborate schemes are either purely or partially the results of somebody screwing up.
* Vorkosigan Saga: Aral Vorkosigan's first marriage, mentioned a few times in the books, was arranged. It did not turn out well.
* Vorkosigan Saga, at one point, Miles finally thinks of a cover story to explain

why Admiral Miles Naismith (his spy alter ego) looks exactly like Lieutenant Miles Naismith Vorkosigan. Admiral Naismith is a Cetagandan clone of Lieutenant Vorkosigan, created to wreak havoc in the Barrayaran Empire! Miles' superior thinks it's a stupid story, to Miles' annoyance, and the cover story appears to be simply a gag on Miles' hyperactive imagination. Until it turns out Miles was subconsciously inspired by a brief glimpse of a double (Miles was exhausted and on medication at the time and didn't realize he wasn't hallucinating) who actually is his clone, created to wreak havoc in the Barrayaran Empire.
* Vorkosigan Saga: Barrayar had the Ministry of Political Education in Emperor Ezar's time, and though things have improved by Miles' time ImpSec still enjoys a bit of a reputation, which they do little to discourage.
* Vorkosigan Saga: Bothari tries to pass the newborn Ivan Vorpatril as being a few months old, but the person he's trying to fool quickly figures out that the boy's stated age would be correct if he changed 'weeks' to 'hours'.
* Vorkosigan Saga, both times by quietly leaving while everyone else is distracted by something very attention-holding. Fulfills the "audience doesn't see" criteria because the author doesn't describe her departure, just the reaction when somebody turns and looks for her.
* Vorkosigan Saga but on Barrayar was satisfied to be a properly maternal if rather eccentric vor woman. Miles is the closest to a self-made character in the series as he made himself a mercenary warlord in an area too far away from his planet for anyone to know about his princely lineage and used that to do covert ops for his native planet until he rose high in power and prestige.
* Vorkosigan Saga...but really, it's his body's payback for what he did to it for thirteen years. Not that he let up afterward...
* Vorkosigan Saga, but their science/astrocartographers/explorers have military training and fulfill that need as necessary. The Barrayarans' inability to process the idea of women soldiers works against them in the first book, as they not only hesitate to shoot the female protagonist (bad idea), they consistently underestimate her.
* Vorkosigan Saga, but with advance warning, full-sized parts can be grown.
* Vorkosigan Saga, Commodore Koudelka's four daughters are referred to his "All-Blonde Commando Team". They got the nickname as kids, so it's mostly a joke.
* Vorkosigan Saga connecting them to the wider galaxy was disrupted somehow, well before they had a large enough population to avoid problems with inbreeding, and then a neighboring power with territorial ambitions made matters worse by dropping a bunch of nukes on them. The resulting cultural stigma against any kind of deformity — even non-hereditary ones like a cleft lip, or what happened to Miles in utero — is something they're still along way from moving past for most of the series.
* Vorkosigan Saga connection that Barrayar has to the rest of the galaxy. The Hegen Hub is a more general Gate. Beta Colony is Science (of almost all varieties), Jackson's Whole is Underworld Service and Earth is Cultural Capital.
* Vorkosigan Saga, Cordelia discusses Aral's artistic talent with her grandson.
* Vorkosigan Saga courier is what eventually ends his military career.
* Vorkosigan Saga Defenestration of the Privy Council. (Referred to by various characters but never actually portrayed or described in detail.)
* Vorkosigan Saga designed with legs replaced by a second set of arms + hands and free-fall adapted metabolisms) obsolete.
* Vorkosigan Saga desk jockeys that they are, can't be bothered to salute with the proper Ops-style precision.
* Vorkosigan Saga. Despite Kareenburg being built on the side of a volcano that is known to be a geological time bomb, and despite Cordelia's insistence that the planetary capital move to somewhere safer, it does not go off during the book. (The capital gets moved anyway — and Kayburg suffers some strong tremblors during the epilogue, hinting that the mountain is getting ready to blow sometime in the near future.)
* Vorkosigan Saga, each Count of Barrayar is limited to twenty armsmen to prevent them from having large private armies that could threaten civil war. Naturally

every armsman is a badass. Armsmen are assigned not merely to guard the count and his family but to carry out local police duties.
* Vorkosigan Saga eaten raw rats, would like to point out that rat bars taste better than rats.
* Vorkosigan Saga, Ekaterin comments that you can't clean a baby's bottom in one!
* Vorkosigan Saga: Ellie Quinn loves Miles and is perfectly fine with his dangerous life as a mercenary and secret agent; it's the prospect of becoming Lady Vorkosigan and being forced to move to Barryar she can't get past.
* Vorkosigan Saga: Elli Quinn has her face burned off by plasma-arc fire - "she looked like an onion". Fortunately, she lives in a universe of advanced biotech where the commander of her mercenary company buys her reconstructive surgery which leaves her looking better than she had before, but plasma fire is one of the few things that can truly terrify her.
* Vorkosigan Sagaes) replacement of his brittle bones with synthetics but retains one from a needle grenade to the chest that nearly cut him in half. His future wife finds these scars quite a turn on.
* Vorkosigan Saga faces disaster with the decommissioning of the last remaining ship he is able to pilot.
* Vorkosigan Saga features tractor beams at military scale, including on starships, but also in civilian use at smaller scale - 'hand tractors' are used for cargo manipulation, and 'medical hand tractors' are used for delicate surgical work - ideal for battlefield medicine as they're fundamentally sterile, never physically touching the patient.
* Vorkosigan Saga features Vice-Admiral Ges Vorrutyer, who combines dangerous military adventurism with a brutally manipulative attitude to his companions' lives, and in his spare time is a serial rapist. General Metzov is so obsessed with people respecting his authority that he dragoons trainees who aren't even in his chain of command to supervise the torture/murder of subordinates for refusing to enter a biohazard zone to try to recover spilled chemical weapons when they can be safely destroyed without endangering anyone's lives.
* Vorkosigan Saga. Given their respective capabilities it's a good thing they prefer to "score" by pulling each other's chips out of the fire.
* Vorkosigan Saga had a chip that recorded everything he saw and heard, using a protein-based data storage, installed into his brain. Many who got such chips installed developed schizophrenia.
* Vorkosigan Saga had a relationship with her first husband that was borderline abusive. Miles has to convince her that things could be different with him. Unfortunately, he decides to approach that task as if it were a covert ops mission...
* Vorkosigan Saga has an alternative fiscal calendar that changes with each Emperor. Thanks to the fact that the Counts officially give the Emperor a "birthday present" of a substantial amount of money instead of doing something as explicitly subservient as paying taxes (which happens to be in the amount that their district would have owed in taxes if they paid taxes), the Barrayaran tax calendar is centered around the Emperor's birthday. This also means that in transition years, the Empire can have anywhere from zero to two tax days in it, depending on the order of the old emperor's birthday, the new emperor's birthday, and the day the old emperor died.
* Vorkosigan Saga has an implanted organic chip that records everything he sees and hears, and which he can recall later. Most people who got the implant went crazy. Subverted in that only he has access to the memories, and that most of the memories stored are near useless.
* Vorkosigan Saga has Barrayar, named after the ruling Vorbarra family, and Sergyar, named after Prince Serg.
* Vorkosigan Saga has "bod pods", inflatable, single person, idiot proof life support modules for use by untrained personel in an emergency. Miles really dislikes them, because once you're stuffed inside one, you're stuck waiting helplessly for someone else to come rescue you.
* Vorkosigan Saga has elements of this. Citizens of Beta Colony, with its advanced

technology and gene cleaning, can expect to get 120 years standard. The Cetagandans, with their genetic manipulation (among the haut at least) can also live past the century mark, and possibly longer. In contrast, Barrayar, which is emerging from the Time of Isolation and medieval medicine, is dealing with a number of health problems (one character, at 70, is considered old for Barrayar but only middle-aged galactically), but they are improving health standards.
* Vorkosigan Saga has Elena Bothari-Jesek, Elli Quinn, and Taura. Also Cordelia Naismith, whose brief military career provides a lampshading.
* Vorkosigan Saga, has many elements of this, though it varies from book to book.
* Vorkosigan Saga has the Imperial Service Academy, though it's only shown briefly.
* Vorkosigan Saga has the weird quality of being Enlightened in its sympathies-being about reform bringing in technology, the rights of the unfortunate-while being Romantic in it's decoration-having medieval splendor, savage warlords, and so on.
* Vorkosigan Saga has Vat Protein, grown meat flavored to taste like chicken, beef, etc. Primarily used by many advanced societies without mention, while some cultures prefer meat the old-fashioned way. (And for members of the former who get squicked by the latter, well, the best example is Cordelia, who grew up on Beta Colony, the most advanced planet in the Nexus, bravely chomping down on her son Miles's freshly caught and cooked catch of fish, when he was a young boy on Barrayar.)
* Vorkosigan Saga have this attitude toward Cetaganda and in some cases most galactics. But especially Cetaganda which once invaded them.
* Vorkosigan Saga. He's part military genius, part con man, and he has allies and people in his debt across the galaxy. When an organization tries to oppose Miles, he tends to end up in charge of it by the end.
* Vorkosigan Saga, he thinks on his feet, holds his own, and could even be said to save the day—maintaining a thorough focus on getting everyone safely home, very much including himself.
* Vorkosigan Saga. He was created to replace Miles, but when Miles and his family found out they broke the clone out and adopted it into the family. He's treated by everyone as Miles' brother.
* Vorkosigan Saga him in the Imperial Service after the Kyril Island incident.
* Vorkosigan Saga. His short height, slight build, and high pitched voice cause people to subconsciously register him as a child; however the facial lines caused by constant pain for most of his life means that only a slight adjustment of tone, expression, and body language is needed to convince people he is at least a decade older than he actually is.
* Vorkosigan Saga hurting ends up looking like, which calms the kid right down.
* Vorkosigan Saga: In Barrayar, aristocrats have a Vorsylable in front of their last name so that Vorkosigan means "Sir" Kosigan, etc. There's also a tradition where the firstborn son is given his paternal grandfather and maternal grandfather's first names as his first and second names in that order and the second son is given his maternal grandfather and paternal grandfather's second names as his first and second names in that order (assuming each grandfather agrees if living). The Cetagandan warrior caste does the same only using the sylable "Ghem".
* Vorkosigan Saga include Miles Vorkosigan as an NPC. "If you include him, he'll try to take over the plot from the PCs. If he doesn't try to take over the plot, you're not doing him right."
* Vorkosigan Saga In other words Barrayaran infantry get sent to their counterpart of Siberia just to get trained.
* Vorkosigan Saga, interstellar travel is through naturally occurring wormholes. Most wormholes don't lead anywhere useful, and planets with breathable atmospheres are therefore rare and highly prized.
* Vorkosigan Saga: In the story "Labyrinth", after cooking Baron Ryoval's gene banks:
* Vorkosigan Saga into working for him). Other companies are referenced as existing at a variety of scales.
* Vorkosigan Saga involves the United States falling apart due to internal

conflict. The borderline utopian Beta Colony in the series was an attempt to preserve the best of America and is a rather "Blue State" kind of place.
* Vorkosigan Saga is a more complex version of this. He is a sadistic sociopath but has enough conscience to realise that random killing is wrong. So he uses military regulations to tell him when it is OK to kill. His commanding officers learn to think very carefully before taking off his leash.
* Vorkosigan Saga is a multiple rapist and murderer, who get sexually excited by killing and when watching a pregnant prisoner be abused by her captors. Knowing this, he depends on the structure of his military service and the guidance of the lord and lady he serves to show him what is right and what is wrong.
* Vorkosigan Saga is full of these. Mad Yuri's War, the Cetagandan Invasion, the Komarr Conquest and subsequent Revolt all have a direct impact on the storyline decades after they took place.
* Vorkosigan Saga is renowned in-universe both for their discipline, and their brutality. The latter improves over time, but their reputation does not.
* Vorkosigan Saga is seen by most people as a gadfly who never saw a foul rumor or vicious innuendo he didn't want to spread. Of course, there's actually a bit more to him than that, and there's a method to his madness, but most see him as an particularly annoying "town clown".
* Vorkosigan Saga is set far enough into the future that sea levels have already risen; London is protected by a system of barrier walls.
* Vorkosigan Saga Ivan Vorpatril is a subversion. At first he'll do almost anything Miles says(with proper amounts of grumbling of course). Later he learns to show some initiative.
* Vorkosigan Saga, Jackson's Whole infamously hosts life extension clinics based on brain transplants into younger clones. The clone's brain is thrown away.
* Vorkosigan Saga made them redundant, and by the time of the main series they've built themselves a thriving civilisation.
* Vorkosigan Saga: Mark, secretly cloned from principal protagonist Miles and raised by his enemies. Over the course of several books, there's a lot of character development with him learning to be his own person away from the purpose his obsessive father created him for.
* Vorkosigan Saga: Mark Vorkosigan is tortured into this by his "guardian". Eventually, the legendary Betan therapy helps. Beautiful, lovable—not to mention brave and understanding—Kareen Koudelka helps even more.
* Vorkosigan Saga Mark, who is a clone for other purposes, was raised amongst these clones and has set out to destroy the industry. At first he tries to do so physically, but when that doesn't work set about to do it economically, by obsoleting the procedure or otherwise making it unfeasible.
* Vorkosigan Saga — Given that a number of the characters are on a first name basis with the ruler of a multi-world empire, yeah.
* Vorkosigan Saga: Miles is crippled, but consistently wins through brilliance and sheer force of personality.
* Vorkosigan Saga, Miles ("Mr. Naismith") Vorkosigan was too short to use the average powered armor suits of his universe, but acquired a "petite" size in his first mercenary venture. He had to have the techs adapt the plumbing to fit, though, as it was originally for a female. Later in his career, he's worn powered armor so often that the equipment's left a mark on his forehead.
* Vorkosigan Saga, Miles samples bug butter, the product of his brother Mark's latest investment, and finds it a bit bland but otherwise edible. Then, Mark shows Miles a Butter Bug, which is described as resembling a cross between a cockroach and a pustule, and Miles abruptly loses interest in eating any more bug butter.
* Vorkosigan Saga: Miles Vorkosigan's former boss says this to his current love interest:
* Vorkosigan Saga, most notably in its description of Barrayaran history and culture.
* Vorkosigan Saga, most of the series is set on several planets that became human space colonies and Earth is sort of like a giant Switzerland/United Nations. When Miles visits Earth, his description of what he considers classic London

architecture is all modern or near future, implying that the famous landmarks in the city were either replaced of destroyed. There's also a description of the "Island of Los Angeles", implying that California eventually sank into the Pacific Ocean.
* Vorkosigan Saga, not guaranteed, because there's several ways the process can go wrong if performed in haste.
* Vorkosigan Saga novel has Miles commenting that in his ten year career in the military, he has never once seen a spacecraft or station larger than a courier or personal transport that didn't have an unauthorized still on it somewhere.
* Vorkosigan Saga novels, rank among the Imperial Auditors is entirely due to seniority, so one only increases in rank when a more senior Auditor dies or retires. Of course, even the most junior Auditor outranks everyone else in the Empire other than the Emperor, and Auditors generally work independently, so relative rank among them doesn't mean much.
* Vorkosigan Saga of a multi-planetary, extremely militaristic empire. Except that he's also one of the good guys.
* Vorkosigan Saga of battlefield casualties. (Probably part of her overall bodyguard training.)
* Vorkosigan Saga of interservice rivalry in the military he's serving in — he feels it gave the top brass more leverage when dealing with mutineers.
* Vorkosigan Saga of Komarr but he— and occasionally Miles— play with the sinister public perception to get things to go their way.
* Vorkosigan Saga: On Barrayar, the Vor traditionally carry two swords, and dueling with two swords is mentioned as being specifically illegal. The two swords aren't described in detail, but one is shorter than the other (it's noted at one point that Miles finds the longer sword of the pair a particular trial (he's very short).
* Vorkosigan Saga one is angry because the other was executed for dueling.
* Vorkosigan Saga places the events of the series somewhat more than 700 years after an unspecified 23rd-century date. "Borders of Infinity" takes place in the year '97 (of an unspecified century); given the infodump, this is presumably 2997 and all the other series dates can be extrapolated from that.
* Vorkosigan Saga possible. By the point he realized how bad his position was there was nothing for it but to confess or try a new frame-up despite no longer having the time or freedom to cleanly pull it off.
* Vorkosigan Saga, raising clones for brain-transplant purposes is a major industry in Jackson's Whole.
* Vorkosigan Saga regularly takes time out from his duties to give the seminar at the Imperial Academy about how to know when an order is criminal and what to do then.
* Vorkosigan Saga, set 200 years later, it's revealed that so many quaddies wanted to name babies after these founding heroes that later generations were forced to allow duplicate names, with numerical suffixes to keep them all straight. There are over 99 people named "Leo" alone.
* Vorkosigan Saga: Shaving is just for Barrayaran nobles who have the free time and inclination (and because they are so macho, that holding a blade to one's face holds certain appeal). Rest of the nexus uses a depilatory cream, or permanently stun the hair follicles.
* Vorkosigan Saga, sit in cul-de-sacs in the Nexus and require travel through other systems to get to. There are no FTL communications. Instead messages are relayed to ships that carry them through the wormholes and then retransmit them to other ships traveling to the destination system. The result is that most colony worlds are independent, although a few multi-system space nations, such as the Barrayaran and Cetagandan Empires, exist. But these generally only control a handful of systems at best (the examples given have three and eight, respectively).
* Vorkosigan Saga", some of Miles' more oblique comments to his fellow prisoners are really instructions to his Dendarii Mercenaries, who he knows are listening in, telling them that he's changing the plan in mid stream. The reader is kept in the dark about that until late in the story.
* Vorkosigan Saga: Some very rich and very evil people clone themselves, then when

the clones are in their twenties have their brain transplanted into the clone's body. Mark has made it his life's work to eliminate this practice, by inventing a life-extension technology that does not depend on committing murder.
* Vorkosigan Saga, so that he was unable to escape no matter how hard he tried.
* Vorkosigan Saga stories, from 1986 onwards. Bujold's characters joke about "stunner tag" in a way that suggests it has become an almost ritualized substitute for more lethal confrontations. Stun shock is definite with these.
* Vorkosigan Saga take having his wife, daughter and oldest son murdered at the dinner table well) decided that they'd had enough of Yuri's insanity and launched a coup which resulted in his death.
* Vorkosigan Saga than using them directly as feedstock for meat replication.
* Vorkosigan Saga that children's cartoon characters are made out of its gargoyles.
* Vorkosigan Saga that time he has had nearly all of his bones replaced with synthetic ones, even less breakable than normal.
* Vorkosigan Saga. The Barrayarans began the Cetagandan war with primitive weapons. However they switched to modern weapons as soon as they could get them and learn how to use them.
* Vorkosigan Saga: The caravanserai area of Vorbarr Sultana in Barrayar. By the time of the later books in the series, it has been cleaned up and gentrified (but you can still get into trouble in some of its back alleys.)
* Vorkosigan Saga the Cetagandans, and proceeded to attack Komarr in revenge, making a colony of their empire.
* Vorkosigan Saga; The emperor's personal troubleshooters have the title "Imperial Auditor", and they allegedly started out as the Emperor's tax auditors who were sent out to keep the Counts (Which allegedly was derived from 'Accountant' - they were the Emperor's tax collectors) honest. Over the centuries, their remit eventually expanded to investigating anything the Emperor wanted investigated that for whatever reason couldn't be handled through normal channels.
* Vorkosigan Saga: The first jump through a newly discovered wormhole is always blind. You have no idea where your ship is going to come out. Doing this used to be Cordelia Naismith's job.
* Vorkosigan Saga: The Jacksonians, being a Mafia-ruled planet, often engage in slavery, though their most valuable slaves are less for mundane purposes and more for exotic things like replacing the brains of clones with those of rich men who wish for a rather vampiric immortality. On Barrayar slavery is illegal, but its status as an unevenly developed civilization means that in many parts they will depend on manual labor, sometimes in nasty conditions.
* Vorkosigan Saga. The net result is it's rather difficult to define the series as a whole.
* Vorkosigan Saga. The ones in the Time of Isolation and during the reigns of previous emperors were often bloodthirsty folks, though.
* Vorkosigan Saga, the planet Barrayar was cut off from the rest of the galaxy because of a disturbance in the spatial feature that allows interstellar travel. During that time, technology was lost, and the inhabitants reverted to feudalism and manorialism. The efforts to catch up with the rest of the galaxy are a major theme in the books.
* Vorkosigan Saga: there are transhumanist elements, but fairly limited given the potential. Cetagandan haut are an ongoing project to make better humans. Jackson's Whole will make altered humans to order, or a clone to transplant your brain into. Four-armed space workers, quaddies, were made. Hermaphrodites were made as a social experiment in gender relations. Most civilized people use uterine replicators instead of natural pregnancies, and have their children's genes 'cleaned' of defects. Total sex change, down to the genes, is available. All that aside, lifespans don't seem impressive for 1000 years in the future and the demonstrated ability to regrow any body part, most people are pretty close to baseline human, implants seem vanishingly rare. Basically, they have nice medicine, but not too nice for lifespan purposes, and some isolated wacky experiments.
* Vorkosigan Saga, the reason that Elli Quinn didn't marry Miles is that she was in love with his alter ego Admiral Miles Naismith, rather than his true persona Lord

Miles Vorkosigan.
* Vorkosigan Saga to aid his hobby; his brother, Baron Fell, is a notorious arms dealer specializing in biological weapons; and Baron Bharaputra has a genetics clinic specializing in a procedure for the wealthy but aged, in which a young clone of them is produced, and then the clone's brain is ripped out and the original person's implanted instead). However, Jacksonian barons aren't really aristocrats: they are at best unscrupulous plutocrats and at worst, mob kingpins. The hat of Jackson's Whole is "capitalism gone very, very bad".
* Vorkosigan Saga to Cetagandan diplomats but otherwise they would just have to stay in the attic.
* Vorkosigan Saga trope) is traditionally played with a ball painted to look like the head of an enemy warrior. It's implied that during the relevant war they used to use the real thing.
* Vorkosigan Saga wants investigated if it can't be handled by normal channels." They have almost unlimited powers (As the Emperor's Voice, any order they give has the Emperor's authority, so the only people who can countermand an order from an Auditor are other Auditors and the Emperor himself) which is why they are usually chosen from old men who have reached the pinnacle of ambition.
* Vorkosigan Saga was trying to seduce. However, when asked to smuggle an attractive young refugee away from a hostile force it refused most of the money, just keeping one token note to make it a legal contract. Thorne also once passed up a chance to seduce its commanding officer's clone brother by blackmailing young Mark into submitting lest Mark blow his cover. It already knew it wasn't really Miles it was seducing, knew Mark was a scared teenager trying to impersonate a man in his twenties, and refrained from either exposing Mark or... exposing Mark.
* Vorkosigan Saga, where characters at least occasionally mention things like it being "18:00 hours of a 26.7 hour day [on this particular planet]".
* Vorkosigan Saga, which adds a framing narration to tie together three novellas.
* Vorkosigan Saga. While soldiering is the most honored profession on Barrayar, the only reason technology is low is because of a natural disaster and they are racing to catch up fast. The Imperial Military Hospital (ImpMil) is proverbial on Barrayar and has won the respect of outsiders as well.
* Vorkosigan Saga who have their own peculiar forms of art. Miles is impressed by the Quaddies' null-grav ballet. Miles and his friends seem to be more ambiguous about Cetagandian art, which is fascinating and requires a great deal of skill but kind of creepy.
* Vorkosigan Saga who is only half jokingly described as a "werewolf." Despite her appearance, she's highly intelligent and not particularly bestial in personality at all.
* Vorkosigan Saga who manages to escape his programming, and become (mostly) a good guy.
* Vorkosigan Saga, who mercilessly used and threw them out the moment they fulfilled their task in his plans.
* Vorkosigan Saga works in exactly the same way. You can hire the cops to arrest someone, but the target may be able to out-bid you and thereby retain their freedom.
* Vorkosigan universe planet things like wooden buildings and furniture mean poverty, not wealth.
* Vork: The oldest member of the group who cannot refer to anybody by their real names. His every word is in game-speak. Is also a hoarder.
* Vorlon ambassador Kosh is killed by the Shadows into the system's sun.
* Vorlons and the races who don't agree with their point of view. Made worse by the fact neither of them can really remember why they are doing what they are doing anymore.
* Vorlon ships are at least semi-sapient - they can sing, they're customized to be loyal to their captain, and they grieve over his death and would fall into rage if he was attacked.
* Vorlon ships are sentient and at least partly organic, and have a symbiotic relationship with their operators. When

* Vorona has a similar reaction when she first encounters Shizuo, though she is significantly more sane about it. She decides to follow him around to learn the limits of human strength.
* Vorozheika, a former Soviet republic currently ruled by rogue Eternal Druig.
* Vorpal Blade. Humanity's only spaceship is a converted nuclear submarine. He also speculates that there are "standing gravity waves" in interstellar space; the space equivalent of oceanic currents.
* Vorstadtkrokodile, Kai adds miniature rockets to his wheelchair, giving him quite a boost when he's chased by bikers. He also adds loudspeakers controlled by his cell phone, which causes his friend Hannes to comment, "Were you on Pimp-my-wheelchair?"
* Vorta diplomats each carry a termination "button" in their jawline to negate any attempt at interrogation. Ordinary poison wouldn't do the trick since Vorta are designed at birth to be immune to most toxins. The implant sends a signal to a Vorta's brainstem, triggering a quick,
* Vortex: A high-speed mixer used in science labs to mix small vials of liquid
* Vortex Barrier: The weather itself is used as a means to block people off from important locations.
* Vortex Barrier: The weather itself is used as a means to block the hero from entering an important location.
* Vortex between South Africa, Cuba and its African allies, and an Anglo-American intervention.
* Vortex twenty-five. When called out the senator begrudgingly admits that while he doesn't play high-stakes given his position, to a true sabacc player a debt's a debt.
* Vortex weapons, and Cyclonic torpedoes (which burrow into a planet's crust and detonate in the mantle, causing widespread surface devastation.)
* VOR The Maelstrom — being evolved from a nocturnal species, their culture believes that that Dark Is Good and Light Is Evil.
* Vor The Maelstrom tandem is the reason why no single faction has been able to withstand the Phaeron by themselves.
* Vortices disappearing when people try to jump through them happens an awful lot in
* Vortigern is Uther's brother, Elsa's husband, Catia's father, Arthur's uncle and the tyrannical and ruthless king of Britain. He is able to transform himself into a demonic knight.
* vory v zakone were suspected of collaboration with the Germans and imprisoned in such facilities, including Ivan Denisovich Shukhov (a former POW-slave) himself.
* Vos. Oh sweet holy crap, Vos. Vos is a Decepticon Justice Division member from
* Vossler counts being a little bit of a variation since he sells out the party to the Archadians on the premise of Princess Ashe becoming a puppet queen until Larsa took over and then having the two work together to free Dalmasca. And then once things go to hell on the Leviathan, he's killed in the explosion. The funny thing is that plan of his would've probably worked, eventually.
* Vostok 1 suffered a failure to fully separate from its service module prior to re-entry, causing the spacecraft to enter at a squirrelly angle that potentially could have ended in disaster had the reentry module not been a sphere entirely covered in heat shielding.
* Vostok 3KA, yes). The process of journal-keeping was not without incidents, however.
* Vostok - since the ship did not include any cushioning for a soft touch-down on land, it was standard modus operandi - but this fact was kept secret because a landing with ejection did not count with several aeronautics associations. The Soviet Shuttle knock-off Buran was to have ejection seats as well, but instead it flew unmanned.
* Vote Early, Vote Often: Someone votes! ...multiple times in a single election, as an act of election fraud.
* Vote for me or you'll get nuked! win the 1964 Presidential election.
* Vote Loki, this is the most obvious conclusion about the traffic accident that

seemingly killed off the Hydra agents. It also neatly ties into the fact that Angela is a mercenary who would kill if you pay her enough.
* Voteman video was made to get young Danish people to vote at the European Parliament elections
* vote online as often as you like This was repeated in the case of John Scott, who was even traded and sent down to the minors in an attempt to prevent him from getting to the All-Star game...but he actually DID get in, and in fact became the (well-deserved, non-joke) MVP.
* Voters pass a law making the wearing of baggy pants a criminal offense that may cost you up to $150 and 60 days in jail? Just as baggy pants were
* "Vote Saxon" was one particularly devious detail given, foreshadowing the final arc.
* votey illustrates the proper units of measure for anger, fear, and awkwardness.
* Voting can even be like this. Depending on where you live, the ballot may contain dozens of positions or items to vote on, but most people will show up primarily to vote for the most prominent offices or candidates like President or Congress, and will often be indifferent towards everything else. And that's if they even came into the booth aware that all other stuff was even there.
* voting Leave moment as many newspapers had already gone to press with pro-EU headlines assuming Remain would win.
* Vot Ocksent?A character is oblivious to their own accent, leading to some funny misunderstandings.
* Votoms, one of Chirico's old friend, Byman was seemingly untouched by their former treacherous commander Pailsen (Their leader Gregor was wounded and scarred during a failed hit attempt, while other member Muza had his entire family slaughtered while he wasn't home, and Chirico himself was set up to be marked a traitor), until Chirico (who noticed Byman refused to punch Muza with his right hand when a fight broke out) tossed a lit piece of firewood at him, burning off his sleeve and revealing a robotic arm, as Pailsen had tortured and cut off his entire right arm. They promptly stop mistrusting him after that (Muza believed he had no business being with their group when his life was seemingly fine).
* Voudoun (Afro-American religion and culture with influences from multiple traditions)
* Voughn to corner Michael into a non-finished hotel in the middle of the city, shooting whenever he pops his head out, and the police only ever shows when Michael sends out a signal to the police with the highest possible alert. And even then it only takes a little obfuscating from upwards in the chain of command for the full force to just ignore the shootings literally down the bloc.
* Vought is at it again in season two, this time going all-in on pretending to be feminist when they recruit Stormfront onto the team and market her with Starlight and Queen Maeve under the slogan
* Vögelein: Vögelein is a clockwork fairy. Although you wouldn't be able to tell, except for the wind-up in her back.
* Völsunga saga, evil King Siggeir has Sigmund and Sinfjotli entombed alive in a gravemound.
* Völsunga saga, is stabbed in his sleep by Gutthorm, he throws his sword after Gutthorm, slicing him in half.
* Vovochka (a diminuitive form of "Vova", itself, in turn, a diminutive form of "Vladimir"). A stereotypical Russian
* Vovochka (a schoolchild in Russian jokes) writes on a blackboard during a break: "Tanya is a moron". The teacher catches him and orders to say three times "Tanya is not a moron" and apologize. Vovochka says: "Tanya is not a moron...
* Vovochka is peeking through the keyhole of his parents bedroom: "And
* vowed never to eat fish again. They're fine with eating dolphins, though. The barracuda and the angler fish, on the other hand, seem to show no sign of sapience.
* vowed. Three guesses as to how that turned out. An alternate version suggests that Frigg, Balder's mother, asked every creature on earth not to harm her son... but the Mistletoe is a parasite that grows on other trees, never touching the earth. (Or just because she forgot about it.)

* Vow of Celibacy: Members of a certain organization must promise not to have sex.
* Vow of Celibacy: People are not allowed to get married and/or have sex due to an oath they took.
* Vow of Celibacy: Some clergy (especially monks and nuns) have sworn to never marry or have sex, and instead devote their whole lives to practicing their religion.
* Vow of Celibacy's Vestal virgins, acolytes of the Roman goddess Vesta who were required to remain virginal and were severely punished for violating this.
* Vow of Celibacy: They are required, often for religious reasons, to abstain from relationships.
* Vow of Honor these Tenets is as easy as... saying a swear word. Or getting sick. Or being late for a meeting. Or arguing with someone.
* Vows and Honor's books. The justification is that they must restore the reputation of Tarma's all-but-annihilated Hawk Clan if they want to attract quality people to join them (and not just the losers and misfits no other clan wants).
* Vows and Honor (which will also train more mundane fighters, Tarma's specialty). They also plan to reestablish Tarma's clan once Kethry finds someone she'd like to settle down with. They achieve both goals by the end of the original duology.
* Vows of Deceit killer in a beekeeper mask? The bizarre climatic wedding brawl between undercover bridesmaids and psycho hubby? Unbelievable indeed.
* vows to be celibate (being nuns) and also generally prohibited under Catholic doctrine, given they were a same-sex couple. She's initially alarmed when Nimue finds them together, but Nimue's got no problem with it.
* vows to get Mr. Incredible's baby son Jack-Jack someday, only for Mr. Incredible to throw his car at him, causing Syndrome to get his cape caught in the turbines, killing him in a huge explosion.
* Vox and King Beau and people around her begin to notice the mysterious events, too.
* Vox and King Beau that takes the format of a young woman named Vox who posts on /x/ looking for advice. The author of the story never goes by anything other than Vox or hints to the story being fictional at all.
* Vox and King Beau, which is described as dark and unlit every time it's mentioned.
* Vox Day for much the same reason as Conservapedia, namely his belief that Wikipedia's editors leaned too far left for his liking. Notably, whereas Conservapedia largely takes an American neoconservative and Christian Right view, Infogalactic leans more towards the alt-right.
* VOX. Even worse, later in the mission, Lovell commented privately (he thought) that it would likely be the last mission for a long time; again, the mike was on a VOX setting.
* Vox has a starting scenario to run character creation similar to a FATE game, where you choose what you can do as you need to do it until all your abilities are set.
* Vox Humana—is a tribute to the poet, with several quotes from his work.
* Vox Lux Celeste is a pop star who survived a school shooting as a teenager. Raffey Cassidy plays the teenaged Celeste and the adult Celeste's teenage daughter.
* Vox Machina (main characters of campaign 1) has bisexual twins Vax'ildan and Vex'ahlia, and pansexual Scanlan Shorthalt. Vax's plotline involves his relationships with gay NPC sorcerer Gilmore and party member Keyleth.
* Vox of even-keeled news coverage when politics had apparently gone off the rails in the Trump era.
* Vox use marks called Memoria to interact with their mecha. Some of them though are in questionable places, to say the least: Madoka's is on her butt, Lan's is somewhere on her breasts, and Muginami's is just above her crotch. It's further implied that these are created based on where the Vox touches them.
* Voyage: A Journey Beyond Reality, most Selenites initially speak in incomprehensible musical notes. Winning a minigame lets you learn their language via a teaching-machine, after which their speech is accompanied by English subtitles.

* Voyage dans la Lune Cyrano de Bergerac, where fireworks are used as rockets.
* Voyage for Vengeance has a man in one of the cities who loves Shadowrun so much that he started his own shadow running the organization which the player can eventually work for.
* Voyage From Yesteryear has Baluchistan, a tangentially-mentioned (and surprisingly extant, though only as a region in Pakistan, Afghanistan and Iran, and not a state) battleground for the US and USSR.
* Voyage From Yesteryear, the Soviet Union is stated to have collapsed in 2021.
* Voyage Inspired By Jules Verne are a race of blur-skinned aliens with bulbous heads with glowing growths on their sides, squat torsos, three fingers on their hands, and VERY long arms and legs. They also speak in a variety of flute noises, but are perfectly capable of speaking English.
* Voyage Inspired By Jules Verne, in order to be able to speak the Selenites' language, Michel Ardan needs to use a specialized flute.
* Voyage Inspired By Jules Verne, involves Michel Ardan crash landing on the moon and encountering Selenites.
* Voyage Inspired By Jules Verne involves Michel Ardan reaching the moon, and discovering that it has a complex ecosystem inhabited by a race of alien beings called The Selenites.
* Voyage Inspired By Jules Verne, the plants on the moon come in a variety of vibrant colours, and all seem to be predatory in nature, and quite hostile to anyone who approaches them. They also seem to be averse to certain types of each other, which the Selenites utilize to be able to walk among them without being attacked.
* Voyage Inspired By Jules Verne, they just prefer their own language.
* "Voyage of the Damned": After sacrificing herself to kill the villain, Astrid Peth is left as "stardust" when the Doctor unsuccessfully tries to restore her using the teleport system. He releases her so she can travel the universe.
* "Voyage of the Damned", and many other spaceships in the series look nothing like boats. In other words, it doesn't look like a boat because space is an ocean, it looks like a boat because they wanted it to. The aliens, that is, not just the scriptwriters.
* "Voyage of the Damned": Astrid Peth. He just offered her companionship. However, she died
* "Voyage of the Damned": Both characters are spoiler-tagged due to the fact that they live in a society with prejudice against cyborgs.
* "Voyage of the Damned" central London for the nasty things to happen.
* "Voyage of the Damned" kill any surviving passengers and crew they can find after the ship is hit by meteors because their boss' plan to crash the ship requires this, so it seems accidental.
* "Voyage of the Damned": Morvin Van Hoff falls to his death just as he's agreeing that he and his wife should go last across the rickety bridge across the chasm.
* "Voyage of the Damned". Thanks to an almost two-century long lifespan, he's only a head attached to a machine.
* "Voyage of the Damned": The Hosts will answer three questions if the correct security override is used. However, as the Doctor discovers the second time he runs into them, they'll take rhetorical questions, and he quickly finds himself down to only one question before managing to leverage the situation to his advantage.
* Voyage of the Damned"), the newsvendor was renamed "Wilfred Mott" and retconned into being Donna's grandfather. Since he was never mentioned by name in "Voyage of the Damned", it was simply a matter of changing the name in the credits before it aired.
* "Voyage of the Damned" was historically significant until the Doctor reminds them.
* Voyage of the eventually fused with a powerful sphinx-like extraplanar entity, acquiring a new layout, the capacity for self-direction and self-defence, and a quirky personality.
* Voyage of the Javelin, about a young man from late 19th-century New England who joins a merchant sailing crew on a round the world voyage, this becomes a plot

point as one Chinese-born crewman tries to warn everybody about pirates as they pull into an Asian port, but everyone ignores him thinking he's telling them about the harbor pilots. The ship gets attacked and suffers casualties.
* Voyage of the Little Mermaid, a multimedia live show, officially opened in a minuscule theater at Disney's Hollywood Studios in January 1992 — right after the Christmas rush.
* Voyage of the Rock Aliens, a man is murdered while eating chicken. When his body is wheeled into the police station, a cop pries a drumstick from his hand and takes a bite.
* Voyage of the Rock Aliens: As scriptwriter James Guidotti put it, "It's a little like sitting home and watching TV late on a Saturday night, all the while switching channels from 5 to 9 to 11 and to 13. On channel 5 they're airing an old beach party movie; on 9 one about alien invaders; on 11 a film about a mad, homicidal maniac on the loose; and on 13 a rock 'n' roll program." The movie contains elements from all those genres.
* Voyage of the Rock Aliens: "Combine Man" plays while the aliens transport the pieces of ABCD, who has exploded from looking at Dee Dee, back to the ship, repair him, return to Earth, and drive to the beach on a tractor, where they play the end of the song. The beachgoers clap.
* Voyage of the Rock Aliens: During their voyage, the aliens are "frozen" as plastic dolls only a few inches high. Thawing restores them to their full height.
* Voyage of the Rock Aliens has a couple passionately making out on the beach for several minutes until the tentacle monster drags the boyfriend away. The girlfriend seems strangely unaffected.
* Voyage of the Rock Aliens, where the robot 1359, who's disguised as a dog, chases off a German Shepherd by squirting water at him.
* Voyage of the Unicorn help the rest of her family retrieve the artifact while the trolls were distracted - while trying to rescue her, that is.
* Voyage of the Unicorn they might get together, and he can move on from losing his wife. Other people who look like those from the magical land are also seen.
* Voyage of Wisteria that Grace got a slap on the wrist for everything she did and how the ending of Book 3 tried to sweep away most of the problems she made (particularly Grace doesn't bring up how they have been unintentionally hurting denizens for their amusement) and that Simon pretty much lost all chances of redemption after he murdered Tuba.
* Voyager 1 being the unique probe that has explored the four outer planets.
* Voyager), a Borg cube slams itself into a comparatively tiny Species 8472 bioship, destroying both ships.
* Voyager", after a fashion: the entire crew was trapped in a dream version of the ship in which they had taken over. Only Chakotay and the Doctor remained in the real world.
* Voyager. After being stranded for two months, Tom is disappointed that his girlfriend B'Elanna doesn't miss him more because for her, only two days have passed.
* Voyager, a Kazon faction stole transporter technology and used it to beam out into space a few Kazon delegates that refused to bow down. And the Nyrians seize Voyager by teleporting their people in one-by-one, at long range so no-one suspects teleportation is involved, while at the same time teleporting Voyager's crew out. By the time they're sure foul play is involved, the Nyrians have seized the ship. Janeway resolves the issue by seizing control of the teleporter and beaming all the aliens on board Voyager to a freezing environment until they surrender.
* Voyager also contains a particularly egregious example of this trope in Tom Paris. Not only is he really only interested in Earth pop culture, he's only interested in 20th Century Earth pop culture.
* Voyager also features the return of Barclay. In the Voyager simulation within his lab, the crew totally adores him, the female members finding him attractive of course, though it doesn’t go quite to the level of Troi’s “goddess of empathy.” The creep factor is still there for those who learn about it: Turns out his boss is a certain Admiral Paris, who is NOT amused by the fact that a

hologram of his son Tom is one of Barclay’s virtual buddies.
* Voyager also had the resetting shuttle bay. It carried a complement of 8 shuttles at the beginning. During the season 6 episode Alice, Chakotay comments that they have a full complement of shuttles. By this point in the series, 9 have definitely been destroyed, and another 12 may have been destroyed. Photon torpedoes may also qualify, since they fired 85 MORE than their full complement of 38 (note that while they can alter them, they never say they are capable of making more and at least once specifically said they couldn't).
* Voyager also had the two-part episode "Workforce", in which a society was so starved for laborers to push buttons on fancy consoles that they resorted to kidnapping and mind-wiping the crews of passing ships for workers.
* Voyager also has Naomi Wildman who is 1/2 Human - 1/2 Ktarian. At age 2 chronologically, she looks and acts like an 8-year-old Human. This was justified
* Voyager and has trouble finding a willing partner, the Doctor creates a "treatment" program for him on the holodeck.
* Voyager and most of her cybertech implants removed against her will. She is told she is now safe and free and can be with her people again...but (at least initially) she still thinks of the Borg as "her people". Seven does eventually accept her new existence and tries to simulate some human interpersonal emotions, but never feels entirely comfortable as a human, as she considers her nanite-augmented brain and body superior to those of humans and is currently exasperated with the emotionalism and "silliness" of other crew members. Seven is one of the few characters who dare to openly criticize Janeway's decisions.
* Voyager approaches Borg space (specifically, a Borg-free corridor running through the region) and the crew prepares for a possible confrontation.
* Voyager by an actual villain with previously established engineering skill.
* Voyager-class Klingon battlecruiser, a TOS-era relic. Naturally, they're able to quickly defeat the cloak and cripple the enemy.
* Voyager cliffhanger "Unimatrix Zero" involves an unspoken plan which several characters think is nuts, and indeed, it seems to go spectacularly wrong. But then Chakotay says "So far, so good", letting us know the plan isn't actually over yet. We get to see the rest in part two.
* Voyager crew comes across a member of the Q Continuum who wants to commit suicide, he enlists Tuvok to help him prepare his argument in favor of it to the other Q.
* Voyager crew comes up against a group of con artists who have been impersonating Janeway, Chakotay and Tuvok. Tuvok eventually comes face-to-face to with the man who is impersonating him and the con remains in-character, commenting that "Logic would indictate that neither of us has the advantage." Tuvok responds "Your logic is flawed," and shines a flashlight in his eyes, then stuns him with a phaser.
* Voyager crew initially assume they just can't use it correctly until Neelix identifies the pair.
* Voyager deemed the Kazon to have absolutely nothing worth assimilating.
* Voyager did manage to do it once with style, in the episode "The Year of Hell".
* Voyager, Doc decides to teach Seven of Nine about dating and romance. When Tom Paris finds out, he derisively describes it as "the blind leading the blind".
* Voyager does this a lot as it's the only Federation ship in the Delta Quadrant, and running is just as valid a tactic as fighting when you have no backup. In the pilot episode its maximum speed is stated to be Warp 9.975 (making her one of the fastest ships in Starfleet), so it has plenty of oomph to do so (plus those folding warp nacelles look cool).
* Voyager due to causing them. This had to do, amusingly, with some sort of time-induced insanity brought on by having the proverbial reset button pressed one too many times.
* Voyager. During a car chase, Paris is aiming with his phase and tells the astronomer to give him "one more meter", possibly confusing her. Then again, as a scientist, she's probably familiar with the metric system.
* Voyager encounter a Klingon Battlecruiser made into one. They made the trip to the Delta Quadrant the long way.

* Voyager encountered a group of Klingons descended from a sect that viewed the Klingon Empire as irredeemably corrupt. They set a course for the Delta Quadrant and never looked back.
* Voyager enhanced weapons let them blow the sphere apart from the inside once it's arrived at its destination.
* Voyager episode "Dark Frontier" involves a raid on a Borg cube, which we see the characters rehearse on the holodeck first. They actually fail, but not by much, and something very different goes wrong when they try it for real.
* Voyager episode has the crew come to Tuvok to tell him to go ahead with a plan to get a cure from the Viidians, who are not on good terms with Voyager. Tuvok says that he will take full responsibility for the plan. Later, when the crew gets the cure, which was for Janeway and Chakotay, when Janeway comes back to the ship, Tuvok says that he was responsible and does not mention that the rest of the crew convinced him.
* Voyager episode, Seven of Nine says, "Do you want to copulate? Take off your clothes!" to an awkward Harry Kim. Without context, it seems as though she's trying to rape him. However, it was only because she could tell he had a crush on her and was very socially-awkward at the time, and he was intimidated by her coming on too strong.
* Voyager episode, the crew is abducted by aliens whose planet is experiencing a labor shortage and implanted with false memories to make them believe they want to be there. They do get paid rather than being forced to labor for free, but they're not free to leave (even if they don't realize it); anyone who wants to leave is promptly brought in for further memory modification.
* Voyager for himself. How in God's name a hologram fathered a son is quickly lampshaded and handwaved as "a long story".
* Voyager had been in their sky for centuries, and was a complete mystery to them.
* Voyager had perhaps the worst security in the history of Starfleet, considering how often enemies were able to steal shuttles or hack their computer. One episode ended with two unarmed Ferengi overpowering their guards, getting to the shuttlebay, stealing their own ship, and escaping through a wormhole.
* Voyager in an alternate timeline, but only Harry really feels this. Or rather, he represents the external guilt, and Chakotay represents the internal guilt.
* Voyager. In the fourth season premiere, suddenly she's credited as a guest star. They might as well have named the episode "Yes, Kes is Leaving."
* Voyager into the past. Her scheme is foiled, and she is killed. Determined to break the loop, Janeway has the Kes of the past record a message for herself. When the loop comes around again and Kes once again boards the ship, Janeway plays the message to her, convincing her to stop.
* Voyager. It could don super armor capable of shrugging off the best efforts of the Borg (for a time).
* Voyager, it having been in space for some time (even if it wasn't for the full 450 years), puts the entire thing into the realm of the ridonkulous.
* Voyager itself is turned into a prison for several death-row inmates.
* Voyager launched. Their only hope is that he entrusted the messages to someone before death.
* Voyager newspaper clippings (despite this ancestor living during pre-warp times on Earth).
* Voyager. On at least one occasion, "cochranes" were used (quite incorrectly) as a measure of explosive yield, rather than the proper usage as a measure of warp field strength.
* Voyager plays with the trope — Janeway states at one point that if someone like Kirk had been a Starfleet officer during the show's time, he's have been kicked out long ago.
* Voyager, possessing various people long enough for them to enter various commands in their computer, then moving on. At one point Janeway considers dividing the command codes between herself and the security chief, as the alien can only possess one person at a time.
* Voyager). Possibly meant as a general "this might feel weird/we may experience

some turbulence" warning.
* Voyager reaches them their tech has advanced substantially from 1937 Earth, but still isn't up to Federation standards.
* Voyager returns via a transwarp hub. Back on Earth two years after their duplicates, the crew have to face various issues adapting to the fact that some of their doppelgangers have been involved with their spouses for the last two years, while characters like Joe Carey's wife are unsure how to feel upon learning that the 'original' is dead when his duplicate is playing with their children. As the fic ends, various individuals are shown trying to adapt to the situation, such as the Samantha Wildmans 'sharing custody' while one or the other of them goes off on assignments while Tuvok and his duplicate are accepted by T'Pel as both being her husband.
* Voyagers!: "All Fall Down" concerns the 1938 rematch between Joe Louis and Max Schmeling.
* Voyager's antics have resulted in a small fraction of the Collective being freed from her control, she tries to coerce Janeway into helping her rectify it by self-destructing Cubes filled with thousands of drones just to kill one or two in each ship. Janeway logically pointed out that she'd have to blow up the entire Collective to get them all with that strategy, so she changed tactics.
* Voyagers!: As the Omni is only supposed to go up until 1970 and Bogg's arrival in 1982 was a fluke, he can't return Jeffrey to his own time.
* Voyagers, astronaut Keith Stoner turns off his EVA suit heater because the alien ship is colder than outer space and will preserve him (and his presence aboard it will spur NASA to recover it before it leaves the Solar System). He's revived some years later and discovers everyone else in cryonics experiments conducted to make sure it could be done has died. He survived because alien nanotechnology was repairing his cells.
* Voyagers! back to the lab to make things easier once they've recreated the rabies vaccine. She lifts him into her arms to carry him there.
* Voyagers!", Bogg and Jeffrey find out the reason that airplanes have disappeared from the time stream is that the Wright Brothers fell out over a girl called Agnes. Jeffrey is baffled over how something that big could happen because of a girl. Bogg, amused, informs him that wars have happened over girls.
* Voyagers!". Bogg and Olivia know Pasteur did perfect it at some point. Olivia suggests they get some from the future when it has definitely been perfected, but Bogg points out that Pasteur is suffering a crisis of confidence and might not perfect it in the future if he isn't encouraged about it now.
* Voyagers!", Bogg crashes the Wright Brothers' glider during an attempt to prove it works and winds up lying unmoving amidst the wreckage for a few minutes, causing Jeffrey to think he died in the crash. He's fine, if a bit battered.
* Voyagers!": Bogg falls on top of Drake when he and Jeff omni in, although not for long as Drake uses him omni to time jump out.
* Voyagers!: Bogg is cleared and it's revealed that Jeff was always destined to be a Voyager himself, so the two can continue roaming the time stream together.
* Voyager's bridge, mess hall, and Janeway's ready room underwent some cosmetic changes to differentiate the two ships; they kept the CGI model, however, right down to the serial number.
* Voyagers!), but the judge explicitly states that this is "without precedent in these colonies"; the other accused are sentenced to imprisonment and hanging.
* Voyager's Computer had a bit more of a personality during "Q2" thanks to young Q's meddling.
* Voyager shift) and even discussing waking senior officers when an incident arises. However, even this is something of an example of this trope; we almost never see an adventure begin when there is nobody from the main cast on the bridge.
* Voyagers! However, Bogg loses his "Voyagers Manual" in the pilot. Jeffrey tags along to help, as he is a history buff (and Bogg can't return him to his own time, as his omni only goes up to 1970).
* Voyager simulation in that the latter included a distress call that Starfleet officers are duty-bound to respond to.

* Voyager. Since the entire premise is that Voyager is stranded halfway across the galaxy from home, there will obviously be no other Starfleet authorities or reinforcements around for them to fall back on.
* Voyagers!: In "Created Equal", Bogg knocks a large gladiator backwards over Jeff.
* Voyagers!: In the episode "Bully and Billy", a woman named Rita asks Bogg if he's married.
* Voyagers! is a very uncertain and discombobulated existence. The attempt is thwarted when Jeffrey sees Bogg is gone and suspects what he's trying to do.
* Voyagers!", is Jeffrey Jones' daydream as he imagines him and his family being attacked by pirates and himself trying to rescue his parents. Cut to reality, and it turns out Jeff is an orphan.
* Voyagers!. Jeffrey asks if he's ever been heard to complain, to which Bogg replies that he has, multiple times.
* Voyagers!: Jeffrey Jones is quite resourceful and knowledgeable and has brown hair.
* Voyager's Kes, whose race has a nine-year lifespan. In one alternate future episode, Kes had a daughter with Tom Paris... and that daughter was old enough to marry Harry Kim within a year or two.
* Voyager's, most of the all-but-omnipotent Q are shown to be bored half out of their minds, because life offers no challenges any more.
* Voyagers!". Nellie Bly, who's only able to remember the black cloak and shiny watch of her attacker, comes to the wrong conclusion that Bogg is the Ripper. She clearly suspects she could have been wrong later and recants her statement to the police when Drake attacks her again.
* Voyagers! occurring during history: Napoleon at Waterloo, George Washington at Valley Forge, and General Eisenhower at Bunker Hill. Jeffrey, as intended, reacts in surprise, knowing that the third is inaccurate.
* Voyager spacecraft the extra impetus and direction to go onwards to encounter Uranus and Neptune. Otherwise, they would have run out of fuel and propulsive power and taken a lot longer to reach the outermost planets.
* Voyagers!, Phineas Bogg tries to play Poker, but continually gets it confused with Bridge and Gin.
* Voyagers! series where Phineas and Jeffrey would travel through time to "give history a little nudge".
* Voyager's shuttles inside itself with a tractor beam. When the crew wake up, they're inside a vast chamber full of small spacecraft.
* Voyagers! start with Jeffrey and Bogg arriving in one time period, jumping to another time period (usually to escape a sticky situation), and then returning to the first time period to fix history. This often results in Bogg wanting to hang around in the second time period (usually because of a woman) while Jeffrey anxiously tries to impress on him the urgency of needing to go back to the first time period "before it's too late", despite how little sense this makes.
* Voyagers!) suggests to Bogg that he should leave Jeff with him and his wife. Although Bogg is fond of Jeff and it hurts to consider walking out of his life for good, he attempts to do so in the belief that Jeff would be better off with a mother and father and a stable home.
* Voyagers!" (the pilot), Jeffrey lies down on the rocks at Kitty Hawk, physically and emotionally worn out after the events of the day and telling Bogg the story of how his parents died. Bogg covers him with his coat.
* Voyager's vid library includes documentaries on long-vanished species like African lions.
* Voyagers!, "Voyagers of the Titanic". Bogg leans over the side to retrieve Olivia's omni before the boat sinks, with Olivia holding his hand. He manages to grab it in the nick of time.
* Voyagers!", when Bogg leaves to get the gasoline so Lindbergh can fly the Atlantic, he's warned there's a guard dog on the premises. When Jeff tries to tell him to be careful, Bogg declares that he has a way with women, children, and animals. Jeff concedes to two out of the three.
* Voyagers!": When the Sheriff asks Maid Marian how she's enjoying their excursion

through the woods, she compares it to eating live lizards.
* Voyagers!, with Jeffrey knowing more about how to use a clutch than Bogg.
* Voyager takes place in a part of the galaxy where replicators weren't readily available to the locals, so they often found that offering replicated but otherwise scarce goods could help... but having the damn things was such a game breaker locally that their initial troubles revolved around other aliens wanting them.
* Voyager - that it's hard to fathom how the ship made it back to Earth in one piece, let alone looking just as spotless as when it first set out at the beginning of the series. Later episodes like "Fury", where a time-travelling Kes causes a Vidiian warship to blow out three of Voyager's decks (in an episode set during the early seasons, when rationing and supplies were vitally important), make the ship's ability to effortlessly repair damage even more ridiculous.
* Voyager that proved extremely difficult to translate. They were very mysterious, and got their name from the ships they used- swarms of thousands of tiny, networked shuttle-sized vessels that worked together to drain energy from ships that invaded their space. Each little ship looked like a cross between a trilobite and a Horseshoe crab.
* Voyager, the Doctor created a holographic female Vulcan companion for another male Vulcan going through the pon farr.
* Voyager. (The episode was about racism in the 1950s, and the writers thought that the episode would suffer if it wasn't directed by someone who has to live with it today.)
* Voyager". Their leader believes that their sacred scrolls indicate that the as-yet-unborn Miral will lead their people to their promised land (they've been flying around space since Kirk's time and didn't even know that the war was over). However, some of the followers don't look too kindly on the fact that Miral is only one-quarter Klingon.
* Voyager - the leader is ready to strike a deal with Janeway in exchange for the holodeck technology.
* Voyager. This makes it a fertile ground for any theory that could go back re-explain past problems.
* Voyager to just outrun them once they rescued B'Elanna. Their enemies have apparently equal capacities.
* Voyager trapped in a phenomenon called "chaotic space," which is inhabited by aliens that can't be seen directly and can only communicate with certain people via hallucinations.
* Voyager twice (it succeeds in the finale, though it doesn't stick). The sphere itself is usually deployed from a giant hatch inside a Borg cube or the Unicomplex.
* Voyager used the prefix "iso" quite often to accomplish the same thing: "iso-rem", "iso-gram", "iso-modulator", and "iso-convective oven" to name a few examples.
* Voyager violent thoughts and specifically provoked B'Elanna. A few minutes later, a local murders another local over a tiny disagreement due to the influence of B'Elanna's thoughts. She is arrested by the local police and sentenced to have her mind purged of violent thoughts. Realizing that there's very little to B'Elanna besides violent thoughts, the crew fights to prevent this.
* Voyager was, in her words, "raised by the Borg", with an emphasis on completing tasks efficiently rather than reacting to situations emotionally. In a typical day, her emotions range all the way from "mildly annoyed" to "mildly confused". In the seventh-season episode "Human Error", #264, it's learned that Seven's cortical implant is specifically designed to function as a kill switch to shut down her higher brain functions if she experiences strong emotions. This is presumably to prevent Borg from regaining too much individuality after being separated from the collective.
* Voyager we learn that hair accessories such as Alice bands are permitted as long as they are in uniform colors.
* Voyager, which would likely have been difficult in their original three meter tall form, where they kill everything they touch. Note that they were only killing everyone because they thought everyone was like the Borg, who tried to assimilate

them.
* Voyage's End in Theros depicts an ocean falling into an abyss, with this flavor text:
* Voyages Of The Flying Dragon. Humans simply get sick and die, however.
* Voyages of the Princess Ark included a female lizardfolk shaman with substantial breasts.
* Voyages Of The Princess Ark, souls there can use their own residual life force as currency.
* Voyages of the Starwolf series. The former tends to be stable unless parts of the ship are damaged and cause it to go into amputation trauma considering it considers the ship it's body. The latter is purposely unstable and paranoid, designed to be that way and typically has to be wiped after each mission.
* Voyages of the Wild Sea Horse, giving her the ability to assume the form of a creature with the head and forequarters of a cat, the hindquarters of a rabbit, and ears that combine elements of both species.
* Voyage to the Bottom of the Sea (1961). The comm officer aboard the Seaview (a U.S. government vessel) was called Sparks.
* Voyage to the Bottom of the Sea, and several other 60s SF shows produced by this man.
* Voyage to the Bottom of the Sea episode "The Mermaid", Captain Crane captures a mermaid. Unfortunately, her companion turns out to be a Creature from the Black Lagoon-type monster who wreaks havoc aboard the Seaview.
* Voyage to the Bottom of the Sea had "The Deadly Dolls", where puppets come alive and try to replace all crewmembers.
* Voyage to the Bottom of the Sea: Has a Shark Pool inside a submarine. Yes, really. A villainess meets her end in it.
* Voyage to the Bottom of the Sea— submarine there, pretending to be the monster. And based on what the model work was like, doing a rather bad job of it. Some may feel quite cheated to find out Nessie was a submarine in this one and, on considering how often "Voyage" had REAL sea monsters on the show, then feel REALLY cheated.
* Voyage to the Bottom of the Sea that will save the Earth, a pair of nuclear submarines showing up with orders to sink them because the UN believes the missile will destroy the world instead.
* Voyage to the Bottom of the Sea, where an enemy agent explains to the immobilized captain that the energy weapon's immobilizing beam moves at the speed of light, and is therefore impossible to dodge.
* Voya Nui Resistance Team, being a squad of deformed Matoran, each have at least one oddity in their design, such as Velika's uniquely built arms or Dalu's larger limb pieces, but none stand out like Kazi, who uses a forearm piece for his body, while the other five all have foot pieces for theirs, giving them significant hunches. He also lacks the usual head piece; his mask is mounted on a piece typically used for hands, and his legs are different pieces that lack hip articulation.
* "Voyatoran" and "Doomtoran" for the Voya Nui Matoran (the latter coming from the book title
* voyennoe uchilische that go then straight to reserve; after the fall of the Union, they aren't as numerous and remain only in several universities.
* Voyeur does this when the player is supposed to be recording footage.
* Voygaer two parter: a small patrol ship, encountered in timelines where the Krenim were a second-rate minor power, and a battlecruiser, encountered in timelines with a strong Krenim Imperium. The episode's main villain operated a specialized temporal weapon-ship, a huge gun whose beam could erase an object as small as a single molecule or an entire civilization from the timeline.
* Voynich manuscript, a manuscript dated to the 16th century, of unknown origin and written in an unknown script. There have been many claimed translations of it, all of which have been debunked.
* Voytek, who loved sweets, baths and hanging out with his buddies. A case where he brought this upon someone: one day when Voytek went to the steam baths, he found an

enemy spy hiding in them. He roared and backhanded the spy, who promptly surrendered, presumably not having expected a bear to blow his cover. So he was punching Nazis before Harrison Ford made it cool.
* VP Andrew Nichols stages an assassination attempt to get Fitz to declare war on West Angola.
* VPRO, which is dedicated to cultural and intellectual programming (they're historically socialist), and primarily known for its documentaries and films.
* VR5 get the studio to green-light a TV movie to tie up the storyline. Unfortunately, the cast had moved on to other things by then, the scriptwriting foundered, and the whole thing fell apart before it got very far.
* VR5 Sidney can transport herself and anyone anyone else into virtual reality by calling them up on the phone and slamming the receiver down on the outside of her modem. The callee has no memory of the event after she hangs up.
* VR5: Sydney Bloom was the daughter of Dr. Joseph Bloom, a computer scientist who was working on developing virtual reality. He died in a car accident in 1978. Now in 1995 Sydney is a telephone lineworker and computer hobbyist. One day she accidentally discovers that she can enter an advanced type of virtual reality, where she can interact with other people.
* VR.5: We learn in one of the final episodes that a character killed early on was cryonically preserved.
* VRAINS, and Playmaker is the only one to have the Skill "Storm Access", a skill that gets him new Extra Deck monsters in the middle of a speed duel. Then Revolver gets the same skill for some reason. Come Season 2, Storm Access becomes so prevalent, that one starts to expect everyone to just use it.
* Vrak and Vekar, two villainous royal brothers, have different approaches in destroying and conquering Earth. Vrak is the cold, manipulative type; while Vekar is compulsive and is not afraid to throw temper tantrums when things don't go his way.
* Vrak, like his Sentai counterpart Brajira, is often considered to be one of the redeeming factors of Megaforce. He is easily described as many things: a sadistic, sociopathic
* Vralkans usually ride shantags, large purple-skinned creatures with apelike forelimbs and rhinoceros-like horns.
* Vraska the Unseen, a gorgon assassin from the Golgari Swarm. This seems to be the flavor behind both her +1 and -3 (+1, anyone who jumps her is petrified, -3, she tracks her target down and assassinates them through petrification).
* V remake, Anna threatens to lead people away from the Catholic Church, as V technology is capable of many of the same "miracles" on which the Christian faith is based, unless the Church forces its priests to stop badmouthing the aliens. The Cardinal she is talking to gives in.
* Vrienden Voor Het Leven, when Eddie gets drafted in the army, the sergeant makes him clean the toilet with his toothbrush.
* Vril Dox, or Brainiac 2, also has a force field belt, albeit a much less advanced one.
* Vrischka also sells a chocolate mephit, which is a real mephit magically transformed into pure chocolate.
* Vriska actually used to be pretty close to Aradia and, in particular, Terezi, but after she started going too far and becoming Chaotic just for the sake of it, both turned their backs on her, their relationship irretrievably broken. Even later when Terezi remembered their friendship and wished they could return to it she couldn't pretend that Vriska wasn't evil or that she wouldn't work against her if it was necessary.
* Vriska and is too intimidated by her to reciprocate after he finds out.)
* Vriska. As the main extrovert on a voyage laden with introverts of various stripes, she prevented them from splitting off into small groups on a large asteroid and kept them interacting with each other.
* Vriska as to whether she really deserves the treatment she gets from the other characters.
* Vriska could also count. From the outside, she's a wild, powerful, intensely-

confident
* Vriska eye it covers is never officially determined. It isn't until later in the Hivebent arc that we find out how she lost her eye (and arm) in the first place.
* Vriska fights Jack strewn across the floor like a demented rainbow definitely counts as this.
* Vriska finds herself in the body of a human, and tries to live like one. It doesn't work well.
* Vriska gets a robotic arm (also made by Equius) after her original one gets blown off. Aradia may be an additional case, as she spends a good part of the plot as a ghost-sprite inhabiting a realistic robot (again, made by Equius).
* Vriska has a diary from her ancestor who she strives to emulate, the notorious pirate Marquise Spineret Mindfang, who writes in an overwrought, awkwardly sexual, fanfiction-like style. When we meet Mindfang's alternate universe self, she is a fanfic writer. We also discover Meulin, who writes 'friendfic' speculating on ships.
* Vriska in general is a major example. For example, she holds long grudges and takes horribly
* Vriska is at least a semi-comedic example, since both Vriska's expression and gesture are
* Vriska is missing an eye and has a robotic arm (though she later regains her eye and arm when she attains god-tier power). Tavros, on whom she has a crush, is paraplegic (though he later regains the ability to walk, after receiving robotic legs).
* Vriska like Vriska, and is constantly asking people to keep her in check to prevent her from going off the deep end.
* Vriska Serket has a similar effect - at the start of Hivebent, most of her friends have stopped liking her due to her abusive, sociopathic personality, and the only troll willing to give her the time of day as a friend is
* Vriska Serket is an intentional example (her character class title is literally the Thief of Light). She's not one of the initial trolls introduced, but she quickly gains more panel time and becomes very important to the plot. It's actually part of her personality to force herself into the story; she even thinks she's the one who is going to kill the
* Vriska Serket ticks every box. Her narcissism is epitomized in her calling up Terezi right after she blinded her to laugh about it, casually bragging about how resilient she is in the face of her ARM being blown off, and her seeming to not understand why the other trolls can't just "get over" what she did to both Terezi and Aradia after the fact.
* Vriska's relationship with John reconstructs the trope, mostly because she's learned from her past experiences "helping" people. Not only does she succeed with him in every way she failed with Tavros, but she actually starts wanting to be a better person as a result.
* Vriska suggests that this actually doomed their SGRUB session since trolls are so naturally combative that three out of their four different kinds of romance revolve around managing hate as the basis (or demise, in the case of moirallegiance) of interpersonal relationships; trolls, she says, aren't meant to work together. Of course, then there's the times when it implies that much of the conquest and hate that has defined the species is a cultural choice made by rulers generations ago, and that under leaders like Feferi or Karkat the species could actually thrive. It's fuzzy which direction Hussie's decided to go with this.
* Vriska when John finally realizes how cruel and dangerous Vriska actually is.
* V'rix spaceships. Weather they were actually in the ships as pilots or if the ships were living vessels (maybe even another form of the humanoids) is another question entirely. Design documents released after the servers were shut down did reveal that neither the ships nor the humanoid form were the true form of The V'rix, but rather a form chosen to play on human's deepest fears; and their technology was a perversion of human tech. Oh, and there was 1 V'rix vessel that proved they could change their form becoming more powerful by incorporating human DNA.

* Vrook remarked that though The Exile was never a very powerful Jedi they were remarkably good at making people seeing their way, by unconsciously creating and drawing on force bonds even with people they'd just met. For example Mira the bounty hunter never usually kills, but is unhappy to note that she doesn't hold back when fighting in The Exile's party.
* VR technology is advanced enough to allow an individual’s brainwaves to move virtual objects without the items being touched in some simulations.
* VR Troopers after seemingly mortally wounding Ryan's father. After that, Ryan is the one delivering the beatdown to Decimator, and not the other way around.
* VR Troopers as its main protagonists. (Through no fault of the actors involved: Brad Hawkins {white guy} and Sarah Brown {the white girl} have both gone on to bigger and better things, though Michael Bacon {black guy} seems to have vanished)
* VR Troopers can be said to be the clone of Kaitlin (that two-parter ends with Kaitlin and the clone being merged, and Kaitlin gaining a "Double Team" duplication ability.)
* VR Troopers. Essentially, his own pride prevented him from having a chance at a rematch with Ryan.
* VR Troopers, Gozo Kirihara (Karl Ziktor's counterpart in the source material) has his two secretaries, K and S.
* VR Troopers) had 40; overall, it's 92 total episodes to 139 (if all three source shows are tallied together).
* VR Troopers had the Millennium Saber. Fortunately, it only activates once every thousand years, hence the name. The rest of the time, it's old and rusty.
* VR Troopers, JB and Kaitlain are fighting an outlaw cowboy robot named Gunslinger who speaks like Clint Eastwood in Dirty Harry (combined with stereotypical cowboy lingo), he's winning thanks to his shield, but when he injures Kaitlin with his gun, JB retaliates with a supercharged flying kick that shorts out the robot's shield, the previously calm and cocky robot absolutely loses it in response.
* Vr Troopers JB complains to a waiter that there is a fly in his soup and the waiter starts smacking the fly with a fly swatter.
* VR Troopers: Jeb, Ryan's pet Redbone Coonhound, gained human intelligence and speech when he was accidentally caught in a power surge in their base in the series opener.
* VR Troopers. Luckily it had just enough power to take out the mutant.
* VR Troopers made of her, and due to instability both couldn't exist at the same time. After being found out and imprisoned by the good guys, Ryan managed to convince her to switch sides, and she was reintegrated into the original Kaitlin, even giving her a "Double Me!" attack that created a clone of her.
* VR Troopers, so there were plenty of MOTWs who made the traditional one-off appearances.
* VRV: Bundles together content from Crunchyroll and related third-parties.
* VSauce did a video about the joke, appropriately called "Why Did The Chicken Cross The Road?".
* Vsauce his goal is to discuss and teach any subjects that he can with the questions in the title only being "hooks" to get the viewer's attention.
* Vsauce, intelligence and the fact that he has already lost most of his hair, you'd think he was closer to 41.
* V Sauce, Michael begins the video by eating the camera. After a few seconds of darkness, the camera lands in the toilet, demonstrating one of the human body's "through holes", with the mouth as one opening and the anus as the other, with Michael postulating that the human body is similar to a donut because of this hole.
* Vsauce often raises an eyebrow in his videos. His YouTube avatar also has him raise an eyebrow.
* Vsauce's "What's the Brightest Thing in the Universe?" video. It's brought back again at the end, linking it to the fact that the brightest things in the universe come from the darkest things (quasar-forming black holes), and that the brightest cities have the darkest skies due to the city lights drowning out the light of the stars. The video itself ends with a depiction of a black hole consuming a star and creating a quasar, before a border circle appears to form a proper taijitu.

* Vsauce was made and the word gained so many mentions all over the 'net.
* Vs Cassandra and ran away. Soon, she was possessed by a Penillian and was forced to shoot the school.
* vs. Duke, 2001: The Blue Devils tried to inbound with 9 tenths left to play this trope straight, but
* V series has Erica out James May's girlfriend as an undercover V agent using this method. They were engaging in small talk about (among other things) where she went to college, and Erica deliberately referred to the wrong football team, which exposed the alien when she failed to correct the error.
* Vsevolod Roznine is the exception to the rule, and the reason that the Center has jurisdiction over all Talents; after he was caught using his telepathy in an attempt to stir up a riot and
* V's familiar, Blackwing, seems to be easily distracted by shiny objects, whether it's a bauble or a
* V, she does so almost entirely based on all the positive word of mouth she had heard from her chats with Sakura.
* VShojo' community went through a few names until they settled on 'Nyanderthals'.
* VSI Civisa (Formerly known as Civisa Media. Buenos Aires, Argentina)
* V-Sign is that it came from archers taunting enemy soldiers who would cut off the middle and index fingers of any archers they captured (Welsh archers taunting Englishmen or English archers taunting Frenchmen tend to be the most common).
* V's lawfully wedded spouse) The Giant revealed at one point that V hadn't told him their gender as anything but "genderqueer" and that V honestly does not care enough about the subject to worry about it.
* VSS Enterprise might have to live up to its real or fictional reputation to be entitled to wield it.
* Vs. Skate Kid Bros. Changes to the game sprites include Mario being replaced with a guy on a skateboard who turns into a man in a red wifebeater and boxer shorts after picking up a quarter, who also collects soda cans, stomps on tanks, and infiltrates the castles of America to defeat football players and pick up hot babes until one finally takes off her top and invites seven of her friends.
* Vs Sky, allowing her to be a mainstay in the fandom roster of fan characters, especially those who can separate the character and art from the artist and their inspiration.
* Vs. Super Mario Bros. (an arcade port of the original with some changes to make it harder), depending on DIP switch settings, Mario might need to collect as many as 250 coins to get an extra life.
* Vs. System has army characters that are generally mooks given they can get killed off quickly and lack uniqueness because you can only have 1 copy of non-Army characters like Spider-Man on the field; army characters are replaceable. Some examples are S.H.I.E.L.D. agents, Doom Bots, and Sentinels. Also, army characters do not have any restriction whatsoever in deck construction, whereas any other card is restricted to 4 copies (at most).
* VS System, that was reasonably successful for a while. There were at three earlier attempts to make a comic book TCG: Overpower (Marvel, then DC), ReCharge (Marvel only), and the Edutainment card game Genio involving Marvel superheroes.
* V's Tribes of the East-campaign, and serves the role as a campaign-specific game mechanic wherein Zehir can land the city in tactical locations large enough to hold the city for the price of a sum of his experience, thus allowing him some manner of logistical flexibility.
* V that in early development, Johnny was actually a fully-fledged romance path.
* V, the aliens cover themselves in human skin that grows and ages with their bodies. In fact, one of Anna's preferred execution methods is skinning. The V in question dies a very painful death, despite his own skin remaining intact.
* V. The aliens in the original series are more overtly fascist, while those of 2009 present a vaguer melange of sinister politics.
* V, the defeated worm's corpse provides a stable path across the desert.
* V: The Final Battle, a Visitor fifth columnist disguises himself as Mike Donovan to make Diana believe Donovan has been killed.

* V: The Final Battle, but it does have Eleanor Dupres asking what happened to him and being told by a Visitor: "Believe me, you wouldn't want to know!"
* V: The Final Battle formula, so... Though the initial injection apparently wasn't strong enough.
* V: The Final Battle opens with a claustrophobic sequence in which Mike Donovan is trying to escape a Visitor mothership with his son Sean, being pursued through the corridors by their soldiers. He breaks down when Sean is blasted to death, upon which Julie wakes him up at resistance headquarters.
* V, the Iroquois' "Great Warpath" unique ability lets them treat any unimproved forests in their territory like roads (and later railroads!), letting their units run circles around any invaders who venture into the woodlands. The Shoshone meanwhile get the "Great Expanse" unique ability that not only gives all their units a combat bonus inside their borders, but makes each newly-founded Shoshone city have over twice as much starting territory under its control as normal, to maximize that combat bonus.
* V, there is a distinct divide on the Queen's nights concerning the Godwin rule. While some of the knights are quick to align with the prince, some align with the Godwins, and another considers his duty to Queen and country rather than any faction.
* V: The Series because up to then everyone assumed the Visitors had been driven off Earth for good.
* V: The Series, until they dropped the idea in mid-run. There's also a brief glimpse of what they hope will be their final broadcast, following the truce in the final episode.
* VTM) being exempt from this fate and blame it for making society dumber due to the fact that they permanently give shows on there low ratings, but the network was so successful that Medialaan, the creator of that network, started publishing four more networks in Belgium in addition to that one.
* VTM was introduced the BRT tried to demonize it. The only reason why it still passed is that the minister of culture at the time stood firmly behind it. Oddly enough this time it was not because they allowed American programming, but because Belgian television critics feared that it would lead to television without quality, which was a realistic fear in the very first years that they made programming. Nowadays most critics would not fear it anymore though, because the fact they can win awards has stimulated them to make more quality programming.
* V-Tuber fandom also largely notably goes out of its way to avoid breaking kayfabe. Even in situations where the real identity of performers is an open secret, it will rarely, if ever, be openly discussed among fans. If it is, it is generally treated as "forbidden knowledge" and only spoken of in certain spaces, away from fans who prefer to not learn about that kind of thing. (Of which there are a fair number.) This applies broadly up and down the entire medium, and is equally true of superstar channels with over a million subs as it is of indies with just a few dozen. Exceptions are quite rare.
* V turns a young Black Dragon into dust, and implicitly threatens the rest of the Order over their lack of haste in getting V back to elven form.
* Vuelta a España is a bicycle race around Spain normally lasting twenty-three days. (Two of those are rest days.) The
* Vuk as it's known in the U.S., Vic or Vuk's uncle Karack sees a hunter from the distance pointing a gun at Vuk and his mate Foxy he dives in front of the bullet taking the hit for them.
* Vukovar water tower in Croatia was riddled with artillery fire during the Croatian War of Independence but ultimately survived the devastating battle. The city decided to not restore the tower which now serves as a monument to the war.
* Vuk the Little Fox being an animated adaptation). He is especially notable for writing from the point of view of normal animals with little to no anthropomorphism.
* Vuk the Little Fox; he eats equally sapient chickens, geese and ducks, but since he's the protagonist, nobody questions this morally.
* Vulcan, a planet orbiting Epsilon Eridani A, has local life with the exact same

chirality as terrestrial life. Unfortunately, the same is true for the new aliens discovered in the fifth book, and these aliens are looking for some new prey to hunt and eat.
* Vulcan Cannon This is also one of the rarest weapon in the game, requiring a lot of luck to obtain.
* Vulcan descends in the middle of the night, its landing lights illuminating the awed faces of the humans.
* Vulcan gets this by one person falling into the molten metal in his plant each year, and from everyone killed by the bullets produced.
* Vulcan has the seh'lat, the equivalent of an Earth bear. Large wild ones are an example of
* Vulcan itself is pretty harsh by human standards, being extremely hot, dry and rugged, subject to intense electrically-charged sandstorms, and home to man-eating plants and giant, venomous cat-like carnivores (which are freaking adorable and the vulcans keep them as pets!).
* Vulcan Love Slave and other gems of the 24th-Century entertainment complex. Their children also collect action figures presumably based on a popular culture franchise, Marauder Mo (TM).
* Vulcan. Not only was it a massive loss for the Federation, but a signal to the fans that this was not going back to the status quo.
* Vulcan Raven had the M61 Vulcan he ripped from a downed F-16 to show he's an effin' giant.
* Vulcan Raven, similarly, foregoes any kind of top-wear and just attaches a giant
* Vulcans also use the rank of Sub-Commander, as evidenced by T'Pol in
* Vulcan salute — pictured above — which is also based on a Jewish blessing gesture.
* Vulcans and Klingons both have practices where a sufficiently crippled or incapacitated individual may opt to die. Worf planned to do it in one episode after being paralyzed, and Picard argued Klingon tradition should be respected in a somewhat
* Vulcans and Romulans being much stronger than the average human does not help matters either. Kirk has had to provoke Spock into an emotional display in both the original series and the new movie continuity, and both times Spock nearly killed him. Even
* Vulcans (and their kin, the Romulans and the Remans) are twice as strong as humans - Spock has effortlessly wiped the floor with Kirk at least two times in the series.
* Vulcans, a pissing match ensues. The various aliens in the crew balk after the Vulcan disses human emotion.
* Vulcans are always immune to some disease or can do things "illogical humans" can't do.
* Vulcans are renowned for having No Sense of Humor, though many of them are
* Vulcans claim they have such strong emotions that they're said to end up being brutal savages if they didn't control their emotions spin-off universe, that Romulan culture has the principle of "Unifying Duty" to serve as an outlet for aggression and passion, where individuals set aside petty jealousies and personal ambition in service to the greater good of the species. While this has allowed the Romulans to avoid descending into barbaric self-destruction, it has also meant they use other species as an outlet for their aggression.
* Vulcans developed their culture of tightly controlled emotions to deal with the fact that they are really
* Vulcans embrace logic and pacifism to the point of following strict vegetarian diets. They're willing to incapacitate intruders with
* Vulcans have their own distinctive salute which is used in lieu of a handshake (palm out, index and ring fingers separated, which
* Vulcans have to live with this trope, due to their culture of logic over emotion. They spend years training to keep them in check, but when anything breaks that control down, Vulcans can become as violent as their ancestors were, as both friends and foes find out to their disadvantage.

* Vulcans, or at least Spock, seem to have a working knowledge of Earth history. In
* Vulcans (other than T'Pol) are very arrogant, and Archer repeatedly calls them on it throughout the series. Culminating in a scene in "Home," after Soval (wrongly) blames Archer for the loss of a Vulcan crew and ship from "Impulse":
* Vulcans sometimes have elements of this, but their culture is much more complex. Their education system, however, as briefly shown in
* vulgar example some very blue-mouthed put downs if you're Danny's son.
* Vulkan is immolated by falling all the way through Macragge's atmosphere when his teleporter doesn't work quite as planned and wakes up on planet's surface, although the experience makes him go crazy.
* Vulkan lives!". But by the fourth time, the novelty has pretty obviously worn off.
* Vulkoras Desolator being their equivalents to the Javelis and Marza respectively. The volume of missiles they shoot is lower than that of the TEC fleet, but then, they shoot phase missiles, which can fly through enemy shields and hit their hull directly for deadly effect.
* Vullaby and Mandibuzz are bone-clad vultures. Special mention goes to Vullaby since it uses a skull as a diaper of all things — mess with Mandibuzz's children and she'll make sure her children shit in your skull when she's done with you.
* vulnerabilities, so bullets that can only open bleeding wounds or puncture organs in a creature without blood circulation or an anatomy that works by anything more than magic are less effective than bladed weapons that can open up large wounds or lop off limbs. Plus, crossbows can be used to shoot wooden stakes.
* Vulnerable Convoy: A convoy of vehicles that are transporting prisoners get attacked en route.
* vulnerable to holy symbols but resistant to ones that aren't the symbol of the faith they practiced before their conversion. Dracula is vulnerable to the Star of David but not as much as he could be because he was a Christian in life.
* Vulpes Inculta claims that the reason main reason he butchered or enslaved nearly the entire town of
* Vulture article from 2016 theorises why 1980s nostalgia has persisted throughout the early 21st Century. To name just two factors: Generation X "showrunners and creators and executives — and audience members! — are at a place where their own personal history has merged with 'nostalgia'", which happened to be during the 1980s; and the mass availability of the Internet which "disrupted the every-20-years cycle that used to be the standard."
* Vultures will sometimes shove their heads up the butts of dead animals to more easily get to the delicious insides. This is pair of the reason why many vulture species have no feathers on their heads.
* Vulvodynia (Luke Haarhoff currently lives in the UK, but they are otherwise still based in South Africa)
* Vurt you access the shared virtual world/alternate reality/drugstate of the Vurt by sucking differently coloured feathers.
* V.V. becomes this for Rai, who was given a Geass by the immortal to protect his family, only to lose control of it and kill the family he wanted to protect, and was then put in a Thought Elevator for seven years by V.V. Rai hates V.V. so much for this, that anyone who so much as
* , V.V. decides to keep Lelouch in line by kidnapping Nunnally, doing so himself because they seem to have Mao on their side given how flawless their security is. In reality, Nunnally has a Geass that lets her see everything within a mile of her which recently hit rampancy, which also lets her see an individual's future. When she notices she can't see a young boy's future, Nunnally realizes he's an immortal like C.C. and kills him herself. Both Charles and Marianne laugh themselves sick at the fact V.V. was killed by little Nunnally, especially since he could have avoided his fate if he'd investigated properly.
* V.V. is a cute boy with hair that nearly touches the floor when he's standing.
* VVVVVV has a number of teleporters, and while it doesn't really explore the

mechanics or morality of them (they're just a gameplay mechanic), one of the rooms containing a teleporter is named "Murdering Twinmaker" as a direct reference to the trope.
* VVVVVV, one of the rooms is called "Plain Sailing From Here On". The following room is then called "Ha Ha Ha Not Really".
* VVVVVV: The conflict is the crew being separated from each other after their ship crashed, and Captain Viridian having to rescue them all. The main source of death is obstacles, and while there are enemies to dodge, none of them seem to be sentient or have any relevance to the plot. The final challenge is an escape sequence rather than a boss fight.
* VVVVVV, there is a literal giant neon elephant that takes up four rooms that will make Captain Viridian sad if he stays with it for a while.
* VVVVVV, this is the response given when Professor Vitellary requests Captain Viridian's opinion of the crew of the DSS Souleye. This is made even worse by the fact that Captain Viridian's gender is unknown to the player.
* VVVVVV. To get to the other side, the player has to navigate through 6 different screens filled with spiky death... twice.
* V, who has the Nomad lifepath choosen, will start the game fixing her truck.
* V. Wonder which civilization sculpted the statue in the first place? Yep, it's your civ and the victorious civ sends archeologists to unearth it.
* VX Gas is so potent that only 30 micrograms will cause lethality. To give you an idea on how small that is, find a pin and look at the tip. It only takes a droplet on that pin tip to kill one person.
* Vyacheslav Tikhonov in the TV series) wakes up in a cell with no recollection of how he got there. "Who got me? Which name should I use?" - he wonders. - "Let's see. If they wear black (SS) uniforms, I'll say I'm Standartenführer Stirlitz. If they wear green (Red Army) uniforms, I'm Colonel Isayev". The door opens and a blue-uniformed NKVD policeman comes in saying: "You really should ease up on the vodka, Comrade Tikhonov!"
* vying for the throne, land, or fortune. Different cultures handled this in different ways:
* Vypra looks like a beautiful woman in demonic armor more than a demon. She's also the only one to look mostly human out of her show's antagonists.
* Vyrion Kaeran does little beyond picking a fight with Taylor and getting himself killed. His death infruiates his home craftworld, whose quest to gain revenge on the Mon-Keigh who dared to kill an Eldar Farseer turns Biel-Tan into one of her more persistent enemies. This also means Vyrion is indirectly responsible for
* Vyse, getting a rare mineral, and then paying him to make a sword out of it.
* Vyse has an eyepatch-like lens over one eye - he has two good eyes, although the equipped lens is supposed to increase his accuracy. It gives him telescopic sight in that eye, too. The original lens is also replaced with one that allows him to see Moonfish in the remake.
* Vysotsky. Thank You for Living is a very good recreation of Soviet Seventees.
* Vytor The Starfire Champion provides an amusingly extreme example. The hero's tribe depends on a special tree both to sustain life and as a symbol reminding them that the ways of peace of preferrable to those of fighting and bloodshed. In one episode the hero accidentally kills it, and hardly an hour later his former friends become so blinded by their violent impuses they start to build catapults and spears in plain view of each other with no indication of who they're even planning to fight. With the way the hero breaks up a spear fight between two of them, it's like with the one thing reminding them of their peaceful ways gone they've immediately decided to turn on each other. As soon as the tree's restored, everyone immediately drops their weapons and are best buds again.
* Vyvyan Alistair Montague, upon dropping a handkerchief to signal the start of a pistol duel, is turned on and shot by the two duellers.
* Vyvyan is also revealed to have a begonia plant, which he...ah...waters every day.
* Vyvyan's. The last time it crashed ended in a tearjerker for Vyvyan since it also killed his pet hamster.

* Vzk'tk, the alien race that took in the human protagonist, have an
* W5 (airing since 1966 on CTV, longest-running newsmagazine program in North America)
* W817, had one of the characters pee outside during winter, resulting in her bare butt freezing against the metal door she was leaning against.
* W817, Tom needs his fiancé Ellen's help to properly tie a tie:
* WAAAAAAAAAAAGGGHHHH!!! shout unless it's coming from at least one hundred throats. All of which are attached to berserk, bloodthirsty monstrosities that are fully capable of ripping you apart with their bare hands.
* waaaaay back in 1968, before he'd even gotten a solo book. It lasted exactly one issue, mostly because Steve was concerned about the army of wannabe successors popping up and getting themselves hurt by criminals.
* Waaaagh! Grizgutz entered the Warp and exited earlier than they left. Just as they were about to leave in fact. The older Grizgutz attacked and killed his past self so as to have two of his favorite gun, and "
* Waai! coming along and pointing out the genre's numerous problems, namely the large amounts of transphobia and homophobia.
* WAAPT has mainly the psychic assault variety, with the result of an unrestrained assault being brain death. Though the "mundane" variant is used from time to time.
* Waardenburg Syndrome, which usually causes deafness or hearing loss. But many people with the mutation also have the most
* WAA (Web Access America) = AOL, Jeremy Jason McCole = Jonathan Taylor Thomas,
* Wabbit: 1698 points; not only does the game end when the player gets 1300 points, but the score counter increases in 5 point units.
* Wabbit: A Looney Tunes Production episode "Cinderporker", Elmer Fudd reads a version of Cinderella with Porky as the servant; Sylvester, Pete Puma and Claude Cat as the stepfamily and Petunia as the princess. Porky is forbidden to go to the royal ball, but his fairy "duckmother" (a cross-dressing Daffy) gets him smartened up in a disco suit, platform shoes and an Elvis wig, then gives him a sportscar in order to get to the ball. Porky dances with Petunia and wins her heart, but is forced to flee as the spell only lasts ten minutes, leaving behind one of his platform shoes.
* Wabbit: A Looney Tunes Production hounds Bugs for his soul, the former wins several million dollars from the lottery and is later abducted by the IRS just as he has Bugs cornered.
* Wabbit: A Looney Tunes Production return Daffy to his original "wacky trickster" persona.
* Wabbit Twouble doing an impression of fat Elmer (a.k.a. Big Chungus).
* WABC-TV reporter N.J. Burkett has the full name Newton Jones Burkett, but prefers to be addressed by his nickname.
* Wabisuke usually communicates by rattling his chains. He only speaks twice the entire arc.
* Waboku ends the Battle Phase, preventing any more attacks from coming.
* Wabuu the Cheeky Raccoon, when Wabuu chops down a tree to use as a bridge, a bird's egg falls out of its nest to the ground and causes the parents to call him a "child murderer", though the hatchling emerges unharmed. Then we find out that the tree also accidentally fell on Wuschel the squirrel, and the mole declares him dead. Wabuu, however, finds out otherwise and frees him from under the fallen tree.
* Wabuu was also meant to be lovable in the Dingo Pictures movies he comes from, but his evil characterization here is perfectly in line with Phelous' version of him.
* WACCA due to concerns over the COVID-19 (also known as the Coronavirus) pandemic in real life, as the spread of the virus makes it very difficult to determine if it's safe for people to go out even just for a trip to the local arcade.
* Wachtmeister in the 2nd Silesian Hussars and and revealed her real identity only when she left the army after her husband was killed in the battle of Leipzig.
* Wacko at the Halloween Prom when the Lawnmower Killer shoves Tony Shlongini's head into the garbage disposal in the school cafeteria; the cafeteria matron then interrupts the murder to teach him how to use a garbage disposal properly. The

Lawnmower Killer then runs Tony's date, Rosie, who's wearing only a whipped cream bikini, through the cafeteria's conveyor-belt dishwasher.
* Wacky Americans Have Wacky Names: An American character with a wacky name.
* Wacky Delly. In an ironic twist, the general public hates it and it gets the show cancelled.
* Wacky Fratboy Hijinks: The first recognizable Western universities were founded in the High Middle Ages, as far back as the 11th–13th centuries... and already students were being condemned for drunkenness, getting into violent brawls, and engaging in all sorts of mistreatment of women, up to and including rape. It was worse in some ways because medieval university students in those days were younger on average than their modern descendants.
* Wacky Fratboy Hijinx: A movie in which the humor comes from the antics of college fratboys.
* Wacky Fratboy Hijinx is not an official membership requirement in their charter, but it helps.
* Wacky Fratboy Hijinx: Really, really typical in high school dramas. But hey, college frats, right?
* Wacky Fratboy Hijinx: The crazy things college students do in fraternities or sororities, which include drugs and alcohol.
* Wacky Game Jokez, 4 Kidz! has Mickey the Dick, who clearly has this view towards the ditzy June and the bubbling nerd Eric.
* Wacky Homeroom comedy setting, focused on a class of eccentrics who share an arbitrarily assigned homeroom.
* WackylandA place where the laws of physics and logic no longer apply.
* Wacky Marriage Proposal a short time later and is completely confused for a few minutes, but once she understands exactly what's going on, she directs him to "get down on one knee this instant!"
* Wacky Marriage Proposal: Someone tries to propose marriage to their significant other in an unorthodox way.
* Wacky Parent, Serious Child: The parent is a goofball and the child is serious.
* Wacky Parent, Serious Child: The wackiness of the parent highlights the seriousness of the kid.
* Wacky Parent, Serious Child: You know, sometimes, I feel more like an adult than my goofy parents!
* Wacky Raceland begins with a six-legged lizard urinating on the Mean Machine. Since the racers' vehicles are sentient in this continuity, the Mean Machine retaliates by vaporizing the lizard.
* Wacky Raceland, Peter Perfect at one point mentions that he used to be an altar boy. Dick Dastardly proceeds to make fun of Peter by making a tasteless joke about him missing the touch of his pastor's hand as well as those hot, sweaty confessional sessions.
* Wacky Raceland that are as surly and sour as their crews: all hard, grizzled veterans of the wasteland, and all packing various weapons. The Army Surplus Special isn't quite the best example, but the others have various weapons stuck on, including power tools and energy weapons (the Compact Pussycat has a Gatling sticking out one side of the nose!). In one issue they are parked outside a bush pub talking smack and dealing with wasteland critters. A mutant lizard jumps up and urinates on the Mean Machine, which fries it alive.
* Wacky Raceland: "Well, the house might've won, but that poor bastard on the wheel sure lost his... Dick? You all right?"
* Wacky Races (10 AM ET), essentially making the 9:30 AM time period the Dick Dastardly Hour.
* Wacky Races (1991) all serve as the game's bosses who attempt to fight Muttley.
* Wacky Races (1991), quicksand is present throughout the Desert world. The battle against Sergeant Blast and Private Meekly in the Army Surplus Special at the end of the world takes place entirely over a stretch of quicksand. Strangely, while Muttley is able to sink in the quicksand, the Army Surplus Special can't.
* Wacky Races (1991), the first half of Stage C-3 takes place in a western town. Enemies include raccoons, desperados, and tapirs.

* Wacky Races (2017): "Cold Rush" features penguins trying to accelerate global warming to take over the world.
* Wacky Races (2017) episode "Formula Racing" has Dick Dastardly forced to look after Peter Perfect, Penelope Pitstop, I.Q. Ickley, and the Gruesome Twosome after they've turned into babies, suffering a lot of pain during his efforts to keep them from harm.
* Wacky Races (2017) episode "Smokey and the Racers" had all the racers end up in prison when Dick Dastardly attempted to cheat by having his cousin Sheriff Longarm D. Law arrest the other racers for speeding. Unfortunately for Dastardly, his cousin arrests him as well, forcing him to work with Peter Perfect, Penelope Pitstop, I.Q. Ickley, and the Gruesome Twosome in finding a way to bust out of jail.
* Wacky Races (2017) episode "Unraceable" has Dick Dastardly banned from participating in the Wacky Races and forced to try different jobs. One of the jobs he tries is ice cream man, which he gets fired from because he only gives the children broccoli-flavored ice cream and he lets the ice cream cones get covered in dirt before giving them to the children.
* Wacky Races (2017): In "Mambo Itali Go-Go", the racers stop at an Italian village where the locals insist on offering them feasts every day. By the time they're finally allowed to leave, they're too fat to fit in their cars and have to ride on scooters for the rest of the episode's race.
* Wacky Races (2017): In "Smokey and the Racers", Peter Perfect advertises a Japanese product named steakasaki and the phone number for orders is 1-555-0123.
* Wacky Races (2017), in the vein of the aforementioned 90s WB Animation cartoons, contain frequent fourth wall breaks and meta jokes, including entire episodes built around them - ranging from the racers having to put up with format changes against their will to meeting the creators of the old show in a courtroom session.
* Wacky Races (2017). Once he returns, he tells the others he had a dream and they were there.
* Wacky Races (2017) the same casual slapstick that comes from being a racer at the same time.
* Wacky Races #7, Gold Key) when Penelope Pitstop—who was first to the finish line—is disqualified for misinterpreting one of the items. The first item was a "real gone muffler," a beat-up exhaust pipe, but Penelope brought a crazy-colored scarf.
* Wacky Races after the narrator calls him "the Dracula of the drag strip":
* Wacky Races. Always noted as being devious and despicable but saddled with three charges who rank from inept to chronic backstabber, Dastardly would often wonder (in one episode) "what's a nice guy like me doing in a cooped-up outfit like this?"
* Wacky Races and from Blue Max. By style, one can argue he's a bushwhacker.
* Wacky Races, and its resident ghosts send several of the racers running away screaming. It might have gone on working if they hadn't tried to scare the Gruesome Twosome and their dragon.
* Wacky Races, a pair of cave-men who raced in a car made out of stone.
* Wacky Races (as well as Yankee Doodle Pigeon) have headgear with goggles, but at no time do the goggles go to use protecting the eyes. Once in awhile, Wacky Racer Red Max will have his goggles covering his eyes.
* Wacky Races: At the end of "The Dipsy Doodle Desert Derby", Dick Dastardly's genie laughs at his latest misfortune and Dastardly says he'd teach the genie to laugh if they switched places. The genie then switches places with Dastardly.
* Wacky Races: At the end of "The San Diego Go-Go" (Gold Key issue #7), Dick Dastardly takes losing to Penelope Pitstop well as he acquired a gold nugget that was lodged in Penelope's tire (it had gotten there when Dastardly sent the other racers back to Aztec times with a time-travel device.)
* Wacky Races car, the Compact Pussycat is not only various shades of pastel pink and bright red with a pair of ruby red lips as a grill, but her dashboard features lipstick application, hair dryer, and other feminine options.
* Wacky Races, Dastardly has stretched his arm to abnormal lengths to hit Muttley for snickering at him.

* Wacky Races, Dastardly uses his breath to inflate a giant balloon hoping to send the other cars away by popping it. The balloon floats while Dastardly is inflating it, allowing the cars to pass.
* Wacky Races debut episode "See Saw to Arkansas", the Ant Hill Mob is disguised as the Seven Dwarfs while hiding out from the police. When Dick Dastardly stops to asks where the highway is:
* Wacky Races debut episode "See Saw to Arkansas," yet Dick Dastardly's Mean Machine is on the other side. The train stops long enough for the other racers to go through a boxcar so the race can resume.
* Wacky Races. Dick Dastardly has Muttley plant explosives at a rock face in order to create a road-blocking avalanche, but when Muttley pushes the plunger, it doesn't go off. Dastardly splutters "Now what went wrong??" Muttley finds the problem: a wire was disconnected. He reattaches the wire and the explosives go off in Dastardly's face.
* Wacky Races Dick Dastardly will never win, because he always cheats, since one episode was shown to have him win only to have the trophy taken away from him because he cheated. Yet he continues to cheat anyway. Funny thing is, that when he sets the traps up for the other racers, he is always far ahead of everyone else, so if he just raced legit, chances are he would win every time.
* Wacky Races drives the ultra-girly Compact Pussycat, the #5 car. During the series intro, Penelope presses a button that compacts her car into a handheld ladies compact, and proceeds to touch up her face with the normal-sized powderpuff within the compact. Being beautiful, it seems, is more important to Penelope than winning stages.
* Wacky Races DVD set, one of the menu screens has two hot spots that lead to pre-commercial bumpers.
* Wacky Races episode "Beat the Clock to Yellow Rock", a group of bear cubs steal the Ant Hill Mob's clothes while they're swimming in their underwear.
* Wacky Races episode "Beat the Clock to Yellow Rock" at one point has a scene where Dick Dastardly and Muttley manage to hide behind a cactus that's much thinner than both of them.
* Wacky Races episode "Beat the Clock to Yellow Rock", this happens to Penelope Pitstop after Dick Dastardly and Muttley lure her onto a geyser by repainting the ground. Happens to Dastardly at the race's conclusion.
* Wacky Races episode "Creepy Trip to Lemon Twist" features two mischievous ghosts in the abandoned saloon. They play pranks on some of the racers, until Big Gruesome turns the tables on them.
* Wacky Races episode "Creepy Trip to Lemon Twist", one ghost says to the other, "I'd be bored out of my skull... if I had a skull."
* Wacky Races episode, "Fast Track to Hackensack", the Anthill Mob are arrested for speeding thanks to Dick Dastardly painting an 8 on a 35 Miles-Per-Hour speed limit sign. While in jail, the Mob form a human ladder so Ring-A-Ding can use a nail file to file down the bars on the window. Clyde is on the bottom, Ring-a-Ding is on top, and the other five members are in between them. This plan unfortunately fails because the Mob get caught by the sheriff.
* Wacky Races episode "Free Wheeling to Wheeling," as the Ant Hill Mob tries to get back into the race.
* Wacky Races episode, "Free Wheeling to Wheeling", the Anthill Mob speeds their car, the Bullet-Proof Bomb, up by tossing their ill-gotten gains (stolen money, machine guns, etc) out of it. They win the race as a result.
* Wacky Races episode "Race Rally to Raleigh" after the Mean Machine falls into a missile-created chasm just short of the finish line:
* Wacky Races episode "Rhode Island Road Race", after the narrator calls Dick Dastardly "the Dracula of the drag strip":
* Wacky Races episode "Speeding For Smogland". A chain reaction crash causes Luke and Blubber, Red Max, Rufus Ruffcut and Sawtooth, the Gruesome Twosome, and Dick Dastardly and Muttley to be jettisoned from their cars into each other's cars. Dastardly is in the lead in the Arkansas Chuggabug, but the announcer informs him that he'll be disqualified for not being in the correct car. He stops and another

chain reaction crash sends everyone back into their correct cars.
* Wacky Races episode "Whizzin' to Washington" when a motorcycle cop pulls him over for speeding. (Dick's alibi was that he was pursuing the Ant Hill Mob, who in this series appear to be fugitives.)
* Wacky Races Forever, Dastardly even states that his being a villain qualifies him to cheat, even when victory is within his grasp.
* Wacky Races for the NES, Muttley gets an extra life for every 100 diamonds collected.
* Wacky Races: "Free Wheeling to Wheeling" has Dick Dastardly and Muttley in a derrick crane poised to hook Peter Perfect's car as it comes out of a tunnel. A train comes out instead, and yanks Dastardly and Muttley off with it. The very next scene is a wide shot of the other Wacky Racers, and Dastardly's car, the Mean Machine, among them. It's later revealed that, unlike what the wide shot suggested, Dastardly and Muttley are still in the crane and the train is still pulling it.
* Wacky Races gimmicks. Luke gets extra points for steering his car with them.
* Wacky Races has Dick Dastardly putting the Mean Machine in reverse accidentally, causing him to smash into and crack the steel beam on which the other racers have been chained to.
* Wacky Races have some kind of armament mounted on/in them: ranging from an actual tank cannon on the Army Surplus Special to a fire breathing dragon in the Creepy Coupe.
* Wacky Races, he'd win every time. (Granted, almost everybody in that show cheats to some extent, but it's mostly just to make their own journeys easier. Dastardly is one of the only characters that tries to deliberately impede the others).
* Wacky Races, he has some scenes where he rides his car while Muttley drives it.
* Wacky Races, he never seems to realize he can easily wish to win the race.
* Wacky Races: In "Baja-Ha-Ha Race", the Mean Machine gets stuck on mud until a donkey pulls it out. To make sure his rivals won't be as lucky, Dick Dastardly buys the donkey. When Penelope Pitstop gets stuck, the seller calls another donkey to pull her car. Dastardly protests that the seller didn't say he had another donkey and the seller replies that Dastardly didn't ask and he has several donkeys.
* Wacky Races: In "Fast Track to Hackensack", Dick Dastardly sets a trap for the other racers in Hackensack, New Jersey by vandalizing a speed limit sign from 35 miles per hour to 85. This results in the Anthill Mob being arrested by the Sheriff and thrown in his jail. After Ring-A-Ding tries many unsuccessful attempts to bust him and the rest of the Anthill Mob out, Clyde explains to the Sheriff that they're competitors in the Wacky Race. As the Wacky Race is the Sheriff's favorite sport, this convinces him to give them an escort to the finish line, where they win first place. Dastardly is about to win, but the Sheriff arrests him for shooting at him and resisting arrest.
* Wacky Races in real life and has annually paraded them with people cosplaying as the drivers.
* Wacky Races is ordinarily a mild variant, if it weren't for Dick Dastardly repeatedly trying to kill all of the other racers.
* Wacky Races is really a tricked out tank. With all its tonnage, it's a wonder it could get out of the blocks at the start, let alone win a race.
* Wacky Races makes a Bonnie & Clyde reference in the episode "Free Wheeling To Wheeling" when he tells the mob to get out and push the car:
* Wacky Races, Muttley was known to bite the hand that feeds him (a.k.a. Dick Dastardly), but in "Race to Racine" he pulls a doozy. In a sabotage attempt, Dastardly plants him among the Ant Hill Mob, who take him as one of their own (Smiley O'Toole). Clyde instructs him to take Dastardly out, of which Muttley first surprised says "Who, me??" But then he gets a shit-eating grin on his face, snickers, runs atop the Mob car and fires a hand grenade at the Mean Machine.
* Wacky Races, not the "Smash Brothers" which is the name of a popular video game series (Super Smash Bros.).
* Wacky Races offered an example of the "slightly more credible version" when Sgt. Blast ordered Pvt. Meekly to turn left.
* Wacky Races often had a racer, usually Dick Dastardly (of course) either starting

the race before the opening shot or trying to do so.
* Wacky Races, one of discarded tank parts, another that's apparently a mobile moonshine sill, and one that's a literal rock on wheels.
* Wacky Races, Penelope Pitstop uses her ejector seat to expel Dick Dastardly.
* Wacky Races posits in the story "Follow Through To Yoo Hoo" that all the racers (even virtuous Peter Perfect) use a book entitled "How To Win A Race By Hook Or Crook," written by the series' token villain, Dick Dastardly.
* Wacky Races right down to the car which fell apart into a pile whenever he parked it.
* Wacky Races, Sergeant Blast ends up in the Compact Pussycat (Penelope Pitstop's car). Trying to stop it, he activates the controls that apply face powder and lipstick. Granted these are not standard controls in a car, but it does raise the question of why he thought the brakes would be activated by a button on the dashboard.
* Wacky Races shows Dick Dastardly zooming past all of the other racers without any trickery whatsoever — only for him and Muttley to stop so they can try to blow up a bridge. He also does this during the game, speeding ahead of everyone else fairly and then trying to cheat again.
* Wacky Races that drive the plot of each episode. Without them, every episode would just be a simple (if still highly unconventional) race.
* Wacky Races, the Mean Machine had holes all over its body and it fell apart as Dastardly was about to cross the finish line.
* Wacky Races themed video games out there, too, and they’re just as fun as the show.
* Wacky Races, the narrator is almost a little too interactive. (In the spin-off, he's clearly biased in favor of Penelope.) In one episode, for example, Dastardly is commenting on him passing the other racers, and the narrator cuts him off, saying "I’ll do the commentating, you do the driving."
* Wacky Races the steel wall with the painted scenery Dastardly employed. Dastardly proceeds to get flattened by a bus coming out of the scenery.
* Wacky Races. They have no problem operating vehicles scaled for humans of normal stature.
* Wacky Races to get wrecked in each episode. Sometimes through accidents, most often through deliberate machinations. Also expect them to be back in action in the next scene, even if the damage looked beyond repair (unless you’re near the end of the episode and the Mean Machine gets totaled, since by rule, Dastardly always has to lose).
* Wacky Races. Two new characters featured in the pilot were Parker and Piper Perfect, who were the children of Peter Perfect and Penelope Pitstop.
* Wacky Races. Usually, Dick's retaliation for Muttley snickering at him comes by a bop on the head, dumping water on him, or other variations.
* Wacky Races villain Dick Dastardly never set out to be a villain as in "The Super Silly Swamp Sprint" he says the other racers forced him to be one. It doesn't stop him from pulling his dirty tricks with gusto.
* Wacky Races which he uses to race to the finish line. He fails after colliding with a cactus, the result of not paying attention because he was breaking the fourth wall.
* Wacky Races, which seemed to - ahem - borrow a lot of Road Runner gags.
* Wacky Races would later avert this, revealing that the original Ant Hill Mob was in jail.
* Wacky Startup Workplace: An office that's fun and full of amenities.
* Wacky Startup Workplace: Started to pop up in fiction in the early 2000s.
* Wacky WallWalker is an octopus-shaped piece of semi-adhesive plastic; you throw it against a wall and it "crawls" its way down.
* Wacky Waterbed: Waterbeds are heavy and prone to leakage and have been largely replaced with foam mattresses as a result.
* WACKY WAVING INFLATABLE ARM-FLAILING TUBE MAN! WACKY WAVING INFLATABLE ARM-FLAILING TUBE MAN! WACKY WAVING INFLATABLE ARM-FLAILING TUBE MAN! Along with Al Harrington's other commercials.

* Wacky Wavy Inflatable Arm Flailing Tube Men and I am passing the savings on to YOOUUUUUUUU!
* Wacky Wayside Tribe: A secondary conflict added to keep the story from ending too soon.
* Wacky Wayside Tribe, Lotus-Eaters, Aeolus and his family, Circe and her "animals," the Laestrygonians, the Cicones, Calypso...
* Wacky Wayside Tribes as thanks for fixing it (to the ire of the new priest).
* Wacky Wayside Tribe stories keep "oasts" as mounts and meat animals. "Oasts" look exactly like oversized human beings, albeit with dull, uncomprehending expressions.
* Wacky Wheels has Razer the shark. Just like everybody else, he runs over hedgehogs and throws them at other racers.
* Wacky Wheels is just basic kart racing, except for the hedgehog cannon.
* Waco: As the FBI surround his compound, one of David Koresh's advisors tells him he's in a Catch-22 because he's had sex with multiple underage girls. Having sex with an underage girl who is at least 14 is statutory rape unless she's your wife, but claiming them as his wives would be an admission of polygamy.
* Waco depicts a real-life example. Mount Carmel is a ranch in the middle of nowhere; its owner and the Branch Dravidians' leader David Koresh has "taken on the duties of the flesh" for the group. Married men remain celibate while Koresh has sex with their wives and fathers children on them.
* Waco does this to save the Apache scout Johnny No-Legs from being lynched by a wagon train in "A Rope for Johnny No-Legs" in
* Waco, has a little of this attitude when she talks down to Judy, who has recently given birth to one of her husband David Koresh's children. She tuts that Judy, as the mother of one of Koresh's children, now has his ear, so she should follow Rachel's lead more.
* Waco: Koresh is facing a conundrum with his second 'wife', the teenage Michelle, as polygamy and having sex with a minor you aren't married to are illegal. So he marries her to Thibodeau to ward off questions by authorities, but the marriage is in name only.
* Waco, Koresh, suspicious of his new neighbor who claims to be a rancher, asks him a question about cows. Vazquez, who is a government agent and not a rancher, fails to provide a good answer, tipping Koresh off that he's not who he says he is.
* Waco opens with the ATF about to raid Mount Carmel, before jumping back nine months to show the lead-up to the shootout.
* Waco The miniseries about the stand off with the Branch Davidians in Waco, Texas was filmed near Santa Fe.
* Waco, Waco - having held a variety of law enforcement positions - ends his career as a U.S. Marshal.
* Wadanohara because they actually had a face. Most of the NPCs don't.
* Wadanohara Sal, Mikotsu, Old and the residents of the Sea of death were dead for the whole game as the game is set in a flashback.
* Waddington's inability to get other people's names right (he keeps calling Finch 'Winch' and 'Pinch') becomes an important plot point in
* Waddle Dees on the other hand, the servants of King Dedede, invert this. There are a few friendly Dees who help out Kirby on his adventures, most notably Bandana Waddle Dee, King Dedede's right-hand man.
* Waddle Doo also carries one when he realizes all his fellow Waddle Dees have gone from the castle and decides to leave.
* Waddling Head, uses a suit of power armour to make himself less disabled and pose as a normal humanoid.
* Wadd was the deity of friendship, besides being also a moon and snake god.
* Wade actually has a large file folder system containing code numbers for every possible fear that he could have.
* Wade Barrett a former marine biologist. (Only the former is in kayfabe.)
* Wade Barrett days, tried to corrupt Cena as well. Once again, he failed.
* Wade Barrett ringside crew, and literally wreck the ringside and even tear at the ring itself.
* Wade Barrett's guaranteed title shot and turned it into a six-pack challenge.

* Wade Barrett, when going by Bad News Barrett, would get the audience's attention by banging a gavel and making a thundering proclamation of "bad news" for the audience.
* Wade Barrett, which began when Wade started bragging about a movie he got to appear in. Sheamus, for no apparent reason, came out to answer this bragging by crapping all over the movie and Wade's acting skills. The odd part is that nothing ever came of this, partly because Sheamus was already in feuding with The Shield at the time, so it made his actions seem unnecessarily dickish.
* Wade Barrett, who was introduced as someone who will do anything for money, but aside from that mention, that hasn't been a part of his gimmick.
* Wade Herbert. Generic Juggalos and Juggalettes can be also be found partying in specific areas in Sandy Shores.
* Wade is stabbed in the head with a knife, but when he sees his beloved Vanessa, he starts
* Waders can often be heard croaking out the first stanza of the hymn "Jesus Loves Me."
* Wading birds such as herons and egrets make a living by performing this trope on fish that don't pay enough attention to what's
* Wadjet Eye Games creations are confirmed to be set in a shared universe.
* Wadjet Eye Games this genre, with most of their games so far either belonging fully to this genre or using parts of it. These include:
* Waffen SS authorized the formation of units composed largely or solely of foreign volunteers and conscripts as the war went on. By the end of the war, non-Germans made up more than 50 percent of the Waffen SS.
* Waffles for Stephanie," focusing on not just Stephanie Brown, but also Cassandra Cain, Helena Bertinelli, and Renee Montoya. Stephanie, Cassandra, Renee and even Helena (reimagined as a spy) were all eventually brought back into the new continuity at staggering points. It's largely due to fan support, but it's unclear it it had anything to do with any sort of "send stuff to DC" thing.
* Waffles the Cat and Don the Dog wind up in this situation in "Jungle Jazz".
* W.A.F.F. (Warm And Fuzzy Feeling): A fan fiction designed to be cute.
* W.A.F.F. (Warm And Fuzzy Feeling): A fan-fiction designed to be cute.
* Wagamama Fairy Mirumo De Pon!, has a more substantial weight gain with a lowered voice to match.
* Wagamama Fairy Mirumo De Pon series, but only in the anime. In the manga, her mother gives it to her as a souvenir from her recent trip.
* Wa ga Na wa Umishi is not too proud to beg ordinary fisherman to stop interrupting a rescue, much to the surprise of the fisherman who had demanded that he go on his knees.
* waged all their worldly possessions on a scavenger hunt. Once Rich Texan won, he started riding Smithers as if he was another prize. Sure, Smithers' employment contract was more likely to be linked to the power plant rather than Mr. Burns but still...
* Wagering certain items at the battle arena in YouTube will trigger fights with famous YouTubers, like the
* Wager Master is good at these. "Who Are You Fighting?" causes the heroes to lose if Wager Master runs out of HP; "Wagelings" causes the heroes to lose if there are more villain targets than hero targets; "An Unwise Wager" causes the heroes to lose if any hero runs out of cards in their deck; "Playing Dice With the Cosmos" ends the game in a loss
* Wager Master, Miss Information, and the Ennead can also fall into this, particularly Challenge MI and Advanced Ennead. Wager Master has a deck of random nonsense that can,
* Wages of Sin for any Slavers unfortunate enough to still think it's safe haven).
* Wage, unlike Moxy (listed above), has no defining feminine features. This is due to being a
* waggling his ghost tail at him, and becoming a ghost himself. The reaction:
* Waging Good, like hiding poison factories in their stomach - or bladed monsters which try kill anything they see as soon as they are born. Because of this, Earth

has "Jurors", people who test any newborn children as soon as they pop out. If they appear subverted, the Juror crushes their head against the nearest wall or table.
* Wagner also conflated Loki, Norse god of mischief, with Logi, a god of fire. He may have done this mistakenly, or based his characterisation on a previous scholar who made the mistake.
* Wagner Group They've been active in Eastern Ukraine, Syria, Sudan, and the Central African Republic in recent years
* Wagner's has some pretty messed-up brothers: Alberich enslaves Mime; the earth giant Fafner kills Fasolt over the ring Alberich created; and Hagen murders his half-brother Gunther over the ring.
* Wagner started on the path of Everyone Dies early. His boyhood tragedy
* Wagon Heels, the wagon train Porky Pig is scouting for passes a billboard that asks "Is this trip REALLY necessary?"
* Wagon Master which he described as "the purest, simplest Western I ever made." A rare title that Lindsay Anderson called "the first avant-garde Western" citing its unconventional use of music, gorgeous composition and minimalist storyline and its plot of multiple characters with no real central figure.
* Wagons and hatchbacks are the modern darlings of car buffs, many of whom bemoan the fact that so few are sold in the US and that the market for such has been cannibalized by crossover utility vehicles (or CUVs), a vehicle segment that can drive them into a frothing rage for being
* Wagons East at the time of his death. However, he had completed most of his scenes.
* Wagons East, Harlow and Larchmont are both much better at taking damage than giving it. When they have a fistfight, the fight takes hours before Larchmont is defeated.
* Wagons East's obesity didn't sit well with the high altitude and desert heat, and he died of a heart attack shortly after completing his scenes.
* Wagons East. The man tears several pages out and makes for the outhouse.
* Wagons East, the wagon master uses kitchen utensils to lay out a map of his proposed course (while drunk), then proceeds to get lost on his own map.
* Wagon Train directed the episode; the two of them showed up to do their old friend Ward Bond (the show's star) a favor.
* Wagon Train episode "The C.L. Harding Story," the title character is a female reporter whom Major Adams had given permission to ride with the train for a story, not realizing she was a woman.
* Wagon Train. Everyone complains about Charlie's cooking, although he seems borderline competent and occasionally good. One of his major problems seem to be adding less-than-popular ingredients to his stews, like gopher or even buzzard. One episode had him make birds nest soup out of an actual bird's nest.
* Wag the Director: Savvy wrestlers who can no longer work without risk of permanent injury can cultivate other opportunities as a trainer, commentator, or — most ominously — booker. The SOP goes as follows:
* Wag the Director: The cast makes demands that must be met if they're going to act in the work.
* Wag the Dog) a political cartoon poking fun at the President's sex scandal. The musician immediately composes an impromptu song mocking the whole thing, but stops when he realizes that everyone else in the room (most of whom work directly for the President) is staring at him in horror.
* Wag the Dog a war as far as the viewers know. There may be fighting going on off screen, or there may not at all. We don't know, because it doesn't matter and nobody cares. What's important are the photo ops, the slogans, and the huge PR spin.
* Wag the Dog is a particularly Juvenalian satire on the US news media and politics.
* Wag the Dog: The president's election campaign manufactures a war with Albania to unite the country around its current leader and ensure his reelection.
* Wah and Qiu Yuen trained under the same master at the China Drama Academy. They've appeared in quite a few martial arts films as a couple, most notably

* Wahine foundered in Wellington Harbour on April 10, 1968, the extra-tropical cyclone responsible for the ferry's demise prevented aircraft flying the footage to the South Island. Instead, a camera crew drove north to Kaikoura, within range of Wellington's transmitter, and filmed a television set broadcasting the North Island news. They then rushed the footage to Christchurch and played it over the South Island network.
* Wahoo's, probably as a play on the title character's catchphrase. If you don't live near a Wahoo's location, you'll understand why this example is on here.
* Wahrheit oder Pflicht (as in "truth or dare"), has a girl who fails school but pretends to still attend. Things go downhill from there.
* Waidstill and Martha Sharp are a downplayed example, while they never did any actual fighting, they risked their lives multiple times to help people escape from Nazi Germany, and were even give a reward/title by Israel for their work.
* Waif-Fu: Petite, yes, but that doesn't stop her from kicking your ass.
* Waif-Fu seems to be the exception that proves the rule, as she tends to rely on stiff shots and submission holds...and usually ends up beaten after the larger man toughs them out.
* Waif-Fu thin do not hit that hard. There are ways for small women to do damage in a fight, but it doesn’t look anything like it does on TV.
* Waif Prophet... and she'll give you three chances. Then she can destroy cities.
* Waikiki Wedding, played by comedic actress Martha Raye, is subjected to a lot of slapstick. She has a typewriter slam on her fingers, slumps face-first into a bowl of liquor, hits her head on a bunk, and falls over a lot. Georgia (Shirley Ross), the romantic lead, doesn't suffer any slapstick outside of the one scene where Tony accidentally pushes her off a pier trying to fix the heel on her shoe.
* Wai Lin or just shooting enemies) is because Michelle Yeoh has decades of experience doing kung fu movies.
* Wailord EX decks that ran no energy at all became popular at one point and are still seen in the expanded format. The idea is to use various item cards to heal your Wailord and render your opponent unable to attach energy and damage it, until your opponent runs out of cards in their deck.
* Wailord is supposedly 14.5 meters tall and is presumably the length of a real blue whale, yet its battle model shows it smaller than its trainer. This is obviously so it doesn't take up the whole screen and force the camera to be zoomed ridiculously far out. Some even say that its Dynamax form is how big it really is normally.
* Waily waily waily! (although this is also a general-purpose moan/scream of discontent)
* Wainscot Society are labouring slaves and mages never made any media of their own.
* Wainscot Society: A whole second social system exists in close parallel to the "normal" world.
* Wainscot SocietyThe best ninja clans live in society hiding in plain sight.
* Wainscot Society: The setting may look like our world to most of its inhabitants — but there's a whole secondary society in hiding.
* Waist Deep in the Big Muddy is about sinking in quicksand. Specifically, the singer's experience in 'Nam where the sergeant marched the squad into a swamp and was guzzled up by it, and the Captain ordered an immediate about-face. It turns into political commentary, likening the state of things to a "great fool saying 'Push on! push on!"' while the squad (country) is neck-deep in stupid.
* Waist-Deep OceanIf the floor of a body of water isn't directly visible, then the depth can change to whatever the plot needs.
* Wait a minute... we've seen this hero before. Gasp! He was part of the gang of delinquents — it's an
* wait and ambush them, making use of her natural camouflage. Also, it appears by the point of the San Francisco fight, the Mutos have learned to weaponize their EMP abilities (before primarily using the shockwave accompanying it to throw shoulders).
* Wait, are you going to play your amp loud, resulting in distortion and then make

the guitar loudest in the mix? When
* Waita Uziga is an infamous guro manga artist whose works tend to be not safe for work, sanity, or life, featuring plotlines surrounding rape, mutilation, and murder (not necessarily
* "Wait" for ambition. "Just you wait" is sung by Hamilton, while "wait for it" is Burr's credo.
* Wait for the Arrival Countdown to hit Zero during the second scene and Shepard will experience what is a rapid glimpse of Reapers coming down on the galaxy to cleanse all life.
* Wait for Your Date: A man is forced to wait for his date who is fussing over their hair/makeup/clothing, etc.
* Wait, how does that work? If you rotate the tile it's upside-down (I^, not IV), and if you turn it over the other side is probably blank. Flipping it by hand would only work if it's carved all the way through.
* Waiting... for all the cast, Reynolds' character insists on waiting until the hostess' eighteenth birthday for them to do the deed.
* Waiting for Frodo, but it's still on the first strip. Now that the movie is finally out of development hell, maybe the story will continue.
* Waiting for Godalming, Lazlo points out that if they make this offer they are going to find you rather than give you a free pizza. He experimented with this fact by hiding in his house, leading the pizza deliverers to abseil down to his window.
* Waiting for God - Diana has been single for over 60 years and wants to remain that way, but her latter-years lover Tom is unsatisfied with his role as the last of a long line of equally significant lovers. After many hijinks as Diana tries to avoid having to marry Tom, Tom ultimately refuses to marry her instead. They then carry on their affair as normal, Tom accepting that Diana having been willing to marry him at all is good enough and he doesn't need to actually force the issue.
* Waiting for Godot behave in somewhat of an Alphonse and Gaston manner, both deciding they should leave at the end of each act but neither one moving, apparently waiting for the other to act first. (A homoerotic subtext is also implied in the play.)
* Waiting for Godot, has one of the most well-known examples in theatre when silent put-upon Lucky is ordered to think:
* Waiting for Godot has the messenger boy who brings the news that Godot will not arrive today.
* Waiting for Godot, in general: among his other works are 'Act Without Words I' (an act without any spoken words), 'Act without Words II' (another act without any spoken words), Breath (a play just featuring the sound of someone breathing), 'Play' (a play), and 'Film' (you get the idea).
* Waiting for Godot in The Netherlands. When asked by the press on why he felt so strongly about this matter, Beckett replies "Because women don't have prostates," referring to one of the characters in the play's prostate disease. Female casts have still gone ahead, but not without having to wrangle with his estate.
* Waiting for Godot is a philosophical version of this trope. Didi and Gogo talk nonsense while waiting for the eponymous Godot. They keep on talking about how things happen, whether they should continue, if they're hungry, if they should commit suicide. Godot never shows up, and they don't do anything.
* Waiting for Godot is either an allegory of the Cold War, a collection of Jungian archetypes or an examination of human existence and the role of God, depending on who you ask. Godot himself is often thought as being God, largely because of his name and the fact that both him and God are described within the play as having a white beard. Samuel Beckett himself was very insistent about the fact that Godot was not God and if he meant Godot to be God he would have called him God.
* Waiting for Godot). Posters declared the play to be "the laugh sensation of two continents."
* Waiting for Godot. (Pozzo tries to be one too, but they're too incoherent to explain anything.)
* Waiting for Godot. Read through it carefully and there is actually a philosophical point being made, but it is embroidered with so much verbal diarrhea,

non-sequiturs, and just sheer nonsense words that it sounds like a complete load of gibberish.
* Waiting for Godot. Read through it carefully and there is actually a philosophical point being made, but it is embroidered with so much verbal diarrhea, non-sequiturs, and sheer nonsense that it sounds like a complete load of gibberish.
* Waiting for Godot subverts this by having the second act be more or less the same as the first, without much difference in tone. Hence the reviewer who said that it is "a play in which nothing happens, twice."
* Waiting for Godot that persists in studies of the play. "If I meant Godot to be God, I would have simply called him God." Though, to complicate matters, at another point he did claim that his subconscious does things without him at times. All in all, "If I knew who Godot was, I would have said so in the play."
* Waiting for Godot Though inaccurate, this phrasing fits a bit more humorously with the last lines of Act I, which it's meant to contrast.
* Waiting for Godot, waiting interminably for a man (friend? employer? supervisor?) who never comes.
* Waiting for Godot where Vladimir and Estragon spend one page hurling insults until Vladimir yells "Cretin" to which Estragon replies with "Critic", which naturally utterly defeats Vladimir.
* Waiting for God, several residents report items missing from their rooms. It turns out to be resident ditz Betty who's absent-mindedly stealing everything.
* Waiting for God this would be Diana Trent, most often deflating Harvey "The Idiot" Baynes in the midst of one of his schemes to defraud or otherwise suppress the tenants of Bayview.
* "Waiting for God" went farther than most with this. The evolved descendants of Lister's cat escaped the space ship years ago aboard arks using a "star map" given to them by their god, Cloister the Stupid. The star map turned out to be Lister's laundry list which he used to line his cat's basket.
* Waiting for God, who meet when they're committed to the same retirement home.
* Waiting for Guffman: A small-town play about the town's history (including their close association with the stool industry and the town's historical visitation by aliens) might be visited by a Broadway talent scout.
* Waiting for Guffman, a UFO expert uses the presence of a crop circle to prove that aliens visited Blaine, Missouri in the early twentieth century. He also notes that it's always the same temperature inside the circle: "67 degrees with a 40% chance of rain."
* Waiting for her boyfriend to return from looking for a missing kid, Betsy in
* waiting for him to pick out the correct fork. As Carlton wakes up Geoffrey after Will got the right answer, he cries out to him "Get your own Geisha!"
* Waiting for Insane Wayne" had Insane Wayne and his team of mercenaries-for-hire who the team briefly impersonates then ends up fighting.
* Waiting for Santa, while Santa himself does not show up until the end, Barney and the Backyard Gang still visit the Workshop and visit Mrs. Claus in a quest to give them Derek's new address.
* waiting-for-the-elevator-to-arrive moment, as Sergeant Cortez tries to make small talk with Agent Chen, his current ally.
* Waiting For The Sun might also count, if only because Morrison was plastered when he sang/shouted that, too.
* Waiting for the Trade they suffer integer overflow and loop back around to finding them attractive.
* Waiting in the Summer, and at the very least they're still hanging around with each other.
* Waiting in the Summer: Ichika's glasses serve as a disguised head-up interface for her alien technology.
* Waiting in the Summer: it's not intended as fanservice so much as an accurate depiction of what a nudist would wear while cooking.
* Waiting in the Summer love interest Ichika Takatsuki here is at least 2 years, if not, much older than him.
* Waiting in the Summer outright says this much and that he wants to be the one

doing the chasing.
* Waiting in the Wings. After 110 years, the Fang Gang is able to break the curse and set her free.
* Waiting in the Wings, so they try to get out of the room where it's affecting them.
* Waiting... is a constantly ticked-off, misanthropic, 'been at this too long' server who's always going off at coworkers and belittling customers behind their backs. Bishop, the dishwasher, offers her some genuine advice, and for a moment it seems like her angry personality is based on exhaustion and substance abuse...until she mockingly thanks him and screams at him to do her dishes.
* Waiting is worth it: Bakugo's overprotectiveness over Izuku and Izuku's emotional dependence on Bakugo in-turn has led to a lot of people - from Izuku's mother to Uraraka - to assume that the two are together. Bakugo denies it of course, and Izuku has no idea what they're talking about.
* Waiting is worth it, Izuku's telekinetic quirk awakens when he is accidentally pushed off a bridge and breaks his back, crippling himself for life.
* Waiting is worth it volunteered to act as protection for the Midoriya family when villains started targeting Izuku for his powerful quirk. Over time, he and Izuku's mother Inko began dating where they would eventually marry.
* Waiting..., it turns out the seemingly random items adorning a wall of the restaurant comprise one of these.
* Waiting...: One of the waiters has a problem that he can't pee in a public restroom, even if there's no one in there.
* "Waiting" revolves around SpongeBob standing next to his mailbox and waiting for a toy to come in the mail, neglecting his friends and his pet.
* Waiting Skeleton: A character waits so long that they've been reduced to a skeleton. Sometimes used for comedic effect.
* Waiting Skeleton: Showing a skeleton to demonstrate that waiting at a place can take a ridiculously long time.
* Waiting..., the staff does some nasty things to the food of a woman who endlessly complains about small flaws. Never piss off the people that handle your food.
* Waiting.... This earns him the "undying allegiance" of Monty and the respect of the entire restaurant.
* Waiting to Exhale, Bernadine's husband's mistress is a white woman and that is part of the reason why Bernadine is so upset with him.
* Waiting to Exhale is the best way of life for women if they don't want men to walk all over them.
* Waiting until the last second to do a maneuver when not waiting is far more advantageous.
* Waiting until you incur a loss before buying insurance, then claiming that the loss took place during the policy period
* Waitress briefly returned to the role of Jenna, and several other Broadway cast members returned to their roles as well.
* Waitresses and truly terrifying perms (and possibly worse bleach jobs), but who affably refer to everyone, even total strangers, as "hon," "suga," "sweetie," or "dear." She might be a "Flo."
* Waitress seems to have a lack of social skills and is obsessed with Lifetime movies and Revolutionary War reenactments. She also seems to have severe anxiety, as explained in "When He Sees Me". She also explains that she likes how the days are almost exactly the same in "Opening Up", showing that she likes to follow a strict routine and doesn't like change.
* Waitrose in 2014 took a page from John Lewis and made a Christmas advert set to a cover of
* wait. Small wonder they have a chance of attacking their own side in battle.
* waitstaff, convinced that their service was inexcusably terrible while the customers tried to reassure them it wasn't a big deal. The issue? A slightly dirty fork. The result? Most of the staff end up dead.
* Wait Till Your Father Gets Home dealt with the suspicion of infidelity. Harry is transporting a rather attractive female client to an out-of-town meeting when car

trouble forces them to stop at a motel. There's only one single-bed room, so Harry insists the client take it while he sleeps in the car. The motel manager suspects some hanky panky until he sees Harry owning up sleeping in the back seat of the car. Irma isn't buying it, believing that Harry is cheating on her. To prove his innocence, Harry drives Irma to the motel where the manager vouches for him.
* Wait Till Your Father Gets Home Don Adams) is particularly inept and Harry is only saved from a losing judgment when the plaintiff suddenly decides to drop the case.
* Wait Till Your Father Gets Home, introducing Gunther as Erma's brother in law. The episode quickly focuses on the officers trying to find a missing kid, with the Boyles shoved into the background.
* Wait Till Your Father Gets Home is escorting a rather attractive female client to a meeting and they stop overnight at a hotel which has only one room with one bed available. Harry lets the client take the room while he sleeps in the car, much to the surprise of the hotel manager, who thought Harry would try to sneak in the hotel room. Naturally, his wife Alice thinks he's cheating on her.
* Wait Till Your Father Gets Home — in this instance a new car dealership - with faults ranging from defective ignition, bad original tires to malfunctioning fuel pump (though it's more the dealership and shady salesman that's the problem in the episode).
* Wait Till Your Father Gets Home, Ralph Kane, thinks the Commies are on the move in our country. He has a grass roots squadron of neighborhood citizens at the ready to ward off the Red foe...wherever they are.
* Wait 'Til You're Older, featuring a child protagonist who desperately wishes to grow up, and getting his hands on a prototype experimental potion that causes him to grow up overnight into Andy Lau. (Said potion also spilled on a small shrub, which turns into a gigantic tree whose roots spills into the middle of the streets the next morning, much to the surprise of the public).
* Wait Until 8th pledge, which rallies to have parents delay giving their kids smartphones until 8th grade for those same predictable reasons: Smartphones are addictive, serve as distractions in academic settings, wound relationships, increase risk of depression, risk kids to cyberbullying, and expose kids to sexual content.
* Wait Until Dark, but especially the climax, in which blind Susy is trapped in her apartment with Roat the seething psychopath.
* Wait Until Dark has this as part of the premise: A group of burglars resort to increasingly desperate means to get a poor blind housewife to give up a cocaine-laden doll that was mistakenly delivered to her house.
* Wait Until Dark is about a blind woman whose basement apartment becomes her prison when she is targeted by a trio of criminals looking for a misplaced heroin shipment.
* Wait Until Dark, Sam gets wet when the taxi cab outside the apartment gives him a puddle shower.
* Wait Until Dark when psychotic Roat leaps and grabs Susy's ankle as she tries to get out of her home.
* Wait Until Dark, when the baddies are first searching the apartment, Roat tells Talman to check the closet. He opens it and is startled to find the corpse of the sexy woman who was carrying the doll, in a plastic bag hanging from a hook.
* Wait until football season to hear one of the most fun examples of this trope yet, courtesy of a Philly-area auto dealer: "The Matt Blatt Splat of the game!"
* wait until passengers were saved to be rescued thenselves, and were hailed as heroes by the passengers for it.
* Wait Wait... Don't Tell Me! as the title for an infrequent panel segment during the Carl Kassell years, in which a panelist had to guess which of three wacky headlines read by Carl was the real one. (Under Bill Kurtis this became "I'm Bill Kurtis, and This Is the News.") The introduction of the segment came with a lampshading of how period-specific the phrase was.
* Wait Wait... Don't Tell Me!. At one point, he followed it with, "Look, if you got better ones, send 'em in, OK?"

* Wait Wait... Don't Tell Me! features this in spades, as for most of the game each question is worth one point to each panelist, but in the final round, Lightning Fill in the Blank, questions are worth two points each, and they're more numerous than all the other questions combined. That said, since it's a comedy show masquerading as a game show, the score isn't really all that important.
* Wait Wait... Don't Tell Me!, fell into a real and hilarious example in the March 8, 2014 episode, creating one of the show's greatest unscripted moments:
* Wait Wait... Don't Tell Me! has also done "Germany or Florida" segments.
* Wait Wait... Don't Tell Me! has Carl Kasell giving a line from the "Who's Carl This Time" game, which sounds completely odd out of context.
* Wait Wait... Don't Tell Me! has the promise of this trope as a prize. If a contestant wins, they'll get radio personality Carl Kasell's voice on their home answering machine. What kinds of thing do they make him say? Well, find someone who knows someone who's won the game to find out.
* Wait Wait... Don't Tell Me! involved an ancient Egyptian chariot detained in American customs because it was classed as a vehicle but had no VIN. Host Peter Sagal said they finally found the VIN on the axle, consisting of eyeball, eyeball, bird, guy walking like an Egyptian...
* Wait Wait... Don't Tell Me! involved a study purporting that women found men speaking in a monotone to be sexy, leading to a hilarious attempt to invoke this from announcer and scorekeeper Carl Kasell:
* Wait Wait... Don't Tell Me! involving robots (robots being "laid off" in Japan, a robot taught to pair socks, etc.) often invoke this trope at some point, usually with host Peter Sagal or one of the panelists giving a monotone "What is love?" or the like. Brian Babylon once chided Peter for this, suggesting that it was no longer politically correct to make robot voices sound that way.
* Wait Wait... Don't Tell Me! leaving office in a couple days, so we're not worried."
* Wait Wait... Don't Tell Me! orginally offered scorekeeper Carl Kasell's voice on the winner's answering machine because the show couldn't afford anything else. The plan was to start offering proper prizes once the show gained a large enough budget but Carl's voice became so coveted that plan was dropped.
* Wait Wait... Don't Tell Me! Peter Sagal related a conversation in which he'd mentioned to an acquaintance that his brother was a lawyer. When the acquaintance expressed sympathy, Peter hastened to reassure him.
* Wait Wait... Don't Tell Me!, prompting this comment from Peter Sagal:
* Wait Wait... Don't Tell Me!) when Peter Sagal said he and Bill Kurtis were going to go down to the county courthouse to get married, and then have the wedding reception at the county jail. (They're both straight in real life.)
* Wait, wait, wait! You can't go on, you haven't learned how to browse a page yet! You should check the
* Wait... what is the beautiful innocent victim doing now? She's got her cell phone out! She's calling the police! "That was extortion they tried to commit — the police need to know about it." The "delinquents" flee, revealing the truth.
* Wai Wai World is a slow, boring autoscroller that seemingly takes forever to end. Thankfully, the game gets more exciting the minute the second stage starts.
* Wakaba Isshiki. As little as her role is in being Futaba's deceased mother and Sojiro's former friend-implied-love-interest, her handprint is all over the background plot. Wakaba was a researcher and was focusing on learning about Cognition, eventually leading her to find out about the Metaverse, Cognitive Dissonance and similar. Her research and knowledge in this
* Wakako Zake. Wakako's character design is somewhat based on the author's likeness (a decision based on the editor's suggestion), the first volume's afterword shows that the author is likewise fond of food and drink, and the author has visited at least some of the establishments mentioned in the manga, but there's no clear evidence that Wakako and the author share opinions or beliefs, or are supposed to be one in the same.
* Wakamatsu attempted to invoke this towards Seo in chapter 14/episode 6 of

* Wakamatsu, in a distinctly divided example, gets extremely stressed out by the way Seo treats and acts around him, and yet he's outright said he can't live without "Lorelei" (Seo's voice) to help him sleep. Even in regards to Seo herself, he's considerably less stressed when she's gone on her school trip (to the point of being overly nice to everyone at school) but starts to feel down when he thinks about how much fun she's having without him.
* Wakamatsu is subject to this in Chapter 45. While spending time with the girls while they're swimsuit shopping, he assumes that Kashima is a boy, and it isn't until the very end that he's informed otherwise.
* Wakamatsu often wears a open-front sweater, which is not really officially sanctioned.
* Wakamatsu suffers from insomnia and was born on Sleep Science day (9/3).
* Wakamoto adds to that with his magnificent voice, as well as being able to
* Wakana Morinaga is shown to also be very hyper the moment she entered the classroom.
* Wakanda, a tiny African nation long hidden from the world, has had the cure for cancer for centuries and possesses the world's major source of
* Wakanda features the Black Panther; but it also involves Storm (who has ties to the country) and characters related to
* Wakanda is also not that different from the United States of America. It's a global superpower that was founded by immigrants from various cultures, and in the present day has been forced to realize that
* Wakanda is a subversion. It is a small yet high tech nation in the center of Africa with access to
* Wakanda is attacked before Shuri can finish detatching Vision's consciousness from the Stone, forcing Wanda to take him and flee into the forest. In the end, Wanda destroys Vision completely to keep Thanos from getting the Mind Stone, only for Thanos to bring him back with the Time Stone and brutally rip the Mind Stone out of him.
* Wakandan is increasingly depicted in the modern era as having a purple glow when energized.
* Wakanda who is an American yet his character is of both African-American and Wakandan descent.
* Wakatake often provides information on law, particularly about what actions broke which clauses of the Japanese Criminal Code.
* Wake, after several months of unresolved sexual tension, Shinji openly admits he wants to kiss Asuka. In answer, Asuka kisses him. They become officially together from that point on.
* Wake. As explaining to Asuka what he found out about Rei's secrets, Shinji gets gradually more upset until he ends up yelling.
* Wake, Asuka begs Shinji to not leave her alone when he states they should part ways.
* Wake, Asuka falls asleep in Shinji's arms after telling him about her parents. When she wakes up, both comment they have grown closer, and Shinji admits he wants to kiss her. Asuka encourages him to do so, and they become together from that point on.
* Wake, Asuka gets angry with Shinji when he insists on using a boat without warning her beforehand he cannot swim.
* Wake, Asuka sets up a little shrine for her late guardian Kaji on a cliff overlooking the ruins of Tokyo-3.
* Wake Island, in which the Japanese twice attempt to storm the tiny little atoll defended by 400 U.S. Marines. The first time they attempt it the Americans put up such a vigorous defense that the Japanese abort their landing. The second time they attempt it they succeed and wipe out the garrison.
* Wake Island the garrison surrendered when the battle had obviously been lost.)
* Wake Me When It's Over). His arrival to Gus's court martial is hailed by doing this twice, bailing out the second time.
* Wake Me When It's Over to prevent Colonel Hollingsworth from arresting Stark for going AWOL. Doc is quick to threaten to expose Hollingsworth's involvement in the

hotel when he purchased a massive amount of king crab for his own use. Hollingsworth relents, but his later demotion to sergeant indicates that this might have gotten out regardless.
* Wake of Death movie has a female US Army officer wearing a Combat Infantryman's Badge, which only men can receive as women are not permitted in Infantry (11) or Special Forces (18) series MOS.
* Wake of Death vessel belonging to a Chinese triad, ends up being adopted by the Archer family which she grows to embrace by the end of the film. The Archer family wife Cynthia is this trope herself, being an orphan and a white girl adopted by a Chinese-American family - which is why she felt obliged to provide a home for this orphaned Chinese girl she found.
* Wake of the Clash are two mismatched cartoon villains with a gang of faceless bank robbers. Both are loud and ineffective at their jobs, celebrating their minor victories to comedic effect, before being swiftly dealt with by a few passing heroes. The Hourglass may also fall under this trope, as he is practically harmless, though he is much more adept at making a sneaky getaway, and appears to keep far more threatening company.
* Wake, Shinji states he can forgive a lot, but he will never forgive his father for treating Rei as dirt as turning her into his loyal child soldier.
* Wake, Shinji suddenly becomes more assertive and able to stand up for himself after Third Impact.
* , wakes up and discover that in this reality women are in charge, and he falls victim to the same type of sexism he forced women to go through in his normal life.
* wake. The main character, Quoyle, has trouble explaining this to his young daughter, who doesn't quite understand the difference between death and sleep.
* Wake: "The sky above the island was the color of television, tuned to a dead channel - which is to say it was a bright, cheery blue".
* Wake-Up Call: A character gets put through some event that forces them to grow or otherwise get their act together.
* Wake-Up Call Boss after the fight when she reflects on the power boost it gave her:
* Wake-Up Call Boss is a giant robot called “the Praetorian”.
* Wake-Up Call Boss: Surprisingly hard early boss vs. surprisingly easy early boss
* "Wake Up Call of the Wild" segment "Kitty Cat-Astrophy" with Furrball; while he imagines the alley he's in is a prehistoric forest, he walks up to the screen and his nose fills it up.
* Wake-Up Call: Something occurs that forces a character to develop out of complacency, get their act together, learn a lesson, or some combination thereof.
* Wake Up Fighting: Someone wakes up holding a weapon or trying to fight.
* Wake Up, Girls! is about seven girls who make up the titular group as they aim to become famous. This anime is notable for being more realistic and cynical than most series about idols, putting a lot of focus on callous or careless managers, the precariousness of their careers, and the exploitative side of the industry.
* Wake Up, Go to School, Save the World also have to balance life as school students with their hero work.
* Wake Up, Go to School, Save the World has to juggle heroics and their personal life.
* Wake Up, Go to School, Save the World novels. The vast majority of the epic Yeerk-Andalite War has still never been seen, leaving it a wide-open canvas for fanfic writers to play with.
* Wake Up, Go to School, Save the World: Young heroes have to balance their school life with fighting evil.
* wake-up juice gone tesseract. Take a bit of Exam Crystal and let it dissolve under your tongue, and no matter how tired you were you will be more awake than ever before in your life until the dosage runs out. When it does, though, one of two things will happen: you'll either be just as tired as you were before you took the crystal, plus about thirty percent, or you will fall unconscious and nothing will be able to wake you up until you've made up for every minute of lost sleep. And both the duration and which aftereffect you will get are based on so many

variables as to be effectively random.
* Wakeup Makeup: Not taken seriously in live action anymore, but still played straight in animation.
* Wakeup Makeup: People don't wake up looking like they groomed themselves.
* Wake Up Ron Burgundy, Brick Tamland snaps out of his idiocy to bark out a series of Vietnam-style attack orders, prompting Ron to remark, "Looks like the Captain's back!"
* Wake Up, Ron Burgundy. It is notable because the film is comprised of deleted scenes, outtakes and unused subplots from the original film - there was so much material that the filmmakers cobbled it together and released it direct-to-DVD.
* Wake Up To Wogan story in the style of a children's book about what John did that day. Unfortunately, when he explains it to his wife Janet afterwards, his adventures with Melanie Frontage and Pastor Kidneys don't sound quite so innocent to her.
* Wake Up To Wogan. Terry himself, whichever of Fran Godfrey, John 'Boggy' Marsh or Alan Dedicoat (Deadly Alancoat) was co hosting that weak, Lynn Bowles the traffic announcer, occasionally producer Paul Walters and later Alan 'Baralands' Boyd, and at the end of the show a handover to Ken Bruce.
* Wake: When Shinji is feeling upset about Misato's absence, Asuka tries to comfort him by kissing him. However, Shinji mistakes her warmth for hostility and jumps backwards.
* Wakfu above a sea strait. The fight scene is a bit more extensive than usual, since the gondola is the size of a house and armed with a cannon, and the pirates have magical flying steeds.
* Wakfu: A great flood was caused in the past by Ogrest, whose heart was as compassionate as his tear ducts were limitless. As a result, this world is now composed of many archipelagos instead of a continent.
* Wakfu Amalia and her bodyguard, Archer Evangelyne, amongst the Brotherhood of the Tofu.
* Wakfu: Amalia in season 1 episode 25, while feeling the destruction of every tree in the forest.
* Wakfu and heels. As she's quick to mention in her first appearance, her blades are highly poisonous.
* Wakfu, and he's old, so his eyesight is bad either way. He keeps confusing random people for Princess Amalia — and then accuses said people of trying to trick him with disguises.
* Wakfu and its Noxmillen special. The eldest (judging height-wise) child and Nox's wife had black hair in the series, while being blonde in the special in addition to the wife's massive character redesign.
* Wakfu, a special device can nullify magic powers in a given radius. Looking like a sphere with three mechanical eyes, it isn't too hard to neutralize: a piece of cloth covering it will do the trick. One is used in the Justice Knight's prison to inhibit the magic of the prisoners, and another in the wrestling arena of the Trool Fair to prevent cheating.
* Wakfu, but sometimes combines it with this for some names, like "Rubilax" ([Exc]alibur again), "Kabrok" ("corbac", French slang for raven), "Sybannak" (Cannabis)...
* Wakfu. But then the carriage just stay hanging in the air (showing there is some magic at work) even before Nox stops time.
* Wakfu by his companions since he inevitably winds up making their quests over twice as long as they need to be, but he's too nice of a kid to back down.
* Wakfu can do this. And ironically can travel much faster because of it.
* Wakfu (chronologically the fifth episode) has this as a premise, the heroes trying to teach a peaceful society of blob-people to stand up against the bull-creatures who are stealing from them.
* Wakfu consist in a whole race of humanoid pygmies made of water and able to melt into puddles of water when they like. Normally shy and fearful, they can become a threat when they get serious, with their legendary hero Percemool being an actual warrior.

* Wakfu couldn't have been on the Zinit to research alien creatures if he was imprisoned back on his homeworld.
* Wakfu covered in damaged buildings that keep soaring or crumbling without warning.
* Wakfu during the Gobbowl story arc, when Yugo, Amalia and Eva are entering the match. The rather excitable sport announcer is handled sheets with their descriptions, finds them too bland and comments "Who wrote this? That's lame!" before going into wild improvisation.
* Wakfu episode 24. The sketch of Nox's two common minions (a Grouilleux and a Noxine) done by Renate is rather poorly drawn (and unfortunately using blue, despite insistence that the creatures were black). This results in the Crâ border guards, to which the poster was distributed to, to attack Yugo and Adamaï when they show up.
* Wakfu episode "Island of the Bellephones" has a huge Arachne chasing the girls, only to run away in fear upon reaching the lair of the titular creatures.
* Wakfu: Evangelyne falling down the stairs of a tall tower because of her high heels, in season 1 episode 4.
* Wakfu, Eva, while denying, casually chokes Grovy with an arm around his neck to stop him from adding a word.
* Wakfu felt rather lackluster, though the latter character has his defenders.
* Wakfu generally started like this. The villain of each episode shows up in the opening credits throughout season 1, though as the show progresses into season 2 and beyond, it begins to turn away from this format.
* Wakfu has a Gobbowl team call in a super-powered ringer after their star player was revealed to be a woman and switched to the other team (long story).
* Wakfu has a maw surrounded by crustacean-like pincers hidden in the belly. Although he describes "eating" what he puts there, it seems more to act as imprisonment.
* Wakfu has the Mechasms, who may or may not be this trope. But they certainly look like they are.
* Wakfu, he briefly slips into a cold monotone, the implication being that he's not really having fun anymore.
* Wakfu) into macho men. It doesn't just gender-bend the females drinking it; it turns them into tall, hunky, hairy, overly-muscular specimen of manliness.
* Wakfu is basically a huge set of stamps, leaving the sigil imprinted in the ground wherever he tries to smash an opponent.
* Wakfu-is integral to the game), and can only quest in the tutorial area and the new players area, are restricted to walking rather than using any of the various forms of rapid transit, and are even limited to using emote animations found in the beginner area.
* Wakfu is of no concern to it. It drove its most notable wielder, Nox, completely insane.
* Wakfu is one of the most emotionally mature, yet earnestly childish examples of this trope.
* Wakfu is suffering from heat stroke in the desert, and is convinced the ruin he's stumbling toward is just another mirage. So he gives a good kick to its stone wall — barefoot. Cue an X-ray shot of his poor foot bones, followed by the one-legged dance.
* Wakfu is willing to do almost anything to achieve his goals, but only because he thinks it'll all be erased when he succeeds and shows a lot of respect to parents like Alibert, who are willing to fight and possibly die to defend their families.
* Wakfu Likewise for Nox's cube vision. Justified in that the cube is closely related to Eliatropes.
* Wakfu looks the same even when everyone else is growing! Post season 3, this trope is why Yugo doesn't act on his feelings for Amalia; He's worried that a meaningful relationship would be impossible because of A) how silly it would look for a royal to have such a small consort, and B) he doesn't want Amalia to wait who knows how long for Yugo to mature into a man when she's already a young woman.
* Wakfu minor shushus as a form of execution. There's just the little problem that

Sadlygrove can't count.
* Wakfu. Near the end of Season 1, he manages to break free from the sword and fights Sadlygrove, and seals himself back in the weapon upon his defeat.
* Wakfu Not that the other heroes are slouch either, and regularly receive some serious beating with barely a trace a few frames later.
* Wakfu. Once they regain human form, Amalia insists that this incident should never be mentioned again.
* Wakfu: One amusing sequence has the girls falling into a swamp and being subjected to this repeatedly. First they run from a huge monster. Then they and the monster start running in the opposite direction from a bigger feline monster. Then all of them start running from an even bigger dinosaur. The dinosaur is puzzled when its prey suddenly run past it...only to get crushed underfoot by a much bigger dinosaur.
* Wakfu OVA, he breaks off large chunks of Mount Zinit, which come crashing down to various cities on the World of Twelve. Although nobody is shown being killed by the meteors, they're dangerous enough to have Ruel claim, "It's the end of the world."
* Wakfu, Qilby is not surprised. He claims that Adamai and Yugo have not changed since their previous incarnations. As much as he wishes things would be different this time, his long immortal existence has taught him that history repeats endlessly.
* Wakfu, Rubilax the major Shushu has glowing Volcanic Veins in his true, demonic giant form.
* Wakfu, Ruel has a sniper rifle. Made from bamboo, but definitely a sniper rifle.
* Wakfu). Ruel is also absent in "Reunion" while the rest of the group reunite, and he doesn't appear until the following episode.
* Wakfu, Sadlygrove pulls one on the party's first visit to the Sadida kingdom, after Evangelyne advises them that in the royal palace, they should act like gentlemen and with courtesy.
* Wakfu Sadlygrove to let him help. Unfortunately, Razortime is too much even for Sadlygrove's demon form.
* Wakfu Sadlygrove. With a hilarious epic buildup, at that. He whines afterward that it was still a beautiful goal, while Ruel has to be restrained by their teammates from strangling him.
* Wakfu scheming to claim the Eliacube so he can go back to draining entire worlds of their wakfu.
* Wakfu Season 1 Episode 3, while fighting a villain named "The Black Raven", Yugo makes the point that all ravens are black. The team then immediately drops what they're doing in order to work on a better name for him, ignoring the feeble attempts of the Black Raven to remind them that they were about to fight.
* Wakfu season 1 episode 5, Evangelyne and Amalia gets caught in a net... while they are setting it up themselves to defend the village, in the 13 episode Yugo, Amalia, Eva and Ruel were trapped upside down by a Shushu's net and in the following episode, Yugo and Evangelyne gets hanged upside down for a tribal dinner. In the second season, Evangelyne was cought by a green monster who could control vines, and it put her tied upside down in front of him.
* Wakfu, season 2, episode 10, Evangelyne and Amalia temporarily turn male thanks to a magic potion to be able to play Gowbbowl in the misogynistic town of Brâkmar.
* Wakfu Season 2 finale Eva is looking for her boyfriend during the battle. Cue a huge nuke like explosion going off on the other side of the island.
* Wakfu several years by the latter announcing she was pregnant, as it was one of numerous things that interrupted the former's attempts at proposing.
* Wakfu takes place in a universe full of a variety of different from animal people, elves, plant people, and a race of greedy old people, it also has the titular base of magic that's also the life force of all living things, gods and demons, and even reincarnation. On the Science Fiction side, it has aliens, laser weaponry, time travel, and robots.
* Wakfu than they can. When he copied Yugo's power he could create dozens of portals at once while Yugo is only able to create one pair of portals at a time.

* Wakfu that of the official deities of the World of Twelve. For more specific examples:
* Wakfu, the Demon Roses created by the Shushu Djaul are encountered in Season 1 and one of them bites Amalia, poisoning her. According to Eva there are three types: purple, orange and red. The red ones have the strongest poison.
* Wakfu. The latter case he's able to patch up, while the former...doesn't.
* Wakfu. The only reason their king wants to invade the main characters' world is that the Shushu have already destroyed everything worth destroying on their own world. Destruction is nothing but one big game to the Shushu.
* Wakfu, there's less emphasis on summons (and no way to learn "extra" summons), but eleven out of seventeen classes still get at least one by default. (Not the same 11 classes, and mostly not the same summons) Summoning here was formerly split into two types, "Leadership" (for summoning living or magically-animated creatures), and "Mechanics" (for summoning or building devices), but Mechanics was folded into Leadership to simplify the system.
* Wakfu The series does a good job showing just how intense battles between teleporters can get.
* Wakfu, the Sushu armies certainly fit the description, a horde of evil beings who seek only to destroy anything good or beautiful.
* Wakfu. The two Gobbowl arcs in particular are especially harsh for her. Evangelyne less often, although she's hardly immune, notably in the Ugly Princesses' abode, or in Ruel's house.
* Wakfu. They can put it to a great variety of uses, including battles by creating large and fast-moving clusters of vines to strangle or crush their enemies.
* Wakfu, though they can also be considered as simple parts of a wide franchise heavy on the cross-media.
* Wakfu to pay a non-refundable funeral expenses fee given how brutal it gets.
* Wakfu: Turns out, the usurper boss is the last remaining Lenald on Wabbit Island, who was just minding his own business and doing solitaires before the Wabbit King sent his guards to arrest him.
* Wakfu was created when a piece of candy accidentally fell into the alchemist Otomai's Ogrine mixture. Otomai instantly takes a liking to the baby and adopts him as his son.
* Wakfu, which parodies several horror tropes. Sadlygrove is found amongst several red stains all over the walls and floor, and the heroes think he's wounded or dead... except that he comments later, "It's a bad idea to eat red berries while seasick."
* Wakfu, Yugo immediately points out that all ravens are black, and he and his friends attempt to find him a better name.
* Wakfu, Yugo learns that he can use his portal abilities, which are usually limited in range, in a daisy-chain fashion, diving out of one and immediately into the next.
* Wakfu, 'Zaaps' are the network of portals used to travel across the archipelago.
* Waking Life, a man ends his disgruntled rant on the human condition by dousing himself with gasoline and tossing a match onto himself, as stoically as a Buddhist monk. Two bystanders watch with mild curiosity on flames rendered by hand-painting the frames of the film.
* Waking Life and loosely connected by one main character. Occasionally he wakes up in bed, only to eventually realize that he's still dreaming. His quest to wake up forms a vague plot during the second half of the film.
* Waking Life is less over the top than most examples on this page, as it is a series of vignettes where people monologue about dreams and philosophical concepts. It does get a bit trippy, sometimes.
* Waking Life. It's likely because of these reasons that Fox decided not to credit their 20th Century Animation branch in the film's production.
* Waking Life: Played with — the audience is never told if The Dreamer is alive or dead, though he strongly suspects he is, and the film keeps hinting at it. It's all up to interpretation.
* Waking Life scenes. The movie does not follow a traditional narrative structure,

having the same kind of disjointed randomness a dream would have.
* Waking Life, the main character learns he can tell if he's dreaming by flipping light switches or checking digital clocks. Unfortunately, this knowledge doesn't help him wake up.
* Waking Mars eventually takes over any environment it's planted in, converting the fertile soil to an acid type so nothing else can grow.
* Waking Mars is basically this trope: The Game. You as the player character grow and study increasingly unusual plant species in Lethe Cavern below the surface of Mars, though as your AI companion is quick to remind you, they're technically not plants.
* Waking Ned Devine. The title character is a man in a small Irish village who wins the lottery, and promptly dies from shock. One of the protagonists has a dream that convinces him that Ned would have wanted the other villagers to enjoy his winnings, and so he and his buddy convince (almost) the entire village to pretend that Ned is still alive and attempt to con the claim inspector. Hilarity, naturally, ensues.
* Waking Ned Devine when the man from the Lottery Commission comes to square away the administrative formalities.
* WakingNightmare is a small scale UK system that started out as "could we do an XCOM-style larp?" but evolved into something more like "Les Miserables meets Hammer Horror".
* Waking Nightmares players, that means they're completely invulnerable.) The Doctor is hit by a verbal version when their enemies reveal that they know who he is... and aren't the slightest bit afraid. Until then, everything that has ever faced him and survived has learned to fear The Oncoming Storm.
* Waking Non SequiturA strange outburst from someone whose mouth is awake and functioning a split second before their brain is.
* Waking Non Sequitur: Someone says a nonsensical sentence upon waking up from a dream.
* Waking The Dead, Fielding's girlfriend Sarah is killed in a car bombing, but he keeps seeing her in crowds and hearing her voice. She eventually comes to his office late at night to say goodbye and Fielding doesn't see her again afterwards. Either she was a ghost, she faked her death and went into hiding, or Fielding's grief made him mentally unbalanced. None of these scenarios are proved or disproved.
* Waking the Dead is about a Metropolitan Police division that specializes in investigating cold cases.
* Waking Up at the Morgue: A character awakens in a place where the dead are kept.
* Waking Up at the Morgue: A person who has died or been mistaken for dead after passing out finds themselves in a place where dead bodies are kept after they resurrect or regain consciousness.
* Waking Up at the Morgue. Likewise this is done for a Mermaid who had given up her voice. She broke the taboo by shouting to save them which resulting in a death curse; and a different member of the Monster Royalty gave his blood/life essence to her.
* Waking Up Elsewhere: Someone wakes up in a place that's not the place they fell asleep.
* Waking up in the morgue does (rarely) happen in real life. A woman named Allison Burchell, who had a severe form of a rare condition called cataplexy, was mistaken for dead on three separate occasions. It was more common in the past, before advances in medical technology made it possible to detect very faint signs of life. This probably led to several people being
* waking up on a distant planet a thousand years after his death in the finale. Prowl follows in his footsteps in the sequel.
* Wakka also has fairly balanced stats, decent in about every category and with a much longer grid. What sets him apart are his unusual tricks that allow him to inflict status and his long-range attacks. If a character just needs stat-buffing in general, send them to Wakka's grid.
* Wakka ruins Lulu's dramatic moment of volunteering to be Father Zuke's guardian when he awkwardly pipes up "me too!" She's visibly irritated in the next panel.

* Wakka's gravity-defying peak shows him to be no slouch in the absurd haircut department either. Even underwater.
* Wakka will praise Tidus on how well he handled himself in battle. This will happen whether you actually use Tidus in battles or not.
* Wakko also never said "Where's the potty? I'm gonna be sick..." in "
* Wakko is the only Warner sibling appearing the shorts "Ups and Downs" and "10 Short Films About Wakko Warner".
* Wakko's favorite. They go to Spielberg himself and ask him to which he simply says, "Who are you people?".
* Wakko's Wish after watching it twice — implying that he plans to rewatch it at least a few more times.
* Wakko's Wish", features a scene with Yakko tickling Dot as he tells her the story of their childhood.
* Wakko's Wish movie they made that year... or that decade, for that matter.
* Wakko's Wish. The actual film would be released on December 31, 1999.
* Wakko's Wish: Yakko, Wakko, and Dot repeatedly call King Salazar "King Saladbar".
* Wako and Sugata are supposed to marry on the basis of Wako being a Maiden and Sugata
* Waku Waku 7 if necessary. To top it all off, it's actually a police vehicle, piloted by the chief of police.
* Waku Waku 7, is based on this trope. Despite officially being designed as a housekeeper and maid, and fighting with brooms and hypodermic needles, she is able to evenly match the other (quirky) fighters.
* Waku Waku 7 is, well, a robot maid who serves her creator, "the Doctor."
* Waku Waku 7, you get to fight a final Bonus Boss in the form of Rouwe, an old man dressed in a karate gi.
* Waku Waku, a classic charity show with a focus on wildlife trivia. Although it was extremely popular for quite a number of seasons, it was cancelled well over a decade ago. It's the one panel show that all others take their cues from.
* WALA-TV (a Fox affiliate) in Mobile, Alabama, plays a 2000s ad for a local bankruptcy attorney (which is currently in business) once during almost every commercial break outside of Fox's regular programming schedule.
* WALA-TV also loves playing ads for Dale Seasoning once during almost every commercial break especially the local news.
* Walden Macnair is a large, bloodthirsty and aggressive Death Eater. He spent the years between wars as an executioner for the Ministry, greatly appreciated Voldemort's promise of victims, and helped recruit the Giants by bonding over bloodshed. Hagrid refers to him as a maniac.
* Walden's debut episode had him get a lustful reaction from every single female character, including Charlie's lesbian therapist, making it this trope for her.
* Walder Frey asks a serving girl, who is Arya Stark in a Faceless Men mask, if she's from his castle, to which she says no. Walder then remarks "You pretty," then smacks her in the bum.
* Walder Frey is the second-oldest character seen in the show (after Aemon Targaryen - though possibly excepting Old Nan, while she was still alive), and certainly one of the most evil.
* Walder Frey knows the other noble houses look down on his family and him personally for being tardy to the Battle of the Trident, so he demands a good reason why he should waste a single thought on any of them.
* Walder Frey, who is past 90, publicly gropes and boasts of bedding his 15-year-old wife and utters filthy innuendos pretty much every time he opens his mouth.
* Walder had other plans, having entered an arrangement with Tywin Lannister and Roose Bolton to overthrow the Starks and Tullys, and had Robb and most of his people murdered at the wedding.
* Walder "the Late Lord" Frey earned his moniker for his tardiness at the Battle of the Trident.
* Waldo, and is told that magic can do anything — no rules. He disbelieves this and proceeds to discover the rules of magic and applies them, becoming a very successful magician as well as technologist.

* Waldo Butters, not Chrisitan, and Uriel specifically notes that it's his faith in good winning over evil that helped him become a Knight.
* Waldo Butters, the geeky, polka-loving medical examiner, is one of the foremost experts in the world on wizard physiology. He studies Harry whenever the titular wizard gets injured (which is a lot), and also gets a crash course on magical theory (circles and the use of "will") in
* Waldo. Like Steve, although to a lesser extent, he's likely to annoy nearly everyone on the show, even Steve, but he still is loved by fans.
* Waldo's Hawaiian Holiday. Alex Cox writes that the novel explains what happened to Otto 10 years after his disappearance.
* Waldo story of the same name. It wasn't entirely by choice in his case.
* Waldo": 'waldo': A device which is controlled by moving a model of the device; usually a pair of robotic hands that are controlled by sensors in a pair of gloves. This allows things to be worked on remotely or for someone to control a much larger/smaller version of their own hands.
* Wale isn't a two-hit wonder on the urban format, but his only top 40 hits on the Hot 100 were 2012's "Lotus Flower Bomb" and 2013's "Bad".
* Walena Devilana. She holds the view "The world has neither justice, god, nor order" and sneers that "It's all nothing but wretched extravagance."
* Wales have grown dilapidated and broken-down as the mining industry has more-or-less evaporated and people have flown to the big cities or even to England to find more gainful employment, leaving the towns as shells.
* Walesisms. He's for, and even against, and he'll answer you in deceptive straightforward way. He can invite Mr Lech Kaczyński with his wife or Mr Jarosław Kaczyński with his husband. He doesn't want, but he must. He made a 360 degrees turn. There are positive and negative pluses.
* Wales national team and also the country's most-capped player (i.e., most international appearances), is also qualified as a lawyer, more specifically a solicitor.
* Wales-related stuff going on, thanks to it being filmed in the BBC's Cardiff studio...
* Wales right next to the rail tracks. Somebody complained, the police were called and they found the man in the same spot. You'd think he would have moved.
* Wales, until the 2016 European Championships. While not expected to win anything, with players of the calibre of Neville Southall, Ian Rush, Ryan Giggs, and Gareth Bale, they were at least expected to qualify for a tournament - however, until they qualified for the 2016 Euros, the last time they'd been at a major championships, it was 1958 and they'd been knocked out by a young fellow called Pelé. Then they promptly took the footballing world by storm, swaggering to the Semi-Finals in style, thrashing Russia 3-0 and a much-fancied Belgium side 3-1, before apparently running out of steam and losing 2-0 to eventual champions Portugal.
* Wales was conquered by England in the late 1100s. In the following centuries there were sporadic rebellions against English rule, the most successful being by the prince Owain Glyndwr in the 1400's. An organization called the Meibion Glyndwr — Sons of Glyndwr — still exists today, although dormant, in the way a rump IRA continued between the War of Independence in 1921 (only to leap into active life again in 1969). In the 1960s, traffic signs written in English only were destroyed until the British Government agreed to dual-language signage in all of Wales, with Welsh taking precedence over English in the West. In the 1970's and '80s, second homes in Wales bought by English-speakers were under threat of being firebombed. In a very real way, a Remnant is still fighting English rule nine hundred years on — although very, very, much marginalized and made insignificant after a series of concessions to Welsh nationalism.
* Walfas arrests people and randomly administers the death penalty. It's entirely possible for a school activity to end with someone being killed.
* Walgreen's has intentionally-scary ones in its stores during Halloween. Turn the crank, and "Pop! Goes The Weasel" plays, only for a
* Walhart has several skills on higher difficulties (Aegis and Prescience in Hard,

those two, Rightful King and Pavise in Lunatic) that he inexplicably loses by Paralogue 19 where you can recruit him and only retains his base skill Conquest. He only can relearn Pavise if reclassed into a General but all other skills are lost.
* Walibi Holland's Halloween Fright Nights event uses an evil clown called "Eddie the Clown" as one of its main mascots.
* Walkabout, a teenage girl and her younger brother are lost in the Australian outback. At about the halfway point in the movie, we are shown that there is a farm house, just the other side of a hill from them. Of course they never see it.
* "Walkabout", "Bushido", "Kingdom" and "The Journey" all have elements that feature in the
* walk around the house in her "unmentionables". He would of course say this even if she wasn't his (non-biological) niece, as he is quite uptight about nudity, period.
* Walk Cheerfully might be the earliest example, being a 1930 film about a yakuza hoodlum who decides to go straight to win the love of a virginal good girl.
* Walk, Don't Run in order to avoid scandal and social embarrassment and damage to Julius's career. All because Steve rented out Catherine's guest bed. It's impossible to imagine the movie being made even a few years later when the swinging 1970s were underway and nobody would have batted an eye at such a living arrangement.
* walked and hitchhiked across most of the United States to try to talk her out of it. Needless to say, she accepted and they were engaged.
* walked) before meeting his black mother's people. However, Ranec gets around sexually (like most men in this story), and many characters have observed his genetic influence on the younger generation, so a darker skin tone is present among some of the Mamutoi children whom he fathered.
* walked in on him being very badly beaten by a rather pissed off rival member of the local Irish mob.
* Walker called He Who Walks Behind resembles a living shadow in that it stays behind its target at all times. No matter where they turn or what they do, even something as simple as putting their back against a wall, He Who Walks Behind will always attack them from the rear and is next to impossible to look at directly beyond talking to its reflection.
* Walker Cup/Curtis Cup (USA vs. Great Britain & Ireland amateur team competitions held every two years)
* Walker, maybe about a hundred years. Things towards the beginning of that span start fading and getting blurry, and eventually are replaced with new memories. Occasionally a catalyst can give him flashes of some long dormant memories, though.
* Walker might qualify. In one scene, he rescues a girl from some thugs that kidnapped her. He
* Walker only appears as an antagonist three times, but he's responsible for 1) making Danny a
* Walkers Crisps did this on several occasions. Nobody was able to tell the difference as most of the time, they were able to replace ingredients without the flavour significantly changing. However, there was at least one instance of them having to own up to it. They had to change the name of the flavour "Barbecue" to "Bbq Rib" because it tasted so different with the new ingredients. Many people who liked "Barbecue" also like "BBQ Rib" but think it should have been launched as a different flavour, rather than replace one of their favourites.
* Walker's Crisps, which feature former footballer Gary Lineker belying his nice-guy image by portraying an arch-villain who will stop at nothing to get his hands on the product. The campaign began with
* Walker's Crossing as his older brother Gil and best friend Matt gravitate toward a Neo-Nazi movement.
* Walker's Crossing: Lon sometimes threatens to "take a strap" to Gil for making white supremacist comments.
* Walker's Crossing Lon Walker can't be a cowboy anymore because he hurt his leg when a horse bucked him off.
* Walker's Crossing: Ryan and Gil's sister Charlene is campaigning to be rodeo

queen and is annoyed that Gil's extremism reflects poorly on her.
* walkers Doesn't excuse the imminently deceased ripping apart like wet construction paper in the walkers' hands...
* Walker's preferred fighting method seems to be lighting people on fire. Later on, he uses flammable fluid as a method of intimidation, a spray can and a lighter to defend himself from rogue Dollars members,
* Walker's resignation at the end of season 2 while facing impeachment over a minor crime would be a hard sell after Donald Trump's impeachment in 2019, which failed to remove him from office. Most people would think "Walker would never be impeached for such a small crime" (or at least "There's no way he would voluntarily resign") given the nature of the allegations against Trump, and the fact that his own party ultimately stood by him.
* Walker suggests the nickname "Adventure" to Rick, who later goes by that nickname in
* Walkers used to run adverts for their "French fries" (basically long, thin potato based snacks) where they were eaten like this (though without the ding).
* Walker, Texas Ranger actually innocent; DNA evidence exonerated him, but the cops never checked.
* Walker, Texas Ranger: Alex Cahill is this to Walker, whose backstory includes a fiancée who was murdered.
* Walker, Texas Ranger, Alex (of course) is kidnapped by one of the Villain of Week's henchmen, who has been lurking in the backseat of her SUV. One would think that as an ADA, the girlfriend of a cop, and someone who's been kidnapped or assaulted numerous times, she'd be more vigilant about her personal safety.
* Walker, Texas Ranger, and inherit half of the trust, they decide to get the mother's half this way. Their tactics involve spiking her tea with small amounts of ecstasy, moving her things around when she isn't looking, and having some one dressed as her dead son ride down on a boat, calling to her.
* Walker, Texas Ranger, and probably more besides that, had a particularly bad instance of this: Walker confronts a car full of gang members by calmly walking out into the street, drawing his gun, and firing a single shot into the hood, setting it on fire and out of control.
* Walker, Texas Ranger and the episode "Storm Warning" were written and co-written respectively by Leigh Chapman under the name "Louise McCarn".
* Walker, Texas Ranger. A Russian cop who has gone undercover with the Russian mob sneaks away to call Walker and company. When he's caught by one of the gangsters, he turns the tables by yelling at him for interrupting his phone sex with his girlfriend.
* Walker, Texas Ranger bad guy is finished off after his weakness is revealed.
* Walker, Texas Ranger, basically any lawyer who isn't Alex Cahill. Even her fellow prosecutors, who are cynical and jaded in contrast to her idealism, as well as occasionally corrupt and incompetent.
* Walker, Texas Ranger, but the Viper immediately tells him that if the truth were revealed, Walker wouldn't live to see Monday. Out of spite, he finally agrees- but gets only two words out when a bullet rockets into his chest and kills him instantly, shot by another sniper in some unknown area of the vast stadium. Walker has no idea where the shot came from, as he heard only a sharp echo resonate through the walls, and it was drowned out by sounds of cheering crowds, meaning Trivette, the security guards, and Secret Service alike couldn't hear the gun go off, letting the culprit slip away virtually unnoticed. Walker never finds the second assassin, as the episode closes out respectively to the way we see Kennedy's murder in real life - riddled with conspiracy theories, and the actual truth behind it never made clear.
* Walker, Texas Ranger ended with a photo of the main cast, along with the caption/ narration "Until We Meet Again".
* Walker, Texas Ranger episode has Walker and Trivette running the "boot camp" variety to reform wayward youth.
* Walker, Texas Ranger episode "The Avenging Angel" portrays wrestling as a legitimate, high-stakes sport, to the point where the titular wrestler is killed

for refusing to throw a championship match.
* Walker, Texas Ranger episode "War Zone", Walker and Trivette must outrun a bomb explosion set off in a house by a dead body.
* Walker, Texas Ranger episode "White Buffalo", the villain attacks Walker with a crowbar, only to be beaten down with a 4x4. Naturally, while Walker deals with one of his accomplices, he decides that the proper response is to rev up a chainsaw. It doesn't really take.
* Walker, Texas Ranger, especially in later seasons where the fights lasted longer.
* Walker, Texas Ranger featured bears a number of times, Episode 173 featuring a particularly scary one.
* Walker, Texas Ranger finds a bus full of schoolchildren buried in a muddy pit dug out of a field where not only will the kids die but clues to the bus's location will be erased.
* Walker, Texas Ranger fits this trope. They're all filled with big, mean, lowlifes, and they all get their butts kicked by Walker and his partner(s). One wonders why the bad guys never wised up.
* Walker, Texas Ranger, Francis Gage is usually referred to by his last name, with only his sister calling him by his first name. Although this is typical of male characters usually being called by their last names: Walker, Trivette, etc.
* Walker, Texas Ranger had a version where to get in to a group, a pair of undercover cops have to go with the gang to town to commit a crime. They're able to avoid causing real trouble by having a cop stop them and pretending to kill him, which is good enough.
* Walker, Texas Ranger had Cordell Walker rescue a girl who was trapped in a Christian cult camp, but with the last minutes of the episode devoted to Walker's rescue of Alex Cahill from the cult camp, it's unknown what has happened to the girl he was supposed to rescue. An even worse example is the movie "Trial by Fire" which ends with Alex being shot in the courthouse and lying near death. Supposedly, the producers were expecting CBS to offer them the opportunity to make further TV movies but low ratings (supposedly due to a football game preceding the movie running an hour longer than anticipated) and CBS shortly thereafter scrapping their Sunday night TV movie has made further TV movies unlikely. INSP network even doctored the movie to edit out the final scene with the shooting because there is no resolution and removing Alex's shooting leaves the story in a position to end without a hitch.
* Walker, Texas Ranger had the rangers break into a vault (for some reason). The relatively minor female ranger does it because "She's the only one that can fit into the stealth suit."
* Walker, Texas Ranger had three cops who did this to criminals they feel didn't get the punishment they deserved. Their downfall begins when they kill a kid who was actually innocent; DNA evidence exonerated him, but the cops never checked.
* Walker, Texas Ranger: Happened in at least one episode. The bad guy doesn't escape, but this allows him to have a big throw-down with Walker.
* Walker, Texas Ranger in a tan canvas duster, even though he's much more likely to be wearing a cattleman's short coat, a sheepskin jacket, or a leather vest during the episode.
* Walker, Texas Ranger includes two parallel stories, one taking place in the present and one taking place in the Old West. They feature the same dozen or so actors playing similar (though not quite identical) characters.
* Walker, Texas Ranger in his episodes told in flashbacks. Cooper's family farm was attacked, with his father shot dead on the spot and his mother raped and murdered. He later takes revenge against the culprits one by one.
* Walker, Texas Ranger is met with the reopening of a cold case that retired him in the episode "Hall of Fame"—women in general. CD never caught the Hangman because he got checked into a clinic to try and mend his personality, but that failed and he went right back to killings. CD has a proper showdown this time.
* Walker, Texas Ranger, played football for Penn State and was drafted by the Dallas Cowboys before a career ending shoulder injury.
* Walker, Texas Ranger premiered with the two-hour TV movie "One Riot, One Ranger."

* Walker, Texas Ranger: Regularly used, to varyingly degrees. A frequent use will be a split second before the villain is about to leave town, kill someone or carry out a particularly evil act (e.g., committ a huge bank robbery and kill hundreds of people inside), only for Walker and Trivette to arrive at the last second – with an army of police officers – and, after interrupting the vile act, beat up the bad guys.
* Walker, Texas Ranger reveals to an orphaned young man that his parents were murdered by racists because his mother was white while his father was Cherokee.
* Walker, Texas Ranger: Season 5's "Warriors," where a despot tries to perfect a genetically enhanced superhuman so he can clone and create an entire army of them to stage a hostile takeover of the world, the villain and his sidekick try to kidnap the woman who is using the same genetic formula (but for good). Walker and Trivette arrive to try to foil the kidnapping and – in a twist of this trope – try every kick and punch in their arsenal, and also fire their entire supply of ammunition into the muscleman's body … to no effect. Just before they can decide what to do next, the muscleman beats up Walker and Trivette and helps his boss make a getaway.
* Walker, Texas Ranger: Several episodes feature the local news media as vicious, bloodthirsty, ratings-seeking outlets who care more for getting the story first rather than accuracy. The primo numero uno example is "In God's Hands," where a news reporter continually reports (wrongly) that Trivette had fired his gun during a shootout (with a street gang) and one of his bullets had struck and critically wounded a six-year-old boy; the same reporter is seen harassing the family and hospital staff, and bungles key facts each night on the news as the investigation is ongoing. In the end, Trivette is cleared — a bullet from one of the villains' guns had struck the boy — but no on-air correction is ever shown.
* Walker, Texas Ranger: Several episodes had corrupt cops, mainly in background roles, but one — the Season 4 episode "The Brotherhood" — was the focus of an episode. A small-town police department is run by a police chief frustrated about the crime rate and the perception that criminals get off on technicalities, so they kill the suspects after they are freed by the court. At one point, the crooked officers turn things up another notch when they throw a lighted cocktail into a prison bus, killing several prisoners and the guards and badly burning the driver. The main focus of the episode was on a Marine Corps recruit named Ernesto Lopez, who had been accused of rape only for DNA evidence to exonerate him; Walker is unable to get to Ernesto before the overzealous cops do, and Walker is left to track down the two stooges. The chief eventually turns his gun on himself when he learns Walker is coming for him.
* Walker, Texas Ranger: Several episodes have featured one of the main characters or an underage person, usually children buried by the villains, and Walker and the Rangers racing against time to stop the bad guys and locate the victim. Three such episodes aired within months of each other in 1996 alone:
* Walker, Texas Ranger: Several episodes where child or teenage victims are in deadly situations, fearing they are about to die (before always being rescued by Walker, natch). One particularly infamous example was in the 1996 episode "Deadline," where the teen-aged daughter of a state senator is buried alive in a coffin with a short supply of air (in an attempt by that episode's bad guy to extort millions from the senator). After a commercial break – the senator had just been given false information as to where his daughter is buried – the scene focuses on the daughter, having been buried for several hours. The thought of what was likely going through her mind at that moment – very likely, contemplating her death, never being with friends again, getting married and having children, and being denied her dreams and goals in life – is downright chilling, frightening and nightmarish.
* Walker, Texas Ranger: Several, with either the Rangers or Alex posing as inmates to expose corruption. Examples:
* Walker, Texas Ranger, suggests they make a show about their lives as Texas Rangers. The rest of the cast wave him off; however, they do play with the idea of who would play their characters if the show was real, ironically using their actual

actors' names.
* Walker, Texas Ranger: The 1998 episode "Warriors," where a criminal planning to take over the world kidnaps a genetics researcher who has used DNA to create a healing medicine, with the criminal planning to use it to create an army of genetically enhanced super soldiers. The prototype soldier is the one who menaces Walker, Trivette and others throughout the episode, and it is the scientist who helps Walker get the upper hand and defeat the prototype in the end.
* Walker, Texas Ranger: The fifth season episode "Warriors", where a criminal steals a genetic healing formula from a scientist (who was perfecting it for the benefit of good), and then uses it to develop a prototype muscleman that couldn't be stopped. Walker and Trivette find out firsthand how brutal this man-mountain is when nothing they do can so much as faze him. Eventually, during a final confrontation where the muscleman has Walker beaten to a pulp, the scientist throws flammable liquid and a blowtorch in his face, and Walker is able to finally kick the stunned muscleman to his doom.
* Walker, Texas Ranger. The Rangers recruited a young female hacker named Buzz to help bring him down. She ended up having the remainder of her sentence commuted.
* Walker, Texas Ranger, this is flat-out unethical conduct that would result in her being reprimanded.
* Walker, Texas Ranger. Though in this case it was a liver, and the ambulance had been hijacked by bad guys who needed the medics to tend to one of their own and had no knowledge of or interest in the organ.
* Walker, Texas Ranger, throughout the course of the series, piloted numerous vehicles, including cars, helicopters, private planes, and a jet.
* Walker, Texas Ranger. True to form, only the bad guy is killed, when in real life, the shot probably would have gone through him, Walker, and the poor girl.
* Walker, Texas Ranger: Walker and his partner Trivette break into a recently paroled convict's motel room, looking for evidence that he's stalking Walker's girlfriend ADA Alex Cahill. When the man returns to the room and catches them, he proceeds to smugly—but correctly—inform them that without a warrant, his permission, or the motel owner's permission, anything they find is useless, and in fact, he can charge THEM with breaking and entering. When Walker grabs him, he threatens to include assault charges as well.
* Walker, Texas Ranger, Walker will regularly track down rapists and drug smugglers, but eventually find they killed one of their accomplices to keep him from talking.
* Walker, Texas Ranger were usually finished with a roundhouse kick. It also became his most powerful move on Chuck Norris Facts.
* Walker, Texas Ranger where Walker beats the crap out of a corrupt racist sheriff of a small town. After curbstomping his ass, Walker rips off the sheriff badge from the guy's chest.
* Walker, Texas Ranger, which depicts the Ranger Division (state investigation bureau) of the Texas Department of Public Safety.
* Walker, Texas Ranger, which was actually shot in Texas, particularly in Dallas where the majority of the show is set. However, when the rangers went to other locations, like Houston, they shot there as well. The show paid special attention to make sure you knew they were actually using Texas by having many shots of the Dallas skyline. Many scenes even used locals as extra's or one-liners.
* Walker, Texas Ranger) who's turned his life around to run a youth center. Members of rival gangs converge with the young kids and it looks like a fight is about to break out. Walker arrives with some ex-cons who quickly educate the kids to how gang life leads to prison or the grave. One even shows off the scar from an eye he lost in a fight in jail.
* Walker, though later on they become increasingly violent, such as blasting out the enemy's knee caps before shooting them repeatedly in the chest, or bashing their head into the ground repeatedly to kill them.
* Walker will usually go into some detail in commentaries about his conception of the character and how he has developed over time; a lot of what seems natural and spontaneous on-screen is actually very deliberately planned out.

* Walk Hard takes it the furthest - they all deliberately state that there is a rift between the four of them, George Harrison complains that they never let him write songs, and they all really obviously drop the names of songs that hadn't been written yet.
* Walk Hard: The Dewey Cox Story. He visits Dewey in rehab just to reiterate this, he sings it as he does fieldwork...
* Walk Hard: The Dewey Cox Story screaming about how he's going straight to hell:
* Walk Hard: The Dewey Cox Story screaming about how he's going to hell.
* Walk Hard: The Dewey Cox Story: The major source of angst in Dewey's life is the fact that he accidentally halved his brother with a machete when they were little. His father shouts, "You're not half the boy Nate was. You're not even half the boy that the top half of Nate was after you cut him in half!" He is eventually forgiven by his father after the old man accidentally halves himself while trying to kill Dewey.
* Walk Hard: The Dewey Cox Story was reviewed as one of the much-better parody films but failed to break even at the box office.
* Walk Hard: The Dewey Cox Story" when discussing Dewey's deceased older brother is a pretty good indication of where Dewey stands on the pecking order.
* Walk Hard, there are Jewish procuers, because, you know, "those Jews control show business."
* Walk Hard. They have to be sharp to cut a person in half and impressively sharp to do so on accident, but it's reaching into the realm of the absurdly sharp when you can cut yourself in half by accident.
* Walkin' Butterfly, the protagonist bemoans the fact that she's super-tall until she realizes that most models are actually quite tall.
* Walk-In Chime-InA character just entering the set has somehow heard what the characters already there were talking about before they walked in—the audience knows, after all, so the characters should too.
* Walk-In Chime-In: A person enters a conversation he hasn't overheard with a completely appropriate response to what was just said.
* Walking a dog that's not familiar with you — especially if you're a child — can quickly lead to it taking initiative. Not only is this embarrassing, extreme cases are
* Walking Armory list is so long is because the average ninja will be carrying most of it on their person at once.
* walking around barefoot (5'8") had to wear platform "disco boots" under her dresses to better match the height of the actors playing the other elves.
* walking around in an extremely cold environment wearing only his loincloth.
* "Walking Dead" and DJ Z-Trip has lyrics about a recently reanimated undead digging up the body of a fellow deceased loved one and wanting to bring them back to life:
* Walking Disaster Area, but the characters changed hugely in development.
* Walking Disaster Area: So unlucky that disasters follow in his wake.
* Walking Distance", had an advertising executive in Manhattan go back to the small town of his youth to relive parts of his childhood. While his childhood is shown as having been a happy time, his father tells him that it doesn't have to be the best time of his life and he can be equally happy with his current life in New York.
* Walking Distance", Martin Sloan meets himself as an 11-year-boy but he does not realize that he has traveled back in time until a teenager tells him that his 1934 roadster is brand new.
* Walking Distance" were all adapted as graphic novels by Walker Paperback from 2008 to 2009.
* walking gun platform, hard-wired to the machine through invasive cybernetics that bombard their minds with sensations of guilt and sorrow, and are sent into battle to die for their crimes with no other chance for forgiveness.
* Walking in Circles cares for and befriends Evelyn in the first place because she constantly goes out of her way to help or rescue him, even when she must suffer for it while he didn't think much of her in the beginning.
* Walking in Circles: The first season includes elements of this, like interviews

with the various characters.
* Walking in Circles: While the characters talk directly with an interviewer in interview scenes, outside of those there's no indication of it being a documentary. All of the documentary elements are dropped in the second season.
* Walking in itself could be considered this. For most of baseball's history, no one paid much attention to the ability to draw walks, and batting average, which did not take walks into account, was by far the most widely-used statistic to measure offensive output. With the rise of sabermetrics, or
* walking in on his parents, learning a valuable lesson about knocking.
* Walking in Rhythm: A character walks to the beat of the background music.
* "Walking in the Air" was first performed by Peter Auty in the movie adaptation of
* Walking in the Dark after all and when you give them supernatural powers, that leads into disaster.
* Walking in the Dark in that humans don't know of the supernatual elements around them given the rise of the industrial age of the 1930s. The vampire council is trying hard to keep it that way as they don't want their kind to be further hunted. But it's made tricky due to a rebel group of vampires seeking world domination.
* Walking in the Dark: Said vampire in question is more a reporter, but same deal. He uses it to investigate supernatural ongoings.
* Walking in the Dark whose demonic form turns his eyes black and makes him sprout enormous black wings.
* Walking in the Shadow of Dreams: Asuka seems to think so. In the rewrite, when Shinji told her Misato had brought Pen Pen with her, Asuka asked if he also attended the reunion.
* Walking in the Shadow of Dreams fanfic, Rei is vividly describing what she did to Kensuke on their first meeting, including the phrase "Seven hours." And several others that were not made explicit. At the end of all this, Hikari, who had been sitting nearby has a teacup half raised in the air, and a glazed look. Toji then turns to Rei and says: "I think you just broke my wife."
* Walking in the Shadow of Dreams: In chapter 5 Asuka comes home drunk. She lunges at Shinji and kisses her. When he tries to stop her because he think they should not do this as she is plastered, Asuka cries out nobody wants her. Shinji tells he does.
* walking into a dungeon, arming three prisoners, and ordering them to try to kill her. At the same time. Naturally, she's able to defeat them all with barely any effort. And she's still no match compared to her brother.
* Walking is pretty much the only way one can travel in the Deep Roads in
* walking nukes the aforementioned TYPES, although he doesn't seem to be able to kill them permanently.
* Walking. Of all animals, humans are the most inept at moving around immediately after being born. Of course, there are many reasons for this.
* Walking on Sunshine, in which Maddie's harem of swimmers dance around her in the swimming pool.
* Walking on Sunshine provide all the jokes and comedic moments, but are never mocked for their size.
* "Walking on Wall Street" opens with "Extra! Extra! Latest Wall Street prices!"
* Walking Out on the Show: Patrons walk out of a show in progress to express how bad it is.
* (walking over a pile of leaves and getting sprung in a trap that also turns you upside-down), the temple screen is also upside-down.
* walking right up to the gun she's holding on him. Needless to say The Arrow does a lot of this trope when confronting criminals as well (who are less reluctant to shoot at him).
* Walking Shirtless Scene: A character who is never seen wearing a shirt.
* Walking Shirtless Scene has dark skin from head to stomach, but has light skin from waist to toe. This combined with him being a swimmer implies he's heavily tanned.
* Walking Shirtless Scene: Most male wrestlers tend to go shirtless in the ring.

* Walking Shirtless Scenes. Chuck's official art even shows him hefting a giant dumbbell.
* Walking Spoiler: A character who is difficult to talk about without giving away spoilers.
* Walking Spoiler is too light on plot to have any characters that would spoil it.
* Walking Spoiler. Or, they're at least hiding some sort of unpleasant secrets.
* Walking sticks can have small blades inside, activated by a button.
* Walking Swimsuit Scene: A character is always seen wearing a swimsuit.
* walking, talking goldfish can scream high enough to break glass. Taken to extremes in "The Castle" when Gumball makes fun of his voice and he lets out a scream so shrill, it almost renders Gumball and Anais catatonic.
* Walking Tall (2004) Dwayne "The Rock" Johnson plays a returning soldier who must clean up his small town after drug dealers and criminals overrun it.
* Walking Tall (2004), the villain and the hero were childhood friends before taking very different paths in life as adults. The villain reflects on this with a hint of sadness before the final fight.
* Walking Techbane: Someone who breaks machines with ridiculous ease vs. someone who can fix them just as quickly
* Walking Techbane: Someone who's uncannily good at wrecking every gadget they touch.
* Walking Techbane. While she does adopt the alias of Corentine, she immediately goes public with her real name when making her debut.
* Walking Techbane: You fail to prevent your mere presence from causing machinery to fail.
* Walking Techfix: Someone who's uncannily good at getting recalcitrant technology to work.
* Walking The Dead focuses around a village full of dead people. The only people who seem to be alive are the American reporter, a drunk ex-cop, an axe murderer, a woman looking for her daughter, and said daughter. Turns out the only people who were really alive were the American reporter, a drunk ex-cop, and the daughter.
* Walking the Earth: A character travels the earth, never returning home.
* Walking the Earth and swordsmanship thing. Also, the cute-looking girlfriend with long black hair.
* Walking the Earth, eventually winding up lost in a desert and pining for home. The author was eventually able to tweak an unrelated storyline to get Squig home.
* Walking the Earth has given her a very broad palate (or just low standards).
* Walking the Labyrinth, the protagonist sees the attic and says no one ever told her about the it. Alex replies, "Callan would say that you have to know the right question to ask. Though I don't think you'll find anything very interesting there."
* walking the plank be a splash when someone walks the plank, so he throws said crewman overboard to create one.
* walking through and filming the different beds and he briefly captures a traumatized nurse huddled against the corner of a wall.
* walking through Shavers' punches until Shavers tired and Cobb was able to knock him out.
* Walking Transplant: A clone that literally exists to give organ transplants.
* Walking Transplant. The girl was conceived and born so she would provide organ donations to her ill sister.
* walking trees that can kill you in a few hits and are hard to distract
* Walking under a water leak will cause a gush of water to momentarily run down the screen as if it were a camera.
* Walking Vengeance: Male non-cop version, Aurora has a habit of hiring male prostitutes; assassin Gabriel intercepts her call and pretends to be the prostitute.
* Walking Wasteland: A being whose very presence causes the land around them to become withered and corrupted.
* Walking Wasteland: A character who spreads death and destruction everywhere they go.
* Walking Wasteland: Your very presence causes the land around you to become

withered and corrupted.
* Walking with Beasts, a Gastornis chick is devoured by flesh-eating ants - while it is still hatching from its egg.
* Walking with Beasts ends with an episode set in Paleolithic Europe where the main characters are woolly mammoths, and modern humans and neanderthals are just another predator.
* Walking with Beasts. The series ends with the narrator saying that if all the vast evolutionary history of the world has taught us anything, it's this; "no species lasts forever".
* Walking with Beasts, which likely occurred periodically in the region the episode is set.
* Walking With Cavemen and probably the most famous after Lucy) had been killed and eaten by an eagle.
* Walking with Dinosaurs, about prehistoric mammals, and they didn't laugh anymore. In the end, they settled for using guide hairs, single strands of hair whose animation the computer copied over and over until the entire animal got fully covered by it. This way, they only had to animate fewer hairs. The results may not be super realistic, but it at least spared them from crashing their systems.
* Walking with Dinosaurs, although this was a post-production adition in order to make the movie more suitable for audiences, the original idea was to have a standard nature documentary film with dinosaurs like the show.
* Walking with Dinosaurs and its spinoffs/sequels differ in that the creatures are mostly CGI, with animatronics thrown in.
* Walking with Dinosaurs and remarks at how mammals would go extinct while dinosaurs would live on.
* Walking with Dinosaurs, as it would insure that her call traveled the maximum possible distance, making it more likely to attract a suitor.
* Walking with Dinosaurs case have also been replaced by typo-ridden dinosaur fact-files, written in English, save for one which is inexplicably French.
* Walking with Dinosaurs episode "Cruel Sea", a birthing Ophthalmosaurus is surrounded by sharks... which are then scared off by a Liopleurodon.
* Walking with Dinosaurs featured life-sized animatronic dinosaurs prowling the stage.
* Walking with Dinosaurs from "Giant of the Skies" with a few minor tweaks. They didn't even edit out the teeth!
* Walking with Dinosaurs has people feeling that the tacky voice-overs brought the movie down a notch. Then a Blu-Ray feature called Cretaceous Cut came along, and this lets the viewer see the movie with none of the dialogue (though it does still feature scenes including dinosaurs information, songs in the background, and the rewinding scene when Patchi falls into the river).
* Walking with Dinosaurs has Scowler often saying "Eat my dust!" when rushing ahead of Patchi. After nabbing Juniper to be his mate, he gets ready to say it again only for Patchi to say wearily "I know, I know. Eat your dust."
* Walking with Dinosaurs. He often picks on his younger brother Patchi because of their size differences. But when he gets older and becomes the leader of the herd, he gets worse.
* Walking with Dinosaurs make things even worse than they are with sharks. How much worse? Try 21 ft aquatic reptilian killing machine with a combined jaw size of just under 9.5 ft. Run.
* Walking with Dinosaurs, Nigel regards the sea scorpions as a nuisance. They can't swallow him whole or cut him in half, but they can and do bother him, and their pincers are sharp. And painful.
* Walking with Dinosaurs often has large, uninteresting herbivores who get eaten by the main predator of the episode in order to establish how dangerous it is.
* Walking with Dinosaurs series does this for Dinosaurs and Prehistoric Animals. In fact, a good deal of Nature Documentaries fit this trope.
* Walking with Dinosaurs that, upon dying, looks like it instantly became some huge stuffed animal toy. Then there's that insect that goes from being a CGI ant to a live cricket.

* Walking with Dinosaurs: The franchise uses this to some extent when characterizing prehistoric animals.
* Walking with Dinosaurs. They're a much more accurate example, though.
* Walking with Dinosaurs would have to keep three feet on the ground at all times or they would trip over while designing early models.
* Walking with Monsters, a fish is being chased by a sea scorpion. Despite the fact that the fish can swim, but the sea scorpion can only walk on the bottom of the ocean, the fish tries to go faster than the scorpion. It takes the appearance of a larger scorpion for the fish to finally swim up where neither scorpion can get it.
* Walking with Monsters, and the first one seen is explicitly referred to as a 'giant spider'.
* Walking with Monsters migrate in large herds like wildebeest, crossing rivers where they are hunted by primitive crocodylians.
* Walking with Monsters reveals how powerful its fins are by dragging itself after the amphibians and grabbing the male by surprise.
* Walking With... series frequently subvert this by placing sharks alongside even scarier predators:
* Walking with Shadows features a ghost in a mirror who tries to tempt a teenage girl to suicide.
* Walking with Wikis. Including the sequels, spinoffs, and the 2013 film.
* Walkin' on the Sun to advertise summer sales on some of their models from 2001 to about 2004/05. Because that song is well known for its relevance to car salesmen.
* Walk into Mordor: To enter the forbidden realm, you are only allowed to use the most grueling methods available.
* Walk Into the Sunset: The series ends with the characters going off on another adventure. This ending is the one ripe for fans to either write fanfiction about what happens after the series ends or fans to pester the creators into continuing the series with a spin-off or a reboot.
* Walk Like an Egyptian: A stance or style of walking meant to resemble ancient Egyptian murals.
* Walk Like An Egyptian, Part 1", Ezekiel brags that he'll never have to travel economy class on the Total Drama Jumbo Jet. Noah, who stands right next to him, asks if "never" is his policy on mouthwash too.
* Walk Like an Egyptian: The stereotypical pose of Ancient Egyptian dancing.
* Walkman (portable cassette player): A Sony trademark. Mostly phased out by both CD players and mp3 players, though with the iPod Brand Name Takeover and the fact that Sony still uses the term Walkman for their portable music players, it's possible to say that you have an iPod that's a Walkman.
* walk my fish" as "telling someone that you are going to walk your fish is a nice way of saying you don't want to do something."
* Walk Off the Earth gets briefly derailed when they can't find a rhyme for "Spotify".
* Walk Off the Earth have used cardboard tubes, water bottles, and a BB gun as instruments.
* Walk Off the Earth's "Somebody That I Used to Know" went viral - driven by its gimmick of five band members playing the song on the same guitar at the same time. The cover's novelty didn't translate into a career: While followup "Red Hands" was a minor hit on American adult alternative radio, the only other chart action they've seen since are a couple of low-charting singles on the Canadian Hot 100.
* Walk of Shame for her (Cersei originally plotted for Margaery Tyrell to be falsely prosecuted for adultery, but ended up having her own dirty laundry get outed).
* Walk On The Moon, Hinata Hyuga is one. Just how bad, and unhealthy, she has it becomes a major issue during the Forest Of Death training arc.
* Walk On The Moon Rei Yamanaka develops shades of this after running into obstacles on her path to freedom. You can tell the general state of her mental health by how sadistic she is at any given time.
* walk on walls for some reason too, although that could just be another illusion!
* Walk on Water ability). Everyone turns to Rider... who just shrugs and says it

doesn't make a difference to her.
* Walk on Water features two gay bars, one in Tel Aviv and one in Berlin (two cities known for their LGBT scene). The one in Tel Aviv is pretty wild, and is populated mainly with shirtless men.
* Walk on Water stereotypes. Due to this, Eyal doesn't realize at first that he's gay at all (though Pia says he once identified himself as such to everyone who he'd meet).
*) walk out into the dragon arena shirtless with a lawn chair and a tanning mirror, as he thinks the dragons are iguanas on steroids. Cue Remus hitting his head on a book going "Stupid. Stupid. Stupid." with "He's gonna die." thrown in every once in a while.
* walks in on a girl), and Negi stares for a few seconds before freaking out. Perhaps he's starting to grow up...
* walks up to the TV screen, knocks on it, and says, "Daddy, people are looking at me!", just before the TV (not the real one) turns off.
* Walk the Earth and tried to kill him. Though Louis only did this to protect Claudia after her murder attempt provoked Lestat's wrath. He and Lestat remain on good terms.
* Walk the Earth killing dangerous things and people for Chaos, keeps the trophies on his person, including skulls, a giant's scalp for a cape, and an entire crucified skeleton.
* Walk the Earth. Lois flat out tells him that the only way he'll stay completely hidden is to stop saving people.
* Walk the Line shows how Johnny's father blamed him for his brother's death, and didn't respect his musical accomplishments.
* Walk the Moon (entering the Top 10). It's also different from their repertoire as it's far more poppier than their normal material, which usually targets alternative radio.
* Walk the Plank: Pirates send people to their watery graves by making them leap off the ship's plank.
* Walk This Earth Alone by Lauren Christy is nothing short of an apology of this trope.
* Walkthrough games. Some of the earliest "game guide" books to be published were walkthroughs of text adventures.
* walk through walls. On that note, while Kitty does phase through walls, she at least has the courtesy to phase through the door.
* walk through walls, using explosives to create passageways through houses and other buildings.
* Walkure Romanze, Celia is gorgeous, kind and bar none the best knight in the school. Because of this, people have a hard time approaching her, resulting in her having few friends and suffering from social insecurities.
* Walkure Romanze, Lisa and Akane consider each other worthy opponents after they fail to win in a jousting match due to both of them being unable to gain the upper hand against the other.
* "Walk With Me In Hell" by Lamb of God is this, though with the twist that hell is existence itself.
* Walkyverse alone, there were 247 named or otherwise identifiable characters.
* Walkyverse, and it takes her years to get them back. Although she has since matured to the point where "pre-marital hanky-panky" no longer bothers her (and she frequently engages in such with her fiancé Walky), she is still the nicest, sweetest, most innocent person you are likely to ever meet.
* Walkyverse are dopey pop-culture junkies who are obsessed with human television and movies.
* Walkyverse, a spin-off-slash-reboot of the Walkyverse that excises the sci-fi elements, combines the casts of all the previous comics, and is a straight up dramedy throughout.
* Walkyverse, but was averted. Danny is talking with ex-girlfriend Sal and mentions that he is planning to ask current girlfriend Billie to marry him.
* Walkyverse comics, whose defining trait is his blatant sexism and sexual

magnetism, falls into this after finding love on an Internet forum and eventually settling into his first monogamous relationship with his crush. Said crush goes missing, however, and to cope with the loss he regresses deep into his old habits.
* Walkyverse fame not only appears to have no problems with Rule 34 fanart of his characters, but has actually made some himself.
* Walkyverse in general what with being one of the lead administrators for the Transformers wiki.
* Walkyverse in the long term, as long as it makes them suffer in the short term he seems fine with it.
* Walkyverse, is a tangled, continuity-challenged rat's nest of this trope.
* Walkyverse is exactly this. He once said he grew up a "mortal among gods".
* Walkyverse, is well know for screwing his audience at every opportunity, mostly through drama bombs. There's a reason the fandom's catch phrase is "DAMN YOU WILLIS!" (which, of course, he turned into his twitter handle).
* Walkyverse Melotians and Zinoboppians are classic diminutive humanoids (even though the Aliens are quite monstruous under their armor), the Martians are enormous tentacled monstrosities best described as a cross between a mantis and an octopus.
* Walkyverse the blandness of the early art, humor, and characters, as well as the occasionally naive moralizing.
* Walkyverse universe, which is...well...yeah. There's also one where Sal and Danny ended up together and had a kid, and a few others that have gone unnamed.
* Wall $treet Week with Louis Rukeyser features a teletype machine used as a percussion instrument.
* WALL•E after Eve repairs Wall-E from near-fatal damage. He appears to lose all his memory and personality until she "kisses" him with an electric spark that reverts him back to normal.
* WALL•E and it is the captain who is technically going against the plan.
* WALL•E) and living a life of endless leisure with the robots performing all of the manufacturing, maintenance, and clean-up duties.
* WALL•E, and then he replaces the R after knocking it down. Uniquely, this was not shown in theatres (aside from a few trailers) but added to the home video releases. An additional one occurs immediately afterwards, where the "BnL" logo appears complete with the "BnL" jingle.
* WALL•E. A new credit sequence was added when the makers found out test screenings agreed with this.
* WALL•E. Apparently he's specifically designed so he can replace any of his damaged parts himself, with absolutely everything being modular. Justified: he is an industrial robot designed to take care of himself for long periods of time,
* WALL•E, a "Starliner" with a design evoking that of a sea-going cruise ship.
* WALL•E auto-pilot bot to prevent humans from attempting to recolonize Earth, since it's too polluted to sustain life. It can't be countermanded because the only guy with the authority to do so is long dead. There is the non-sanctioned method of having the captain to get out of his chair, walk to the control panel, and press the "manual control" switch, quite a feat to say the least as humans had by then become extremely obese and out of shape.
* WALL•E: AUTO's "face" appears to be made up of two white pieces, split through the "eye".
* WALL•E: AUTO was ordered by the BNL Chairman to stay in space and protect humanity, and by God he'll do it by any means necessary... and regardless of what the puny humans think of his protection.
* WALL•E: A waste management robot falls in love and follows her into space.
* WALL•E" But if you have any soul, you wouldn't need an explanation.
* WALL•E can be completely disabled with a playful splash of water!
* WALL•E, Captain McCrea is the only human on board the Axiom that isn't entranced by the 700-year-long ennui of their existence.
* WALL•E, Captain McCrea, someone who's never done anything in their entire life, including standing, is able to hotwire the ship's public address system in a second with no thinking. One can argue that, since he's the captain, he should know

a thing or two about the ship, but, then again, he needs help turning the pages of a book, so... yeah.
* WALL•E consciously hits both extremes: it has a very dirty setting (the ruins of Earth) and a very clean setting (the spaceship). WALL•E himself is filthy and made up of spare parts, and EVE is shiny, sleek and streamlined.
* WALL•E contains an ad for Xanadou, a medication to induce shopping euphoria. "Side-effects may include unpleasant taste, headache, drowsiness and dizziness, headaches, intestinal discomfort and cramping, temporary blindness, bleeding of the gums. Failure to use Xanadou during shopping specific excursions may result in a desire to wear drab clothing, redistribute wealth and property and attend socialist summer camps."
* WALL•E does a Wiper Start as one of many things he tries in an attempt to shut off the self-destruct sequence of a spaceship lifepod.
* WALL•E does this when he's trying to stop his runaway escape pod, especially slamming the
* WALL•E due to a constant reliance on machines and junk food. The animators explained that they wanted to make them resemble oversized babies to reflect the symbolic degradation of the human mind from complex to simple.
* WALL•E: Earth is left almost completely lifeless after rampant consumerism, forcing humanity to leave on giant ships to the stars.
* WALL•E: Earth itself has become a junk planet, and humanity has gone beyond the stars instead. Not a usual example of the trope, as Earth was not intentionally made such, but the visual aesthetic is the same.
* WALL•E EVE desperately tries to repair WALL•E after he is nearly destroyed in his efforts to bring the Axiom back to Earth.
* WALL•E EVE is a essentially a biological collector, trying to find evidence of plant life on Earth. So naturally, she has a high-power plasma gun, enough power to make a micro-tornado by spinning, fast enough to break the sound barrier, and strong enough to hold back a huge sliding wall by herself. Those plants are apparently rough customers.
* WALL•E features astronaut Roberto Vittori as the steward robot.
* WALL•E finds out about the classified order A-113 to not return to earth by using this phrase.
* WALL•E for him. It does. At the end of the movie, days later, he lands and it's still in the same spot.
* WALL•E has a romantic flight sequence in space with Eve and WALL•E.
* WALL•E has robbed them of their humanity. In both cases, they (re)discover their humanity partly through connecting with one another.
* WALL•E; he chose the ring box. No kid would fault his logic. It opens and shuts and makes a clicky noise!
* WALL•E. He's the one that gives AUTO the "never return to Earth" order 700 years before the events of the film.
* WALL•E himself, though his design is boxy and not sleek, makes a distinctive
* WALL•E humanity to forget life on Earth; it just happens all on its own.
* WALL•E In a video broadcast from before the Axiom was launched, humans are skinny and live-action. In the video, it's outright stated that spending long periods of time in space will result in bone mass loss. The implication is that centuries in space turned people into fat cartoon characters.
* WALL•E initially doesn't want anything to do with WALL•E, but eventually warms up and falls in love with him.
* WALL•E: Inverted in both ways. WALL•E is an ugly and outmoded robot, but also the kind and sensitive one, whereas EVE is an extremely attractive and state-of-the-art robot but is the insensitive and hot-tempered one, and WALL•E is the one that calms her down and teaches her to be more caring.
* WALL•E is about this trope. Applied to garbage disposals, no less.
* WALL•E is comedy, drama, romance, sci-fi, and even silent film during the first half.
* WALL•E is portrayed as the logical extreme of middle-class consumerism run

amok.
* WALL•E is sending out probes — such as EVE — to find viable life on Earth but the "ark" takes on a mind of its own and tries to prevent a return.
* WALL•E is virtually dialogue-free, the only talking coming from Wall E's VHS copy of "Hello Dolly" and the various BnL adverts left on Earth.
* WALL•E it. Her semi-translucent white plastic body scatters light, giving her an innately soft outline.
* WALL•E luxurious is a big part of the plot; the human passengers are so coddled that they never have a reason to leave their chair.
* WALL•E made the "humanity restoring Earth" montage, about half the audience walked away with the rather realistic assumption that humanity died less than a week after they returned to Earth.
* WALL•E — even though the relevant clip is included in the movie.
* WALL•E most notably in the space dance scene. When WALL•E uses the fire extinguisher to fly about, he kept going even after he had stopped firing the fire extinguisher and had to fire in the opposite direction to stop his movement.
* WALL•E, most robots have a specific function. Wall-E himself is designed to process trash, despite having an AI capable of falling in love.
* WALL•E: Of course, there's a good reason why humans haven't really changed language a lot in a few centuries.
* WALL•E opens with "Put On Your Sunday Clothes" playing, which turns out to be a recording the eponymous character plays while cleaning up trash.
* WALL•E or anti-consumerism message, but the director stated that there was not supposed to be any political message, and the setting was created to justify the story of "the last robot on Earth". Fred Willard also ad-libbed the line "Stay the course," causing some people to assume the film was commenting on the Bush administration.
* WALL•E out of the cockpit window, causing him to get smashed to pieces upon hitting the floor just below it.
* WALL•E people begin falling out of their chairs. Eventually, one-by-one, the passengers grab hold of one another, preventing the others from falling to the end of the ship.
* WALL•E: Played straight as the love-struck robots kiss at the end while the humans rediscover their humanity. The epilogue shows human civilization advancing back to full glory.
* WALL•E pretty much embodies this trope, especially when WALL-E is compared to the sleek, shiny, futuristic EVE. Note that this is literally due to use; they were actually designed and built at about the same time, but WALL-E has been in continuous use while EVE has spent most of the time in storage.
* WALL•E prone to blowing things up with her plasma cannon at the slightest provocation.
* WALL•E receives some major character development using one of these. He starts by asking the computer to define "Earth," and ends on "Dancing," after passing through "Sea," "Farms," "Pizza," and "Hoedown."
* WALL•E responsible officially stated that the clean-up would only take around five years, but it actually takes 700 years until plant life finally starts growing again.
* WALL•E says the two styles are indicative of the (d)evolution undergone by humanity in the intervening centuries.
* WALL•E scathing satire of Wal-Mart. It's so large that the CEO is President of the World — we even see the White House press room redone with the Buy n Large logo.
* WALL•E seems to go through one of these when EVE first kisses him, even if the "kiss" is an actual shock of static electricity...
* WALL•E, showing the humans and the robots successfully rebuilding Earth over many generations, was added with the intent of averting this trope, after the initial test audiences thought that all the humans would die in a hopeless attempt to do so.
* WALL•E, so they could keep fulfilling this trope while eliminating the need

to give change back.
* WALL•E space liner. What was meant to be a five-year cruise for Earthlings while the titular robots cleaned up the polluted planet instead turned into a perpetual cruise. Everyone has gotten so fat from living in microgravity while being pampered by robots that everyone is traveling on hoverchairs meant for the infirm — no one has actually walked in centuries. Even the entertainment consists of watching robots play golf at the driving range.
* WALL•E's sci-fi rom-com has the chivalrous robot hold an umbrella over the cataleptic EVE to shield her from the rain. WALL-E gets zapped by lightning this way twice in a row. Apparently, he's used to this, since he brought spare umbrellas.
* WALL•E. The autopilot is clearly inspired by HAL, and the scene where the passengers learn to walk uses "Also Sprach Zarathustra".
* WALL•E, the big screens across the city can still playback the president giving some of the backstory of why the Earth looks the way it does.
* WALL•E: The captain seems like this (though it's worded more "Success is not an option") towards an EVE coming back positive.
* WALL•E, the credits sequence was specifically designed to let people know they survived quite handily. This one is justified: humankind may now be living on a nearly-uninhabitable Earth, but they're not stranded — they still have a fully-functioning cruise ship capable of meeting all their needs, and hundreds of friendly robots with various skills.
* WALL•E: The Earth has become covered in so much garbage that WALL•E was making skyscrapers from the blocks of trash he compacted.
* WALL•E, the Earth is covered with holographic billboards which fizzle and static frequently. Justified, since they haven't been maintained for centuries.
* WALL•E: The entire basis of the film is that humanity left the heavily polluted Earth to allow the robots to clean it. Problem is, is that it's a major plot point that the excursion, which was only supposed to last five years, went for 700 years. Thing is though, if they overstayed their time by that long, how were they able to stay supplied and not die out in the intervening time? Even if you assume that the Axiom had extra supplies, it's highly doubtful at best that the creators would have the foresight to pack so far ahead of the planned time.
* WALL•E, the eponymous character lasers his name and EVE's onto a metal pole.
* WALL•E themed merchandise, given the movie's anti-commercialization themes.
* WALL•E, the people who return to Earth still have to clean up their ancestors' mess of garbage.
* WALL•E, the Pixar animators brought in renowned cinematographer Roger Deakins to demonstrate real-world lighting and camera techniques, using real cameras, lenses, and lights, which they then replicated digitally in the film. He was highly amused that they wanted to duplicate effects that technicians and equipment makers have been trying since the advent of film to eliminate.
* WALL•E: There are a few of these on post-apocalyptic Earth. EVE blows up a couple when she gets angry.
* WALL•E, the robot GO-4 is kicked out of a window. The scene then pans to the pool below, showing a prominently-placed diving board, only for the robot to land on the hard ground right next to it.
* WALL•E, the title character wordlessly ponders the gesture of hand-holding in his movie Hello Dolly (and does discover its true meaning).
* WALL•E, the titular character could be seen doing this on several occasions and is a non-humanoid robot example of this.
* WALL•E: This is AUTO's reaction to finding EVE and WALL-E somehow escaped from the Axiom's garbage dump.
* WALL•E This was changed very late in production when the scene was nearly complete, until director Andrew Stanton decided to change it at a test screening in Portland.
* WALL•E, though they manage to stay in the ship with the timely help from M-O. Of course given that they already were in space five minutes or so before, this would not have been lethal.

* WALL•E to be. The humans were supposed to be aboard for just a few years, while the Wall-E units cleaned up the earth. The Buy-n-Large president, however, deemed the Earth permanently doomed and ordered the Autopilot to keep them in space forever. He turned out to be wrong, but it's 700 years before the first plant life reappears on the planet. By that time the inhabitants have been heavily affected by generations of sedentary lifestyles, although they recover quickly once their routines are broken.
* WALL•E to keep him company, the titular robot comes to associate holding hands with companionship and longs to do so with the probe bot he falls in love with, EVE.
* WALL•E to the first human to stand under his own power in centuries, deactivating the mutinous taser-wielding Autopilot.
* WALL•E WALL•E with a kiss that looks like a spark. Justified, as they are both robots.
* WALL•E, Wall-E himself has a weird high voice and can only say his own name, Eve's (but he pronounces it Eva) and a few words. The rest of the time, he just makes noises. Played straight for Eve, who sounds feminine but definitely stilted, and zigzagged for M.O. who sometimes makes high noises and sometimes talks in a monotone and uses technical terms like "foreign contaminant".
* WALL•E: Wall-E's fundamental misunderstanding of human cultures is often as humorous as it is heart-breaking.
* WALL•E. Wall-E uses a fire extinguisher, while Eve can propel herself.
* WALL•E, when their hands accidentally meet on the seat control.
* WALL•E when the titular character's pet roach crawls into his armpit at the start of the movie. Later reinforced when it does the same thing to EVE.
* WALL•E when WALL•E takes the inactive EVE on a boat through some trash-filled water.
* WALL•E, which received a 2009 tour (the last tour prior to that was in 1996).
* WALL•E, whose huge adorable eyes seem custom-made to tug the heartstrings of all who gaze upon him.
* WALL•E, you can see one of the robots in the background peek back and try to watch before being dragged off by M-O.
* Wall2Wall-Mart literally sells EVERYTHING, including military helicopters armed with computer-guided missile-launching systems. Justified by the setting; if kids can wish for anything, what do they do with the non-sentimental stuff when their godparents leave? Also, that world lacks common sense.
* "Walla" and "wallah" are mispronunciations of "voila"; Walla Walla is a town in Washington state (and also the penitentiary), and "
* Wallabee Beatles and Abigail Lincoln, AKA Numbuhs Four and Five, from
* Wallace & Gromit", a ladder of sheep, with Wallace at the bottom, helps break Gromit from prison.
* Wallace & Gromit being used for a series of well-regarded British Gas adverts in the 1990s. Except the adverts were for the Electricity Board, and emphasised how much better electric heating was than gas.
* Wallace & Gromit by randomly flicking a panel of switches. It doesn't work, but it does turn on a huge neon advertising sign outside so Gromit realizes where they are and flies to the rescue.
* Wallace & Gromit, CG is used when the rabbits are floating about in the giant vacuum thing. It stands out more, as it is CG shown against stop-motion clay animation. The bunnies themselves are deliberately animated to look like claymation, but they float smoothly around in the air tunnel and that gives away the fact that they're CG.
* Wallace & Gromit comic, they visit a hotel where there's only one employee, who's constantly changing his uniform based on whether he's needed as a doorman, concierge, bellhop, cook, waiter, gardener, or janitor.
* Wallace & Gromit comic, Wallace uses tartan paint when making slippers.
* Wallace & Gromit contains an extremely rainy caravan holiday, during which the duo spend all of one day playing I Spy...according to Gromit's typewritten

notes, "R for rain featured regularly." (The next day is apparently even duller, since the entry for that day gives a precise count of the number of flowers on the caravan's wallpaper.)
* Wallace & Gromit (especially the whole system for arranging breakfast). Justified, sorta, in that Wallace is an inventor by trade.
* Wallace & Gromit, Gromit carries one of these out to the dog house and then leaves.
* Wallace & Gromit, Gromit fights robo-dog Preston on the Conveyor Belt-O-Doom of a dog-food machine.
* Wallace & Gromit": Gromit spies on Feathers McGraw while hiding in a box. It turns out the box has a drawing of a dog on it, with Gromit's peepholes right where the eyes would be.
* Wallace & Gromit has air ducts to a museum big enough to stand in. They were realistically loud though, insofar as a pair of remote-controlled, vacuum-soled robotic trousers can be realistic.
* Wallace & Gromit has a steering wheel that can be removed, and plugged into the passenger's dashboard and used.
* Wallace & Gromit helped a little there) while being a small penguin Feathers is able to fit rather comfortably in the locomotive's tender.
* Wallace & Gromit. (In the latter the BBC announcers warned of puns and even did a few themselves.)
* Wallace & Gromit: In "The Wrong Trousers", the titular trousers (a set of robotic legs) were bought so Wallace could walk Gromit with zero effort. However they are used by their new lodger and through some convoluted circumstances, to hijack Wallace and have him rob a museum of a diamond.
* Wallace & Gromit introduced a number of non-filmed gadgets of his, such as the Recyc-O-Matic. The fact that when said out loud this includes "Psycho" is significant, because after he put arms and wheels on it, it proceeded to run amok, recycling building fronts and people's clothes before crashing into a brass band.
* Wallace & Gromit in W&G's neighborhood, so the pair make money removing rabbits off people's gardens. Then the titular Were-Rabbit arrives and destroys gardens all over town, which is treated by the populace as akin to a murderous rampage.
* Wallace & Gromit is a very sensitive individual who has a love for knitting and isn't afraid to cry when things really get bad, but is nonetheless pretty brave and heroic.
* Wallace & Gromit keeps the hats and aprons of the bakers she killed, and she places them on wooden dummies, with a naked dummy reserved for Wallace, her intended thirteenth (a baker's dozen).
* Wallace & Gromit — Claymation animated series. Four animated shorts and a full-length movie since 1989.
* Wallace & Gromit: Notable in that the Straight Man (Gromit) is completely mute and only expresses himself through pantomime. Their exchanges are usually along the lines of:
* Wallace & Gromit. On hearing that their vegetables will be used as bait to attract the Were-Rabbit, Mrs. Mulch flees with her giant pumpkin, whilst the townsfolk yell at her "Come back! Come back!" The Were-Rabbit then approaches, prompting her to about turn. The villagers then realize what is happening and start yelling "Go away! Go away!"
* Wallace & Gromit opens on Gromit's birthday. Not only does he get lousy gifts, it's the day Wallace advertises he's renting out the spare room and Feathers McGraw moves in, kicking off a series of events that leads to Gromit moving out.
* Wallace & Gromit plays out as a monster movie, except the monster is a vegetarian, killing vegetables instead of humans.
* Wallace & Gromit Preston frames Gromit for sheep rustling. It even involves a literal frame-up, tricking Gromit into sticking his head through a picture of a butcher and taking an incriminating photo with one of the sheep.
* Wallace & Gromit, Preston frames Gromit for the sheep kidnappings by tricking him into sticking his head through a picture of a butcher in front of Shawn the

sheep, and then taking a very incriminating photograph.
* Wallace & Gromit puts her hand on Wallace's knee, cut to a shot of bread rising in the oven. Specifically chosen for being an "Old-School" style, according to an interview with the creators.
* Wallace & Gromit; sales of this niche culinary product rose by 500% after the film was released.
* Wallace & Gromit's Grand Adventures. Although it's hidden behind a door, you can see it and it's extremely obvious it's the same cow since it doesn't fit the art style at all.
* Wallace & Gromit's Grand Adventures. As Wallace gets an idea in the first act, a few sparks in the plug behind him go off above his head. In the second act, it's a sun lamp.
* Wallace & Gromit's Grand Adventures the course before Duncan does, meaning that despite Wallace having completed the course in twice as many strokes as his opponent, he still wins the game (mainly because Duncan couldn't find the 18th hole).
* Wallace & Gromit's Grand Adventures, Wallace accidentally proposes to Miss Flitt while picking up a lugnut that she mistakes for a wedding ring. Sorting this out takes up a good part of the plot of episode 4.
* Wallace & Gromit's Grand Adventures, Wallace makes plant growth formula by mixing a battery, a military ration bar, and a teabag in his blender. He doesn't even unwrap the ration bar first.
* Wallace & Gromit tendencies, as it would be hard for Gromit to bite anyone, as he has no mouth.
* Wallace & Gromit: The Curse of the Were-Rabbit, wherein a garden fete stall changes its sign from "Gardening Supplies" to "Angry Mob Supplies". The stallholder cries out:
* Wallace & Gromit: The Curse of the Were-Rabbit, which was made by the same studio, was it really a surprise?
* Wallace & Gromit, the duo build an orange rocket of this design. Some later episodes feature smaller versions of this rocket as decorations in their house.
* Wallace & Gromit, the vicar's revelation that "a hideous creature has been sent to punish us all!" is accompanied by crashing, demonic chords on an organ. Whereupon the policeman turns to the organist and tells her to knock it off.
* Wallace & Gromit, the villain locks Gromit in the supply closet where the hot-air balloon was kept. Guess how he escapes.
* Wallace & Gromit, though he's more "eccentric" than "scattered".
* Wallace & Gromit, Wallace also gives Gromit the Techno Trousers as a present, but it's obviously for the purpose of saving him the burden of taking his dog out for walks.
* Wallace & Gromit, Wallace & Gromit are off to explore the moon, which turns out to be made of green cheese.
* Wallace & Gromit, Wallace gives Gromit a birthday card which plays an instrumental of "Happy Birthday to You." But even though the melody is not copyrighted, the producers were still forced to replace it (with "For He's a Jolly Good Fellow") after the first video release.
* Wallace & Gromit. Wallace is obsessed with cheese in general but Wensleydale is his favourite.
* Wallace & Gromit: Wallace often waves his fists when he's excited.
* Wallace & Gromit, Wallace says to Lady Tottington that "We'll be with you in— AAHH!" due to being pulled upwards by one of his machines. Tottington mistakes this as him saying he'll be there in an hour (they're both British). She tells him that she can't wait an hour, but of course there's no reply.
* Wallace & Gromit, Wallace soaks his feet after being made into a snowman, although he's just cold, not sick.
* Wallace & Gromit, which depends on the second character's very posh RP accent.
* Wallace & Gromit while the Constable says "Oops" before everyone goes into a panic.

* Wallace and Gromit's Cracking Contraptions had a horse sound effect.
* Wallace and Gromit: The Curse of the Were-Rabbit" gold) instead of silver bullets. It is unclear if this is correct or not because none of the gold bullets fired at it manage to hit.
* Wallace and Gromit: The Curse of the Were-Rabbit, Wallace tries to catch the eponymous giant rabbit by making a puppet of a giant female rabbit in hopes that he'll fall in love with it.
* Wallace Binghamton is a Navy Captain who spends most of his time at his desk trying to figure out how to bust McHale and his merry band of profiteers.
* Wallace from "Hell and Back" goes through hell and high water to rescue a woman whom he saved from suicide at the start of the story.
* Wallace habitually wears a trenchcoat that comes to his ankles and earns bonus points for the fact that he is also a
* Wallace had a guild of assassins running scared to the point where the mob boss running the organization decided just to leave him alone and not try to get revenge.
* Wallace, Jimmy, and those in the immediate vicinity from the effects of "Last Song Kills Audience", although they weren't in as much danger as the name implies.
* Wallace Shawn (a human) plays the role of Bojack (a horse) while in the same film Bojack plays the role of Mr. Peanut Butter (a dog).
* Wallace Shawn. Blair is outraged at having such an ugly stepfather, until she discovers his conniving personality makes them a good match.
* Wallace Shawn qualifies. Which is rather a bit of a subversion as well, because Cary Elwes subdues his part quite a bit while Wallace Shawn, well...
* Wallace Shawn (Vizzini) is not actually Sicilian and is also Jewish.
* Wallace The Brave, Spud really likes Amelia in a way she really doesn't like him.
* Wallace The Brave when Wallace lost a bet to a female classmate. While he was upset he lost, he made it clear to Amelia it was not because of this trope.
* Wallace was notorious about this; most of his kills being headshots. In fact, in the climax, he killed an entire warehouse full of assassins with headshots.
* Wallace, which is all the way on northern Elibe even though his destination was at the southern end of the continent.
* Wallace with long, fuzzy rabbit ears. Doesn't get more spoiler-y than that.
* Wallander: in the Swedish series, Isabelle vomits at a gruesome murder scene made worse by the ongoing heat wave. She blames it on the stench.
* Wallander: The episode "The Man Who Smiled" of the BBC version has Kurt Wallander performing this with a kitchen knife and a pen.
* Wall Around A Star: The title object. The inhabitants live on the low-gee outside of the sphere.
* Wall Bang Her sex. It turns out that the man in question was her daughter's boyfriend, making her play this trope twice.
* Wall Breakers are bomb-toting skeletons that blow up walls (and themselves) to make an opening for troops. They have low health, so it's best to lay down sturdier troops to cover them.
* "Wall Buddy" is this in Season 5, it's much more lighthearted and less surreal than episodes prior to it, and features Rigby acting incredibly immature.
* Wall Crawl parody with extreme mental issues); Captain Lemming (who is constantly leaping from high places and hurting himself); and Fishboy, Lost Prince of Atlantis (a timid and nervous Atlantean who is implied to not even be that good at swimming).
* Walle: Can be seen among a trash heap at the very beginning of the film.
* WALLE, EVE, being a robot, is capable of communicating in various languages. When she first encounters WALL•E , she tries to ask him what his directive is in several languages before finding the one he recognizes: English.
* WALLE named John and Mary who discover that there was more to life than luxury.
* Wallenberg: A Hero's Story: Eichmann's goal is to transport every Jew remaining in Budapest to Auschwitz. When the trains stop running he starts death marches instead.
* Wallenberg: A Hero's Story: The Nazis blackmail Horthy into abdicating by

threatening to shoot his son if he doesn't.
* Wallenberg: A Hero's Story the protective passports have a lot of stamps. Justified as it was needed to impress the Nazis.
* Wallenberg: A Hero's Story: The whole rescue operation happens right under the noses of the Nazis and Arrow Cross.
* Wallenberg: A Hero's Story to the train station in Hegyeshalom at the Austrian border where the trains to Auschwitz wait. In the event that the trains aren't running, they're forced to walk the rest of the way as well, all as part of a deliberate effort to kill as many of them as possible.
* Wallenberg: A Hero's Story: Wallenberg claims to be half-Jewish as opposed to one-sixteenth Jewish.
* Wallenstein. Wallenstein lampshades: "Spare us telling us from the newspapers / what we witnessed ourselves in horror!"
* Wallet Moths: Moths fly out of wallets or pockets to indicate lack of money.
* Wallet Moths: Moths fly out of wallets or pockets to indicate the character has no money.
* Wallet Moths: Someone opens a wallet and moths fly out to indicate lack of money.
* Wallet of HoldingWhere you can collect millions of gold coins and not have your pants fall down.
* Wallet of Holding: Where you can collect millions of gold coins and not have your pants fall down. Having a money limit is never fun, though, because it creates an extra unnecessary hassle for a player.
* Wall E. Weasel establishment has a cheap animatronic animal band singing "You're the birthday — you're the birthday — you're the birthday — boy or girl!"
* Wall-E-Weasel's Pizza, where the kids start off acting decent to the guy in the Wall-E costume but by the end he's lying on the floor and they're stomping on him.
* Wallflowers series, has a stutter. She becomes this in "Devil in Winter" (after a happy marriage, her stutter somewhat diminishes, but never disappears completely).
* wall full of newspaper clippings covering their actions. Sometimes they keep a photographic record of their kills, or even a souvenir of the victim's.
* Wall of Text, particularly during Kotomine or Tosakah's long-winded lectures.
* Wall of Voodoo Stan Ridgway (after the split) plays with the trope on "Walking Home Alone": "Put another quarter in the jukebox, Pete, but don't play the one with the sad trombone..." Cue sad trombone.
* Wallpaper Camouflage: Disguising yourself to blend in to the wallpaper or furniture.
* Wall Pin of Love from leaving by pinning their hand against the wall and effectively blocking their path.
* Walls' advertisements for their Vienetta ice cream showed one being served at a dinner party. Everybody ate the slice they were given, and then held out their plate for the one remaining slice.
* Walls (at least the non-black, non-artifact ones) can potentially drop dead of fright in this game.
* walls, because who needs walls when you have an invincible army of golems?
* Walls closing in. And just in case none of that worked, a ticking time bomb. Say what you will about Music Meister, but the man's thorough.
* walls in biology (nobody knew about the things to name them before the invention of the microscope), so their technical usage is their only correct one.
* Wall Slump: A dying character falls to the wall and slumps to the ground.
* Wall Slump: A killed person hits against the wall before their corpse slinks down.
* Walls of Tyranny: Great big walls are built to remind the people they cannot escape their country's tyrannical rule.
* Walls symbolize Dahlia Academy's divide between the two warring countries, Towa and the West, and their respective school dormitories, the Black Dogs and White Cats. Walls are also used by the
* walls that close in on them, and they either manage to save themselves, or get squashed.

* Wall Street commits is searching a law firm's records (under the ruse of co-owning the cleaning company) and making copies of them for Gekko.
* Wall Street, Gordon complains about how difficult it has been to turn around Teldar even after he's fired most of the management. For that reason, he initially rebuffs Bud's suggestion that he buy and turn around the airline his father works for.
* Wall Street is different as well, as is The Coca-Cola Kid, which, in the American cut, features the protagonist getting the local eccentric committed to a psychiatric institution and claiming his current assistant is a Communist spy. Someone was trying to write a message about the current political climate there...
* Wall Street: Money Never Sleeps: Takes place during the 2008 recession.
* Wall Street: Money Never Sleeps territory since the entire point of the movie is to show how corruption works.
* Wall Street reveals that after his stint in prison, Bud retires a wealthy man after he turned Bluestar Airlines into a large, successful operation.
* Wall Street, saying, "The minute I laid eyes on you I knew you were no good."
* Wall Street seems to play off this trope, specifically when Gordon Gekko tells Bud Fox to do some things for him which would violate trade laws.
* Wall Street tells his protege Bud Fox that he bought himself a seat on the board of the Bronx Zoo because, "One thing you gotta learn about WASPs: They love animals, but can't stand people."
* Wall Street to be the closest thing in their culture to a holy site, despite the fact that the location is no longer used for trading.
* Wall Street wears trend-setting, custom-made clothes, collects art, and dates an interior decorator.
* Wally and Jesse's understated, but pretty epic one in the lab, during "The New Rogues".
* Wally and Osborne trope by teaming him up with a displaced polar bear named Wally.
* Wally Bear and the NO! Gang Gang, but former first lady Nancy Reagan already trademarked the phrase.
* Wally Bruner was known to do this as well on the syndicated edition, as did Eamonn Andrews on the 1950's BBC version.
* Wally Gator short "Medicine Avenue" also features the "blood pressure cuff inflates the patient" gag.
* Wally Gator two crooks come to the zoo to steal a platypus and wind up taking Wally instead because they read the name plate on his cage wrong.
* Wally had one instance that parodied just how easy this is for speedsters. A psycho with an Uzi opened up on a room and Wally walked around picking a half dozen bullets out of the air, and disarming the man in a very casual manner. He misses one bullet that then kills
* Wally has explicitly mentioned that Superman cannot beat him unless he allows it because Wally totally controls speed itself.
* Wally is a master of this trope, minus the part about doing anything. In one comic, he convinces the Pointy-Haired Boss to not give him any projects for the next year as he's working on the WDNW project, which he says "prevents the 1s and 0s in the code from becoming 10s". He buys it, and Wally points out that the PHB never realized that the full name of the project was the
* Wally is good at cartography and hopeless in every other situation. He's admittedly based on nerd stereotypes.
* Wally is setting out his long-range project goals at an annual staff meeting:
* Wallykazam, after Hattie is splattered by a rotten tomato that Bobgoblin gave her as a gift, she uses her magic to summon a raincloud which washes the tomato off her hat. After she exits the scene, the cloud starts following Bobgoblin around, soaking him until he gets Wally to use his magic stick to make the cloud "leave," as all of the magic words for the day begin with the letter "L."
* Wallykazam, even though Norville talks more in later installments, he mostly just uses short declaratives or repeats what Wally says. Nevertheless, in the teaser segment of "The Bathmobile," he and Wally chat on telephones Wally created with his

magic stick like a couple of school-pals, apparently simply because of Rule of Funny.
* Wallykazam, the magic word "young" causes Norville to become a puppy. Upon seeing him, Bobgoblin says there's something different, asking if he changed his hair. Wally tells him he turned into a puppy and he replies "No, I think his hair is different." Wally points out Norville doesn't have any hair.
* Wallykazam!, Victor traps Wally and his pet dragon Norville in a cage with bars spaced such that Norville (a small dragon) could probably at least escape from them.
* Wallykazam!, Wally and Gina do this in "The Switching Stone" when Bobgoblin is transformed into Biggoblin by the power of the switching stone and stomps around making a lot of noise.
* Wallykazam, Wally explains that he and Norvill have to get past a goblin guard in order to get to the wishing potato.
* Wallykazam! with him about whether or not he ordered a cake until finally Norville makes noise and gives himself away.
* "Wally Pipp Syndrome" is the fear that no matter how good you are at your job, someone better will take your place should you ever take a day off.
* Wally Pipp was a decent first baseman for the New York Yankees in the early 1920s, until he had to sit out a game with a bad migraine. His replacement - Lou Gehrig, who would play 2,130 consecutive games for the Yankees, a record that stood for about 60 years.
* Wally's, Adams briefly mentions in his intro that said colleague did ultimately succeed in losing his job.
* Wally's death at the end of the season turned this into Take Up My Sword.
* Wally Took Notes notes from the last meeting are insults about his co-workers and a list of snacks.
* Wally trying to rewrite the timeline), which Barry explicitly calls a "bad idea".
* Wally was recalled to a full tour of active duty because he had been discharged
* Wally West) and return them to Linda, allowing her to remember everything, but apparently at the cost of Wally losing his humanity.
* Wally West, and seems capable of doing this again but at great risk of losing his humanity, and it's shown that in the future, he'll eventually stop existing in a single location, choosing to use his speed to functionally be everywhere at once. One story even showed that his ultimate death will be after converting into an energy being fully, dying fighting for humanity after having long since abandoned it.
* Wally West and use it's power for speeds that would make other speedsters lose themselves to the Speed Force's pull.
* Wally West, Barry's successor, fell increasingly out of focus to the point that, after
* Wally West), but this is later established as being because he was already connected to the Speed Force, the mystical energy field that empowers all DCU speedsters, Johnny included.
* Wally West is also glad to have them around. After taking the Weather Wizard to Earth-Two for his own protection, Wally ponders he will miss him, but luckily, he still has a lot of the old gang left.
* Wally West / Kid Flash" Allen (who's technically his cousin, once removed).
* Wally West never succumbed to the urge to do so is that his love for Linda would make living without her (even in paradise) unbearable.
* Wally West's, the link stabilized and it all ended up in her, so she gets full Speed Force powers and Jai ends up depowered.
* Wally West (the Flash III) is this to his wife, Linda Park. When they first met, he was a cocky idiot and she was an uptight news reporter. As time went on, she learned to have more fun with life and he became more mature and responsible.
* Wally West. Wally's uncle Barry arranged the chemicals that empowered him in the shelf as a demonstration for Wally, but there also happens to be a lightning storm outside, so... Later, when the Speed Force concept is introduced, it is all but outright said Barry had unconsciously called upon that bolt of lightning due to

having wanted a companion in his super speed.
* Wally West was originally depicted as being slower than Barry, not even being able to break the sound barrier. This was revealed to be a mental block that Wally subconsciously placed on himself because he was afraid of surpassing his hero. Once he got over it he truly became The Fastest Man Alive.
* Wally West where this begins, a furious mayor is about to demand compensation for the massive property damage involved in apprehending a supervillain tax evader, but backs off when he flashes his badge. In the next issue, Wally contemplates the possibility of nailing the Joker on this basis.
* Wal-Mart, at least in Canada, also uses the "change the cents to indicate a sale": There's actually a particular number that indicates "this product will not be rolled back any more".
* Walmart, but less evil) features a kid first tasting the "national-brand spinach", going "eww, yuck!", then tasting the Meijer-brand spinach...and going "eww, yuck!" The tagline is: The only difference is the price.
* Walmart corporate policy states that stores cannot set their prices to end in 9, 5, or 0, partially because of this trope.
* Wal-Mart is known to discount a product from, for example, 39.99 to 39.9
* Wal-Mart once sold a men's shirt with "Some call it stalking, I call it 'love'" printed on it. In a red font. That looked like dripping blood.
* Wal-mart only requires its employees to wear blue shirts, brown pants, and their name badge. What shade of blue and what shade of brown is completely irrelevant, and they can be any style of shirt or pants (provided it stays within reasonable dress code). Though most simply choose the standard navy blue, collared shirts. They did away with the uniform blue vests a couple years ago for unknown reasons.
* Walmart pulled a commercial featuring a Black father saying "I can't breathe!" after the grand jury failed to indict NYPD Officer Daniel Pantaleo for the choking death of Eric Garner, an unarmed black man. In particular, the issue was that "I can't breathe" were the last words Garner said while dying on-camera, and subsequently became the rallying cry of those seeking to end race-based police brutality. (It is still available on t-shirts, jackets, hats, etc., and his daughter famously wore one in
* Walmart "Rollback Man" commercial from 2003-2004, which parodies all the old action/spy tropes as a parody of "Secret Agent Man" plays in the background, when a hot female Wal-Mart employee disguises herself with a rubber Smiley Face mask (a CGI effect.)
* Walmart's 2019 back-to-school commercials have giant kids heading to school.
* Walmart's name made many people scratch their heads in Germany, since "mart" sounds like someone utterly incompetent butchered the word "Markt" ("market" in German). That already left a very bad first impression and it only became worse after it.
* Walmart tried to trademark their smiley face, but failed due to it being too generic. They have since changed their logo to an asterisk-like starburst they call "The Spark". They later brought back the smiley face, but only use it in conjunction with The Spark.
* Walmart was packaged with a Mr. Peabody plushie. Meanwhile, Best Buy sold a lunchbox with their copies and Target had replicas of Peabody's glasses and bowtie.
* Walpurgisnacht and decides she can't reset the time-loop again, because that would just make Madoka's fate even worse
* Walrolotl. Part walrus, part axolotl, the greatest animal that will never be.
* Walruses all have thick, bushy whiskers that look like mustaches. Even the babies have them. Both genders also have tusks, as they use them for defense and acquiring food and not in mating rituals like other mammals with tusks and antlers.
* Walruses, bovids, and even apes and monkeys are sometimes drawn with noses shaped more like a dog's or a cat's, rather than just two nostrils.
* Walrusguy retired from pooping is that he feared that was what he was becoming best known for, rather than flash animation where his real passion was.
* Walrusguy try to order spaghetti, and on Day Five, the floating disembodied Mario head also tries to order a pizza. Unfortunately for Link, Duke Onkled's Diner sells

all kinds of different foods, and as a result, he ends up not earning any money on Payday.
* "Walrus" is derived from the Norse name, which translates as "horse-whale".
* W also did the same. Most of the games did however add to or improve the animations and effects for many attacks. J is the first game using that engine.
* Walt and Jesse survive being targeted by Tuco and his cousins due to a lucky intervention from Hank the first time, and Gus diverting the Cousins the second time.
* Walt Disney actually kept himself under this, being quite a chain smoker, to the point where he eventually succumbed to lung cancer, but he made a point of making sure never to be seen smoking in public, as he wanted to project a wholesome personal image.
* Walt Disney, all it took was an pair of sunglasses and an Hawaiian shirt to make sure that nobody recognized him.
* Walt Disney also takes credit for all of the output of his studio, even though the lion's share was thought up and done by his personnel.
* Walt Disney anthology series Clarence Nash, and of course, Walt Disney.
* Walt Disney anthology series, which aired continuously under various titles from 1954-83 and has been revived several times since.
* Walt Disney as early as 1938, but author P.L. Travers didn't think it could do justice for her books, mainly because Disney hadn't done any live-action films at the time. After sales of the books started declining, Mrs. Travers finally met with Disney to discuss a movie treatment, and the story finally reached theaters in 1964.
* Walt Disney, Captain Hook and Mr. Darling are almost always played by the same actor.
* Walt Disney Classics) has some really cheesy and primitive animation and music, but can be considered endearing because of its cheesiness.
* Walt Disney company has made a staggering amount of live-action movies; there were 67 live-action films made during Walt's lifetime alone, and the company has made hundreds more since then, and isn't stopping anytime soon. (Mitigating this somewhat are a large proportion of the films from the 1990s onward, many of which are either remakes of earlier live-action films or live-action adaptations of the animated films, and thus may be skipped if one is not a completist.)
* Walt Disney demonstrates the use of sound effects on cartoons with the help of Donald Duck. He shows how the right sound effect can make Donald's head seem hollow when it is hit by a mallet. Donald is not amused, especially when the demonstration moves on to heavier objects.
* Walt Disney, ending a long and stressful period of being almost perpetually in debt from the early 1920s through the late 1950s.
* Walt Disney, especially when looking over the work of his animators.
* Walt Disney films are set in this period as well, usually portraying it with a mix of cozy nostalgia and charming quaintness. Following Walt's death, the setting became less common in Disney films, but it still comes up now and then. In order of release:
* Walt Disney finally left the air. See below for more about the show's namesake.
* Walt Disney for example famously sold off the rights to their pre-1948 film and cartoon short library in 1958, only to get them back in 1996 when their parent company Time Warner purchased Turner Entertainment.
* Walt Disney for probably the ultimate expression of his love for this setting.
* Walt Disney had himself cryonically frozen. In reality, he was cremated.
* Walt Disney has a countless number of fanfics and fanart, no exceptions, this leads to little kids and Disney fans imagining their own "Disney Adventures".
* Walt Disney has changed many classic fairy tales and literary classics in ways the general audience now considers to be the "official" version.
* Walt Disney. He looked around mostly for amateur kids of a certain degree of talent rather than professional actors, and he kept the mothers (who according to labor laws had to be around) offset by setting up a room where they could relax, chat, knit, or read.

* Walt Disney himself really liked this dub). The 2001 dub was made due to Lupita Pérez Arias (the singing voice of Snow White in the 1964 dub), having sued Disney for not paying the royalties on the use of her voice. After her death in 2005, the 1964 dub has occasionally aired on TV since 2010, with certain channels often switching between this and the 2001 dub. Interestingly, Francisco Colmenero appeared in both Mexican dubs: as Happy in the 1964 dub, and as Grumpy and the narrator in 2001. The dwarves' names weren't translated in the first two dubs.
* Walt Disney himself would make his own changes (often throwing out weeks' of work in an instant) or suggest putting in a song. It was only at this point that dialogue would start being mapped out, with changes occurring until the very last minute.
* Walt Disney in order to raise the bar with a park more reminiscent of a World's Fair where parents and kids could have fun together. When it opened in 1955, Disneyland set a new standard for the industry, and many older parks had to step up their game if they wanted to compete. Virtually every theme park today follows some form of the template that Walt Disney originally laid down.
* Walt Disney in the Nutcracker Suite segment. The narrator says "You won't see any nutcracker on the screen. There's nothing left of him but the title."
* Walt Disney in the parks, the Magic Kingdom features a smaller statue in the Hub of Walt's brother Roy and Mickey Mouse reclining on a bench. Roy spearheaded much of "the Florida project" after Walt's death, and was the one to suggest the name change from "Disneyworld" to "Walt Disney World" in his honor.
* Walt Disney is a magnet for sordid stories without much basis in reality.
* Walt Disney Monorail before Nixon's Secret Service entourage had a chance to board the vehicle.
* Walt Disney never being produced. This isn't even counting on the fact that a number of his animators that Mintz hired away later on became legends on their own, including helping create the first Looney Tunes and MGM cartoons.
* Walt Disney". Nobody—not even Russell himself—knows what Disney meant by that, although because at the time of Disney's death, Russell was a child actor on contract with Disney, consensus is that most likely it was a project Disney had in mind for the boy. For decades, just what this project could be has been a subject of occasional speculation.
* Walt Disney playing the trope straight and inverting the trope seconds later.
* Walt Disney Presents episode "Mars and Beyond", during the "typical science-fiction story" sketch, while the secretary is being pursued by the Martian leader and his minions. After she changes into her superhero costume, she holds up her hand to stop the leader and his minions slam into him.
* Walt Disney Presents episode "Mars and Beyond" shows a pursuing alien transforming from a swarm of insects back into his true form while chasing a secretary.
* Walt Disney Presents: In "A Day in the Life of Donald Duck", Donald parks his car at the Disney Studio and a cop makes him aware that he's in a "No Parking" zone. Donald responds by folding his car to miniature size and hiding it under his hat.
* Walt Disney Presents, Jiminy looks at the "kikazaru" monkey and says "I'm with you" before covering his own ears.
* Walt Disney Presents orders his studio's publicity department to go all-out in spreading the news, which is followed by a sequence of Donald listening to reports about his departure on his car radio.
* Walt Disney Presents suffer this after being squashed by a falling safe.
* Walt Disney Presents typically showed a 30-second trailer for Disney's latest theatrical release after the credits.
* Walt Disney Presents) used an instrumental medley of well-known songs from Disney movies, including "When You Wish Upon a Star", "Whistle While You Work", and "Zip a Dee Doo Dah". At least one of the tunes — "It's a Small World" — was from the theme parks.
* Walt Disney's animated films were very much inspired by this element from the older fairy tales, in which the typically nondescript protagonist ventures into the unknown and encounters the supernatural. As such, "normal characters in bizarre

situations" tended to be a trademark of his.
* Walt Disney's based around this trope, predicting things like multi-colored lanes indicating their destination, heated roads for rain and snow, cantilevered highways above canyons, tubular highways, air-conditioned desert highways, mountain highways that protect from sub-zero temperatures, underwater highways, upside-down highways, etc.
* Walt Disney's Carousel of Progress) about her date for tonight. As her father admonishes her to be home by nine, we hear a dissonant "womp-womp" effect from the orchestra.
* Walt Disney scenario Disneyland fell victim to: his company purchased large tracts of cheap land in a quiet but economically viable part of Florida, keeping the project a secret to avoid a burst of land speculation. This was ultimately successful: they acquired enough space for four different theme parks, two water parks, and numerous other attractions.
* Walt Disney's Comics and Stories 692) has Horace brag his way into promising to make a 100-foot dive. In his ensuing efforts to skip town, Horace eventually plummets from a plane into the pool, accidentally accomplishing the dive in the process.
* Walt Disney's Comics and Stories. (That's the one that goes "Eye of newt and toe of frog, wool of bat and tongue of dog...")
* Walt Disney. Shortly after the film's release in 1955, he retired from show business altogether and became a fashion designer.
* Walt Disney shows Hook choosing a gold-plated hook from an assortment of hooks.
* Walt Disney's, Huey, Dewey and Louie trick their Uncle Donald into thinking an accident with a boulder has killed him and that he's now an angel.
* Walt Disney's "Signature" logo, (designed by an artist at the studio, not Walt) was so famous that Disney himself had trouble signing autographs. Every time he did, people accused him of being an impostor because his signature didn't match the logo.
* Walt Disney, started out as this. She was the youngest of ten children, and her family was poor. They even set aside money for food to buy her art supplies.
* Walt Disney's Wonderful World of Color with guest host Ludwig Von Drake and the two have such an exchange.
* Walt Disney, the mouse has always been voiced by non-professional voice actors:
* Walt Disney Treasures sets contained animated shorts as easter eggs, though these were eventually done away with in later sets.
* Walt Disney, use realistic art to illustrate animals and humans (with the exception of Mickey and co, obviously).
* Walt Disney, which personifies atomic power as a helpful genie that provides almost unlimited power and such wonders as radio isotopes used for tracking the bloodstream of patients, while downplaying such minor things such as total nuclear annihilation...
* Walt Disney, who passed away while his "Florida project" was still in the planning stage. In fact, it was Roy Disney's idea to put his brother's first name in what was then called Disney World the so that everyone would know who's idea it all was. There is also a tribute to Walt in the resort's dedication plaque in the Magic Kingdom:
* Walt Disney, who proceeded to sign away most of his animators to a new in-house studio under the control of his former boss Charles Mintz. Disney was so shaken by the incident that he vowed to never lose the rights to any of his characters again. Disney would eventually regain the rights to Oswald in 2006, averting this.
* Walt Disney who's obsessed with immortality and has Mr. Freeze help him undergo the same cryogenic process Freeze had. By the end of the episode, he's been frozen inside an iceberg at the bottom of the ocean, trapped forever.
* Walt Disney won the rights to Oswald in a poker game with company founder Carl Laemmle. Decades later, the Disney company was able to get Oswald back... in exchange for ESPN Sportscaster Al Michaels. For the record, Michaels is pretty cool with it.
* Walt Disney World famously has the utilidor system, a series of underground

corridors in a ring around the park (plus a central corridor) that includes virtually all of the important employee areas and allows them to quickly move to any area of the park without being seen by guests in the wrong costume. Ironically, the utilidor technically isn't underground; Florida notoriously has a very high water table that makes it excessively difficult to build anything below ground, so the Magic Kingdom is actually built on a raised hill (made from the earth scooped out for the Seven Seas Lagoon) with the utilidor built at ground level.
* Walt Disney World in Florida does not... because they own so much of the land, they
* Walt Disney World like Füd Wrapper (who was even voiced by Tone Loc), the Peach Boys, and Pita Gabriel.
* Walt Disney World resort good a job in bringing their theme to life.
* Walt Disney World, resulting in the much-criticized attraction being overhauled into an abridged version of the original show. Many Disney fans jokingly attributed it to divine intervention from the actual Tiki Gods.
* Walt Disney World, Rizzo the Rat's Pizzerizzo restaurant has a sign reading "The City's Top Rated Pizza" The illuminated portions read "It's Rat Pizza".
* Walt Disney World's 2010-2014 expansion of Fantasyland (aptly dubbed New Fantasyland) is treated this way in the official tie-in material, explained as always having been there, though unbeknownst to us due to a recently-broken curse placed upon it.
* Walt Disney World's Magic Kingdom, a fountain uses a high-pressure stream of water (ascending over 250 feet into the air uncovered) to lift a one-ton ball off its base, allowing an average six-year-old child to spin it with ease.
* Walt Disney World's Magic Kingdom has an additional statue, "Sharing the Magic", showing Roy O. Disney (who spearheaded the park's construction after Walt's death) and Minnie Mouse sitting on a bench.
* Walt Disney World story, Disney asked Florida Governor Haydon Burns to confirm the story on October 25, though kept the official reveal on November 15th.
* Walt Disney World tried sending in maps and masks in their efforts to save it from closure with the rest of Pleasure Island. Sadly, Disney didn't budge; the Club was removed and Pleasure Island eventually became The Landing section at what is now Disney Springs.
* Walt Disney World vacation planning video has a plane flying over the resort with the pilot going over what they have there for adults and how to order the video. Soon, every passenger is asking him to repeat the phone number to order them.
* Walt does this (well, except he keeps his underwear on — thankfully) in the first episode of
* Walter acts like he's in a Vietnam drama that chronicles the veteran's
* Walter also plays the gossip columnist in a couple of episodes, with a column entitled "Campus Dirt: Shoveled by Walter Denton". This is to Miss Brooks' dismay, as he uses the column to blab about her being disappointed that Mr. Boynton is away at a Biologist's Convention.
* Walter and begins shouting conflicting orders. Tiren punches him in the mouth to settle him down.
* WALTER-) and ends with him being the departing one (to WWE), losing it at the hands of Martin Kirby.
* Walter Bishop has developed a technique to extract information from a corpse, provided the body has been dead for less than five hours. It is implied that William Bell is capable of doing this as well.
* Walter Bishop is normally on any number of psychotropic drugs at once. When he hits rock bottom, instead of drowning his sorrows, he smokes them out. To similar, but far more hilarious, effect.
* Walter could actually do a realistic Russian accent. He actually did during an audition, but Roddenberry told him the accent "wasn't strong enough" and instructed him to "ham it up". For the V pronounced as W thing he was inspired by his grandfather, who he says had the same difficulty (albeit not to the extent that Chekov does).
* Walter Cronkite briefly lost his composure on the air when he reported the

official statement that John F. Kennedy had died. (Video
* Walter Cronkite. He invokes this trope repeatedly, most famously in his "From Dallas, Texas..." announcement of the President's death. It appears that Cronkite keeps putting on his reading glasses to scan bulletins as they are handed to him, then takes them off as he faces the camera to avoid reflecting glare from the lights.
* Walter Cronkite. Johnny Carson attends one of Mary's parties in the last season, but a blackout occurs so the audience only hears his voice. He's still credited as himself at the end.
* Walter Cronkite (stock car racing, though now best known as a journalist)
* Walter Denton has a high, discordant laugh to go along with his squeaky teenage voice. In "Mr. Leblanc Needs $50" his girlfriend Harriet Conklin walks up to him while he's laughing:
* Walter Denton is editor of the school paper, the "Madison Monitor". From time to time he gets himself into trouble by writing editorials critical of Mr. Conklin or Madison High School in general, i.e. "Cafeteria Strike" and "Threat to Abolish the School Paper". "Marinated Hearing" revolves around Miss Brooks' attempt to keep Walter Denton from publishing an editorial insulting the Board of Education in revenge for only giving students 2½ instead of 3 weeks of Christmas Vacation.
* Walter Emanuel Jones originally auditioned for Billy, but changed tunes when he saw that playing Zack would be more attuned to his skillset.
* Walter even shouts "It can't all be for nothing!" in the second-to-last episode when his son
* Walter get shipwrecked and their primal instincts kick in. Walter builds a house while Tiren hunts for food.
* Walter Gibson noted in an article in The Great Detectives (edited by Otto Penzler) that he based the Shadow's foe Double Z on the then contemporary terrorist Three X.
* Walter Gotell also features Tatiana Romanova played by the Italian Daniela Bianchi and Rosa Klebb, played by the Austrian Lotte Lenya.
* Walter Hardy without showing how much he hates him for the murder of Uncle Ben, his uncle/adoptive parent.
* Walter has a recurring habit of tasting whatever disgusting thing they're dealing with and then revealing it's just some food he left lying around in the lab. He's done this with what appeared to be blood, brain matter, and cremated ashes. Taste is apparently the most important sense for scientists.
* Walter has to toss some bags of a rare-type blood from the back of a moving transport truck to his associates, who are following the truck in a beat-up old RV. He's only got three bags, and two are needed to save the life of a little girl. Guess how many of his tosses miss...?
* Walter Huston, but the actual plot focuses on poor farmer Jabez Stone whose soul is on the line after a deal with the Devil. Huston is the Devil, and on screen for about 20 minutes. He was nominated for Best Actor.
* Walter instantly became this when the character design was revealed, even more so when the film itself released. Aside from being a
* Walter it turns out also has a daughter, Raikou, he never knew about from a one-time tryst.
* Walter Jon Williams (also looking to capture and sell singularities) in the same system, resulting in the events of the book.
* Walter Jon Williams. As a result, only the eponymous Aristoi are legally allowed to use nanotech freely and they are fanatically paranoid about the possibility that any given form of nanotech could somehow mutate into mataglap.
* Walter Jon Williams books, where the aliens did not really disturb Earth very much bar imposing their own formal culture and ideas of monarchy upon it. Humanity still didn't take this very well and kicked them off-planet before the beginning of the first novel, becoming the first and only race to accomplish this. The protagonist Drake Maijstral is the descendant of those who opposed the revolt, and honestly doesn't much care either way.

* Walter Jon Williams has a heavily balkanized territory formerly known as the USA, in which Hovertank jockeys make a fortune flying contraband across fortified state borders.
* Walter Jon Williams is a member of a race of living ships, who use genetically-engineered servants to maintain them and do various tasks like load cargo, the most prominent of which is General Volitional Twelve, who is sent to study humans and act as her envoy. At the end of the novel, Beloved's trade (high quality drugs for computers) with the newly-discovered human siblings Ubu Roy and Beautiful Maria results in prosperity for both sides, although it is hinted that Beloved's "people's" exposure to humans will eventually lead to their demise.
* Walter Jon Williams is rife with this. It's pretty violent, though; one episode of corporate sabotage involves murdering an executive to get access to the company's intranet.
* Walter Jon Williams, leading to the reorganization of society into essentially a confederation of feudal states, with each state's leader (the Aristoi in question) being the only ones allowed to use nanotechnology freely.
* Walter Jon Williams of how the invention of photosynthesis in humans to solve world hunger was suppressed by regimes who used hunger as a weapon.
* Walter Jon Williams on any technology not strictly needed to allow the Shaa to conquer.
* Walter Jon Williams plays a variation of this trope; a person who replaces too much of their brain-matter with implants becomes "white-brained", detached from the world and other people, obsessed with mathematical abstractions, and losing much of their emotions in the process. However, it only happens to those who are inclined towards abstract thinking to begin with - those who use their cybernetic implants to interact with physical objects like vehicles, and expand their abilities in the realms of physical talent like martial arts rarely suffer from these effects.
* Walter Jon Williams seems to qualify, although he never appears and is referred to only in discussing the past. He planned on "artistically" reconfiguring planetary landscapes with gravity generators — with the people still living on them and expected to be grateful. Understandably "a commission had been formed in Perseopolis to examine his behavior", but he was somehow persuaded to retire before the other Aristoi actually did anything.
* Walter Jon Williams, the (male) protagonist's boyfriend voluntarily becomes pregnant with the protagonist's sperm, using the commonplace technology of the far future. (It's so far in the future that people have godlike powers and can do just about anything.)
* Walter Jon Williams, using the commonplace technology of the far future (it's so far in the future that people have godlike powers and can do anything).
* Walter Koenig (Chekov) was missing from the entire series because they couldn't afford to pay him. Instead, he worked as a writer on the show.
* Walter Koenig doesn't talk like that either, and he can do a very accurate Russian accent. Roddenberry told him to "ham up" the accent as much as he could, and it was more or less played for comedy. Koenig and Yelchin both thought the v/w mispronunciation was more typical of Polish accents than Russian ones. But Koenig says his father had a difficulty with v/w, and he based the accent on this (of course hammed up to 11).
* Walter Koenig was once mistaken for a bellhop at a hotel, when wearing his Starfleet uniform during a public appearance.
* Walter Krueger, George Kenney, and John Shalikashvili (born in Germany, Canada, and Poland, respectively), all rose to be four-star Generals in the American army. Similarly, Hyman G. Rickover, born in
* Walter Lantz, a tiny penguin who's always cold, hungry, and determined to get what he wants.
* Walter Lantz, had already been written. After the studio reopened in 1950, they were the first new shorts to be put into production.
* Walter Lantz Productions short "Scrambled Eggs", Peterkin tries to shift blame for mixing up the birds' eggs. First he blames the squirrels, prompting the skeptical owl to intimidatingly ask "who?". Nervous, Peterkin changes his story to

blame the chipmunks, earning himself another "who?" from the owl. He can't come up with someone else to blame before the birds attack him, knowing quite well Peterkin's the perpetrator.
* Walter Lantz short "The Boogie Woogie Bugle Boy of Company B" (from the song of the same name) has a soldier assigned to play the bugle at dawn, a position he fears, as the other soldiers usually beat the bugle boy up for waking them. He remedies the situation by playing jazz on the horn.
* Walter Melon cuts her off before she can name whatever one she was thinking of.
* Walter Melon of Mr. Myogi claimed he watched Walter Melon and stopped him before he could kiss Daniel's girl). Simultaneously he wasn't the only one as his assistant Bitter Bug and his rival Sneero also displayed such ability, typically taking on the roles of needed sidekicks and villains respectively without anyone noticing.
* Walter Melon who are short two members and need all five to transform.
* Walter Moers and are sometimes adopted as pets and lap puppies... until they grow older and (often to their owners' surprise) begin walking on their hind legs, talking and displaying huge tempers.
* Walter Moers has a man (depicted literally wearing horns) doing a walk and wonders why he always has to leave when his wife's brother is visiting her. In a later scene he wonders why she's wearing sexy underwear for her brother, but not for him. Then he remembers that she has no brother - and still doesn't make the connection, only thinking "women are odd".
* Walter Moers has General Tictoc, the love of his life — a pimped-out Iron Maiden — and Rala, the main character's love interest.
* Walter Moers has refused to be photographed since the mid-'90s and communicates at most via email.
* Walter Moers, just to provide an example that as a prize-winning writer, he can write anything he wants.
* Walter Moers of his remaining slogans must stay in use... or all the money goes into the Invented Just To Annoy My Inheritors trust. The marketing department is forced to run each slogan above a foot-high disclaimer asking the reader to consider the mental state of its author.
* Walter Moers, one of the many obstacles the titular character has to face is a huge, discarded Bollogg head.
* Walter Moers. While he does combine flavours that probably shouldn't be mixed out of a belief that the more flavours in a meal the better, he's still considered a very good cook.
* Walter Mondale (D-MN): U.S. Vice President (1977–1981), U.S. Senator from Minnesota (1964–1976), Attorney General of Minnesota (1960–1964).
* WALTER: Most of his career took place on this decade. Near the end of 2018, he signed with WWE and from 2019 onwards performs in the NXT UK brand.
* Walter Peck firmly refuses to believe in ghosts even when his own actions cause the rampaging ghost menace in the first place (or maybe he had his denial blinders on). Plus the hundreds of eyewitnesses who have seen ghosts and seen the Ghostbusters at work. Peck's accusation that the Ghostbusters use gas to cause hallucinations is made without the slightest shred of evidence.
* "Walter Plinge" and "George Spelvin" (and feminized variations) are the fictitious actor names traditionally used in, respectively, British and American theatre cast lists when it is necessary for plot reasons to hide the fact that one actor is playing two roles, especially if they are the same person in-story as well. Of course, this means that theatre geeks may be clued in to the spoiler anyway.
* Walter Pyramid situated at the campus of Long Beach State University in Long Beach, California; essentially the West Coast equivalent of the Pyramid Arena, but smaller and used as a venue for college sports teams.
* Walter Raleigh is closely associated with a popular anecdote: he once
* Walter Ray Williams Jr. is a legendary champion in two sports. He's well known for being a great bowler, but he's also a champion horseshoe thrower. His nickname "Dead-Eye" comes from horseshoes, not bowling.

* Walter Scott: As described by Bailie Jarvie, in the eighteenth century Scottish Highlands, taking the law into one's own hands is commonplace. And the chieftain's will is the only law.
* Walter Scott several of the tropes that became stock parts of the Robin Hood legend. Still, any reader with even the tiniest familiarity with the genre must have seen it coming a mile away.
* Walter's own waffling on this trope causes no end of trouble for him.
* Walter steals hard-to-get equipment and chemicals from his high school to kick-start his meth-cooking operation. The fact that there's no sign of forced entry immediately tips off DEA agent Hank that it was an inside job.
* Walter to age while vampires cannot factors into his preference for the elderly.
* Walter. Up until his death throes, the only real characterization he has is "Supports Wanderer." When his death scene rolls around, it just serves to illustrate how caring and sensitive Wanderer is.
* Walter Veritas, a Syndicate unit, is based on game director Jason Slama.
* Walter "Wally" O'Pierce looks and acts like a 34-year-old. He is ten.
* Walter White, a chemistry teacher who turns to cooking meth when he's diagnosed with cancer. When the chemotherapy starts making his hair fall out, he shaves it off. The first words his son says in the face of the new look are "Badass, Dad." He's got an
* Walter White agonizes over whether or not to kill Krazy-8 in the first season, drawing up a literal "pros and cons" list.
* Walter White... complete with plastic Walter White mask. While certainly amusing, it does make it hard to tell how to categorize this example.
* Walter White is one of the best meth cooks on the planet. He's also a fairly clever schemer who can usually come out on top and is excellent at manipulating people, despite being generally unlikable on a personal level. It was these traits that led him to
* Walter, who has recently arrived in Bulgaria after witnessing the horrors of war at Leningrad, and is disturbed by the treatment of prisoners in the nearby concentration camp, but also believes himself incapable of doing anything about it. He opines to Ruth, "It took millions of years for humans to evolve from chimpanzees, yet the chimpanzees are better off than we are."
* Walter Zerlett-Olfenius and charged for his role in Herbert Selpin's death. In 1947, after a prolonged trial, Walter Zerlett-Olfenius was sentenced to five years in a heavy labor camp. Upon release, Olfenius discovered most of his assets were seized and he was permanently blacklisted from ever working in the industry. None of his former friends would speak on his behalf with the new film commission due to the lingering memory of Herbert Selpin hanging helplessly in his cell, strangled by his own suspenders. Walter Zerlett-Olfenius died in 1976, ostracized and unemployed.
* Walt Flanagan's Dog, Jay bursts into a string of threats when Randal calls him a "fucking junkie". Among other things, he threatens to "fucking tear off your sweaty sack and make you wear it like a fucking clown nose".
* Walt gets all the money his family could possibly need by the middle of the series, but keeps on cooking meth because of his
* Walt goes to a hardware store and notices a tweaker foolishly buying meth making equipment wholesale. He schools him on "different items, different stores" and buying the wrong kind of matches. The tweaker runs off in fear. This leads to the iconic "stay out of my territory" scene.
* Walthamstow Town Hall and the neighbouring Assembly Hall are London’s stock location for a large inter-war building due to the art deco exterior and surviving 1930s interiors. Notable appearances include many different fictional locations in
* Waltharius: Hagen urges Gunther to accept the hundred brooches offered by Walther as a compromise, because he had a dream the night before in which Gunther and he himself fought with a bear which bit Gunther's leg off and ripped an eye and several teeth out of Hagen's face. Later they fight with Walther, and Gunther loses a leg and Hagen an eye and six teeth.
* Waltharius: King Gunther demands of Walther to surrender to him both Hiltgunt and

the two chests of gold he brought with him from Hunland, arguing that, as the gold is taken from Attila's treasury, it rightfully belongs to him because of the tribute his father had formerly paid to Attila. Though Walther offers a compromise, which Hagen advises him to accept, Gunther refuses to settle for less and instead orders his champions to fight. His behavior draws much criticism from Hagen, who demonstratively renounces his right to a share of the spoils, and comments the unfolding desaster with a speech on the evils of avarice (v. 857-69).
* Waltharius, retelling Germanic heroic legend: When Hagen suggests to king Gunther/Gunnar to accept Walther's gift of 100 golden rings (instead of taking all his treasure), Gunther mocks him: "You are truly a son of your father Aldrian. He would talk a lot so he wouldn't have to fight." After Walther has killed the other eleven knights of the king, Gunther tries to make Hagen fight again. But Hagen says: "I am truly a son of my father Aldrian. He would talk a lot so he wouldn't have to fight."
* Waltharius: When the Frankish king Gunther orders his retainers to attack Walther for the sake of Walther's treasure chests, his retainer Hagen refuses to fight against his old friend Walther until after Walther has slain eleven Frankish champions, one of them being Hagen's own nephew Patavrid. When Gunther finally convinces Hagen to fight, and Walther accuses him of behaving dishonorably, Hagen replies that Walther himself ended their friendship by killing Patavrid, and that he is going to avenge his nephew. However, the facts that Hagen earlier told Gunther that he would not break his friendship to Walther for the sake of Patavrid alone, and that he remained passive while Walther killed five more Frankish champions after Patavrid, imply that this is an attempt at self-justification rather than objective truth. After fighting each other to a draw, Hagen and Walther reconcile and renew their friendship, without Hagen having avenged Patavrid.
* Walt himself starts as this, with his prime motivation being to provide enough for his family after his death. His
* Walt Longmire, Sheriff of Absaroka County, Wyoming, and the eponymous hero of
* Walton Simons is not invulnerable during the cutscene, so a well-timed and well-placed high-explosive shot from either the GEP or assault rifle will hit and kill him during his speech.
* Walton Simons is supposed to be the brawn to Bob's brains and the true physical challenge you have to overcome, which would've made Page's non-involvement more forgivable - after all, he's the mastermind, defeating him should be an ideological victory. Unfortunately, Simons, for all his bragging about wielding newer and improved version of augmentation technology, is a pushover. He has a powerful weapon, and he's accurate with it, but because of bugs he doesn't use his augs properly, meaning you can kill him with a single missile, and his AI is really dopey, so he behaves almost like a rank-and-file mook.
* Walt's cover for his disappearance is that he was wandering through the desert in a "fugue state." When he becomes unable to uphold that lie, he confesses to his psychiatrist that he made it up, and instead claims that he consciously chose to run away because he just got sick of his family (a better story than the truth, which is that he was kidnapped by a rival drug dealer).
* Walt Simonson anthology series, is set in the distant future, in "a stainless steel city of light" where a woman is telling her child a bedtime story about how evil was banished from the world by the great warrior Batman. Then she starts crying, and we learn that the brightly-lit, peaceful city is a dictatorship with tanks and soldiers on every street.
* Walt Simonson. Whether or not he's a better man than Englehart is up to you, but he was certainly a great creator in his own right.
* Walt's mother hid Michael's letters to him, and the revelation that Michael had been trying to get in contact helped Walt stop being angry.
* Walt, though the smartest of Mom's three sons, is still pretty dimwitted. He's also the nastiest of the three and often slaps his brothers when Mom can't do it.
* Walt twice uses the services of Lawson, an underground arms dealer. The first time he buys a basic revolver and the dealer tries to talk him out of the purchase due to how nervous Walt is. The dealer is a

* Walt Whitman, who attended the funeral of Abraham Lincoln, described his "painful reaction" to the sound of the rifle salute that took place at the deceased president's burial in one of his diaries.
* "Waltzing Matilda" is actually about a sheep poacher who commits suicide by drowning
* Waltz" provides Sisko's next major competitor: former Cardassian ruler (i.e., Dominion pawn) Gul Dukat, driven insane by the loss of both his conquest of the Alpha Quadrant and his daughter, Ziyal. And just to make it an even bigger ham sandwich, hallucinations of Kira, Weyoun, and Damar take turns screwing with what's left of his mind. If they hadn't been able to escape the uninhabited planet they were stranded on, they could've feasted on their own ham for the rest of their lives.
* "Waltz to the Death" to dance with him - at gunpoint - atop Gotham City's cathedral).
* Waltz with Bashir and dreams that one comes aboard, swims off with him, and takes his virginity.
* Waltz with Bashir. Furthermore, most of the movie's war scenes are this, with Israeli soldiers repeatedly shown opening fire indiscriminately on everything that moves (at one point panicking and killing an entire family in a car), the Lebanese Phalangists mutilating enemy corpses at their "slaughterhouse", and quite a few other more minor violations of international laws.
* Waltz with Bashir, making it all too real for both the protagonist and the audience.
* Waltz with Bashir, the director portrays his ex-girlfriend, who dumped him the same week he shipped out, as one of these. He has fantasies of her as a ghostly presence on the battlefield. In an interview, the director stated that his wife objected to how attractive he made her in the film.
* Waluigi, altough he prefers to sneak behind people's backs to obtain his prize. He even tried to steal a treasure chest from Wario.
* Waluigi has never actually said "Too bad, Waluigi time", that line comes from the
* Waluigi isn't very well-liked by the characters in-universe due to being a
* Waluigi is often given this interpretation due to part of his characterization showcasing him as a mischievous trickster who thrives in causing chaos, with these aspects simply being played up.
* Waluigi somehow survived his suicide attempt him to take part in Smash Bros.
* Waluigi's upset animations come across as especially childish and hilarious, making faces at the opposing team while they're celebrating, and later escalating to
* Waluigi was conceptualized and treated as nothing more than a partner in crime for Wario in spin-off titles where he would need a number two with him having no real personality beyond being an attention hungry cheat. If you were to go by fandom interpretation of him however, he would instead be a
* Waluigi, while not having any game to his name, only appearing in spinoffs, had a couple of great moments and stages to himself. In the
* Waluigi who's only acting crazy when he's around Mario and his friends.
* Waluigi, who was previously depicted as just the sidekick to Wario, unlocks
* Waluigi will throw hot soup back in his waiter's face... even if he likes the soup.
* Wambi the Jungle Boy: He had the distinction of being a young kid instead of a grown-up man. His jungle also looked more like an Indian jungle than an African one. No explanation was given about his origins or backstory. Like many Tarzan Boys, he had several animal friends and could communicate with them.
* wampa's cave and mistakes it for Santa when the group visits the North Pole. The monster tears Billy's face clean off in response to his entrance.
* Wanda and Doctor Strange status, but Stephen is a few steps above Wanda.
* Wanda and the Alien, Alien makes his and Wanda's shadows come to life.
* Wanda and Thor have this dynamic: they're old friends from their time with the Order of the Phoenix (Thor having been incarnated as James Potter), and since Wanda

is Harry's godmother and
* Wanda, a poor peasant girl under the thumb of an abusive father, becomes housekeeper for Miryem's family to
* Wanda, a transsexual woman with a crippling fear of sex-change surgery in
* Wanda bank robber, walk all over her. Wearing only dresses, wearing hats, driving the getaway car: she'll do what he tells her. When she comes back to the hotel room and finds her wallet in the trash can (Mr. Dennis had rifled through it and was preparing to leave) all she says is "How did that get there?" Most disturbing is when he slaps her across the face while she's chattering about going to get the hamburgers, and after a pause, she keeps chattering.
* Wandaba Style), have nothing to do, and thus gain weight from just sitting around. This is hinted at (before we see them completely) by their voices. (Note: averted in the English dub)
* Wandaba Style Kiku#8), but featured the girls saying something different each time.
* Wandaba Style starts off this way, with the girls staring in disbelief at future versions of themselves, then complaining to Ichirin about it, then blaming each other for them ending up in the predicament they're in. Ichirin takes advantage of this to flashback to shortly before the episode began, showing how the girls took advantage of a man-powered warp engine to get some exercise and ended up in the future by accident. The rest of the episode continues normally from there on.
* Wandaba Style, Susumu is in the middle of a slump, and without one of his experiments to liven things up, the girls have nothing to do and have gained a substantial amount of weight as a result. When they realize just how fat they've gotten, they're quick to lose most of the extra pounds.
* Wandaba Style Susumu's father tells his wife that she should say this to their son, since he surpassed them both. We don't find out whether she does or not, though.
* Wandaba Style: Susumu Tsukumo adamantly believes that the 1969 moon landing was fake, and is thus trying to get a rocket there himself (using environmentally safe methods).
* Wandaba Style. While there, they encourage him to follow his dreams, and even act as guinea pigs for toned down versions of experiments he'll run in the future, yet when they return to the present, nothing at all has changed.
* Wandaba Style (with his afro) until one of the girls asks her to put on some clothes. She responds that her skin is actually solar cells for her battery and she's just recharging. She mysteriously has clothes on before the end of the scene, though.
* Wanda defeat Agatha by casting her own runes on the walls of the Hex, rendering Agatha's magic inert.
* Wanda does one when her Hex Vision tackles White Vision off of her.
* Wanda Firebaugh, has had at least three Fates over the course of her life: Being popped into a doomed Side when everyone else except the Predictamancer was expecting a warlord, serving under the Hippiemancer Olive Branch, and obtaining an Arkentool. After that, she still has Fate, but it's a bit more blurred; she's supposed to be doing
* Wanda giggles, plays pranks and does cutesy things like boop Piderman on the nose and make an origami crane kiss Pumkin.
* Wanda herself is this in "A Bad Case Of Diary-Uh!", at the point of being an
* Wanda Holloway, asked her brother-in-law to hire a hitman, who was, in turn, asked to kill the mother of her kid's rival in a cheerleading competition.
* Wanda is another example, she has darker skin and hair than the previous two but still no indication. It's speculated she could be South or West asian.
* Wanda lists a number of Strange's - her former teacher - mildly irritating traits; specifically, that he's a fount of 'knowledge, enigmatic and irritating pronouncements, and pop-culture references.' Harry Dresden, her apprentice and boyfriend, who has been justly accused of all three, starts whistling innocently in the background. Wanda notices this and adds, "don't worry, it's charming on you, darling."

* Wanda Maximoff a.k.a. Scarlet Witch is one of the most powerful characters in the MCU. In
* Wanda Maximoff and Harry Dresden become a version of this, largely thanks to Strange's manipulations (preventing Dresden from being coerced into Mab's Dark Knight in the process). Wanda is an extremely
* Wanda Maximoff initially wears one, which billows dramatically during her first on-screen appearance - backlit by a
* Wanda Maximoff/Scarlet Witch's life seems to get worse in every film she appears.
* Wanda: Mr. Dennis finds an unlocked car and quickly hotwires it to start. Wanda, who gets in the passenger seat, then plucks the keys that were hanging off the sun visor and says "Why didn't you use these?"
* Wanda. She isn't particularly "pure" (in fact, she's rather snarky), but she's a very sympathetic character caught in a world in which far too many people (and supernatural entities) impose their own ideas of gender on her instead of accepting her for the awesome woman she is.
* Wanda starts to give this answer when Parson asks why she hadn't disclosed her stash of canned spells. Parson rejects the answer before she can finish it. Parson is sensible enough to make the oft-neglected point that, as her superior and battle planner, she has an obligation to
* Wanda Sykes, in her routine, claims that if Clarence Thomas had looked like
* Wanda Sykes, like so many other comedians, played a character named after herself on
* Wanda Sykes once called out the news for teasing recall notices during the evening news:
* Wanda the Wicked Warden): The main character checks into a mental health hospital. The nurses begin undressing her and start mocking her small breasts.
* WandaVision: Agatha Harkness lampshades it in the finale when Wanda is saved from White Vision's attempt on her life by her Hex recreation of Vision.
* WandaVision, all of them with snippets of the actors mugging endlessly.
* WandaVision: a magical superheroine accidentally traps an entire suburban town in a sitcom-based alternate dimension built from her own trauma and grief while the government attempts to intervene from outside.
* WandaVision and subversion of classic television tropes, it doesn't go well.
* WandaVision as the show is a deeply meta look at television, showcasing the new possibilities of TV shows for MCU.
* WandaVision: Beneath the campy sitcom shenanigans and superhero weirdness, the show is fundamentally about how loneliness, depression and unresolved grief can lead to reckless, dangerous and self-destructive behaviour.
* WandaVision can make even the show's most heartwarming moments seem disturbing rather than uplifting.
* WandaVision: Darcy, Jimmy Woo, and the agents of S.W.O.R.D. take on this role when watching the titular sitcom in the fourth episode, asking some of the same questions the real-life audience asked (if Vision is alive, the significance of hexagons, why a sitcom, etc.). Though Darcy and Jimmy become the most emotionally invested in the series as it progresses.
* WandaVision days as a fugitive to paint her as an unambiguous villain so he can justify killing her and cover up his revival of Vision in violation of the law. Wanda digs things deeper for herself when she suffers a breakdown and accidentally creates a pocket reality encompassing the town of Westview where everyone is forced to act out roles in her sitcom fantasies.
* WandaVision: Episode 7 reveals that Agnes, really Agatha Harkness, was manipulating Wanda from the very beginning and setting up a number of conflicts across the series. She sings about this at length in "Agatha All Along."
* WandaVision, has Tommy and Billy frequently make aside comments to the audience.
* WandaVision. He opens the door, picks her up, and resumes carrying her like nothing happened.
* WandaVision in an ad for Nexus. Side effects of using Nexus include "feeling your feelings, confronting your truth, seizing your destiny, and possibly more

depression."
* WandaVision, in the segments set in the 50s, has several references to the Cold War, such as Vision accusing a co-worker of being a communist (in jest, a hint that's something wrong since that would be a serious accusation in the actual 50s), and mr. Hart immediately gets suspicious when he learns that Wanda is eastern-european.
* WandaVision: Jimmy Woo tries to bluff SWORD Director Hayward that he's already called FBI headquarters in to arrest him, then swipes a cell phone he can use to actually do it. The FBI arrives too late to do anything about the plot of the series, but do get to cart Hayward off in handcuffs.
* WandaVision) misogynistic as hell, to match the decades they're supposedly from.
* WandaVision: Parodied when Wanda finds her kids giving a stray dog a bath in the kitchen sink.
* WandaVision plays such a character while acting as Wanda's friend and neighbor. Eventually, Vision becomes savvy enough to predict her appearance.
* WandaVision Protagonist, but she definitely fits. Regardless of how sympathetic her motives are, the fact is that she trapped hundreds of people inside the bubble and controlled their minds (even if the initial creation was an accident), gaslit Vision when he started to get suspicious and turned violent with anyone who even slightly challenged her comfort-reality.
* WandaVision rating, and all episodes after that have TV-14 ratings with varying language/violence content descriptors (except for the finale, which has a plain TV-14 rating).
* WandaVision shares his uncle's speed but is even more fragile, even his brother Billy can subdue him by holding out his hand at the right moment and telekinetically stopping him in his tracks.
* WandaVision! She's absolutely awful, having steadily insinuated herself into Wanda's life while causing her more and more pain, all to get at Wanda's power... but she is great fun to watch.
* WandaVision: SWORD Director Tyler Hayward is illegally experimenting on Vision with the intent of reviving him against his will and in violation of the Sokovia Accords, and intends to frame Wanda Maximoff for his crimes.
* WandaVision S.W.O.R.D. tries sending an agent into Westview through the sewers, wearing a hazmat suit and trailing a tether. Crossing the Hex causes his suit to turn into a beekeeper's suit and the tether to detach and get reeled back as a kid's jumprope.
* Wandavision takes place roughly three to four weeks after Endgame, placing it roughly in early November.
* WandaVision: The finale sees Wanda Maximoff taking on Agatha Harkness (who wants to take her magic for herself) and SWORD agents led by Tyler Hayward (who wants to kill her to cover up his illegal resurrection of Vision).
* WandaVision: The Hex border around Westview is almost invisible during the day, with the only sign of its presence being when anyone tries to go near it. At night, it appears light blue. After Wanda strengthens the Hex barrier midway through the show, the whole thing becomes visible at all times and glows an ominous red when viewed from the outside.
* WandaVision: The lynchpin of the plot is that Vision has been resurrected somehow, and he and Wanda have been able to get married and continue their relationship in a sitcom setting.
* WandaVision themselves, whereas Jimmy Woo and Darcy Lewis are much more serious looking in on Wanda's artificial sitcom setting for herself.
* WandaVision, the shape of the area around Westview is hexagonal, as well as the individual parts of the forcefield wall that Wanda puts up around the town. Dr. Darcy Lewis, called in by S.W.O.R.D. to investigate the phenomenon, calls it "The Hex," a name that turns out to have a double meaning.
* WandaVision. The twins are infants at the start of Episode 5, but quickly age themselves up to become five-year-olds, and later turn ten so they can adopt a puppy. Later in the episode they are about to do it again before their mother stops them.

* WandaVision", Vision, an android pretending to be a human, accidentally swallows some chewing gum and it clogs his internal machinery. As a result, his behavior swerves from prim and proper to extremely cocky and inebriated.
* WandaVision, Vision bought property in Westview that he intended for himself and Wanda to live in. On the property deed, he drew a heart over the lot where the house would be built, with a simple message: "To grow old in - V.". It is seeing this that prompts Wanda to break down and in an outburst of grief, transform Westview into one giant sitcom reality.
* WandaVision walking Wanda through a series of flashbacks in an effort to work out how she managed to create the Hex.
* WandaVision. Wanda may be phenomenally powerful, but she's had no formal training in spellcraft, meaning she can be outclassed by someone less powerful but more refined in their magic.
* WandaVision, Wanda picks up a bottle of almond milk from the fridge, which suddenly transforms into a carton of whole milk with an old black-and-white picture of a missing child on it.
* WandaVision Wanda snaps, and creates a sitcom reality encompassing the whole of Westview.
* WandaVision: Westview, New Jersey is represented by various locations in both Atlanta and Los Angeles.
* WandaVision: When Wanda begins to panic, her powers reach out on their own and begin hurting the people who caused her distress, even though she doesn't intend it. In the sitcom reality of the Hex, this results in characters who go off-script getting violently punished while Wanda is confused about why it is happening.
* WandaVision", where Wanda goes through the usual Hollywood bag of tricks to hide her telltale belly, including long, loose-fitting clothes and unseasonable coats.
* WandaVision"), which is run by the tyrannical Dottie, her next-door neighbor Agnes quietly mutters how anyone can get through the meeting sober, while holding a drink.
* WandaVision, which was transformed into a traveling circus. One of the performers mistakes Vision for one of their clowns, due to his bright red skin and green and yellow outfit.
* Wandavision, with the style of couch updating with each "decade" Westview goes through.
* Wanda was made for $100,000 with a crew of 4 including director and lead actor Barbara Loden (the DP also edited the film). Apart from Loden and co-lead Michael Higgins (whose costumes were borrowed from Loden's husband's personal wardrobe) all the actors were amateurs.
* wanded magic, Harry Dresden states that the latter falls into this trope. While wandless magic has all kinds of great perks, like greater longevity and magical senses, and is incredibly flexible (every practitioner has their own strengths and can do all kinds of things with their area of expertise), it also takes longer to learn, partially because that same flexibility also makes it harder to standardize. Meanwhile, a wanded mage can become incredibly proficient in just a decade or two of study, and its standardization means that a wizard doesn't have to make things up, say, in the middle of a fight.
* wander around naked to put off Skills. But Skills counters by starting to wander around naked himself. Millicent finds herself caught in the middle of their "Naked Standoff" and tells them to put their pants back on constantly, but they ignore her. Although Skills does get miffed when she pokes fun of his size
* Wander by how far she’s willing to go at times, and it’s outright stated that a part of the reason she decided to save him was that she hoped he could teach her to be around people again.
* Wanderers of Sorceria fantasies during her stay in Jin (having been made a general there).
* Wander himself also has a very nice pair of navy-and-black shoes that he wears on his travels.
* Wanderhome, bugs serve as the pets, livestock, and wild creatures of Hæth, so they are accordingly large. Unlike most depiction of giant bugs, they are

supposed to be less creepy and more cuddly.
* Wanderhome dictates campaign play through "the great arc of the year," which is divided into five seasons of two months each, with a holiday concluding each season. For example, the recommended starting season is Leap, the setting's corresponding season to late winter and early spring. Leap's two months are Tillsoil and Monsoon, and the season ends with the Sun Parade. Meanwhile, each year is given its own name, with the starting year being "The Year of the Waterlily," and subsequent year names being up to the players.
* Wanderhome: Hæth is a world full of spirits and gods, with the aftermath of a war looming over the land. At the same time, the text predisposes players to problems that are interpersonal and local such as "conflict between expectations and demand" in a village workshop. Even if the characters do end up encountering any major gods or conquerers, any epic-level adventures exist outside the game's scope.
* Wanderhome keeps its focus away from the high-concept heroes of other fantasy stories, focusing instead on the day-to-day life of villagers. All of the playbooks revolve around more-grounded vocations; the only significant difference between the player characters and the NPCs is that the PCs are wanderers.
* Wanderhome, the local fauna consist of insects and other arthropods. The playbooks paint this dynamic, as a Moth-Tender can be a pigeon carrying for carrier moths, or a Shepherd can be a ram herding chubby bumblebees.
* Wandering Albatross has to settle for a mere 3.7 metres (12 feet) at the most.
* Wandering around a supermarket wearing a suit could often lead to being mistaken for the store
* Wandering Djinn, has the ability to disguise himself in a myriad of human forms, knows a lot of different folklore creatures because he's met a lot of them, and has the creepy appearance of skin that's so dark blue it borders on black, golden cat eyes, and instead of hair a scalp covered with flame. If he wasn't such a goofball, he might be frightening.
* Wandering Hamster has a whole army of knights clad head-to-toe in armour, including helmets that at most leave their eyes visible as tiny lights.
* Wandering Hamster. Killing it doesn't seem to affect the snake in any way.
* Wandering Island vols. 1 and 2 by Kenji Tsuruta. Volume 2 in particular.
* Wandering Jew: according to the story, one man who taunted Jesus during the crucifixion was cursed to walk the Earth until the second coming. Since that hasn't happened yet, presumbably he must still be out there.
* Wandering Jew from the Christian perspective: If the Wandering Jew truly is immortal, then no matter what good deeds he does to atone for his sinful act, he can never go to Heaven, since one must die in order to enter the afterlife.
* Wandering Moon: A serious one between Wasteland time and Equestrian time. Sometimes a few days in the Wasteland equals a week or a year in Equestria or in more extreme cases, a single day in the Wastes can be equal to several hundred years of Equestrian time. It really just moves at the speed of plot.
* Wandering of a Sword Hero: Shirou assumes the other three heroes are Magi like him or at least something equivalent, not knowing they were all ordinary young men before getting summoned.
* Wandering Pilot of something, "taught" is mistaken for "taut", and other similar errors abound in the story. Actual spelling issues are relatively rare, though.
* Wandering Son acts this way toward Shuuichi, however they aren't dating and Shu doesn't even have romantic feelings toward Saori.
* Wandering Son) and even gains a girlfriend halfway through the manga.
* Wandering Son and found boys to be too rambunctious but girls to be too snobby. Afterwards she makes a small group of friends, however she proceeds to more-or-less ruin all but one of said friendships within three years of creating them. By the end of middle school they're close again but due to going to separate high schools she loses track of most of them besides Takatsuki.
* Wandering Son, and Oka to a more mild extent. They both bully Nitori for being feminine.
* Wandering Son and when she's having friendship issues her first thought is to

destroy her two-year friendship and ignore that person.
* Wandering Son anime changes the story from the mid-to-late 2000s to the early 2010s. It's not that noticeable besides cellphones being more common and some technology changes. For example, Nitori and Mako recording their voices using a tapeplayer is changed to them recording their voices on their cellphones.
* Wandering Son anime ends just when Nitori's voice is starting to break and before the puberty related drama really hit. The ending is comparatively much happier than the manga counterpart, as Nitori seems fine with her voice changing while in the manga she reacts with a blank expression.
* Wandering Son anime, the protagonist has a crush on Takatsuki which gets mentioned all the time. In the manga the crush is brief; Nitori doesn't like when people refer to it and it's not mentioned much afterwards. In the anime, their characterization and scenes are warped to make the crush appear to continue long after it ended in the manga.
* Wandering Son as a classmate of Maho that she has a crush on. He has a crush on her little sibling at first but eventually, they begin dating. By high school, though, he's pretty much "Maho's boyfriend" when before he had some chemistry with Nitori at least.
* Wandering Son being mainly set in late elementary and middle school has quite a sum of this:
* Wandering Son believes she has a crush on her best friend and confesses to him. Takatsuki rejects Nitori but their friendship doesn't falter, Nitori moves on, and she begins dating Anna instead. Cut to high school and after years of not seeing each other Takatsuki s attracted to Nitori. Nitori rejects Takatsuki and stay with Anna.
* Wandering Son both have crushes on the same teacher in middle school, though neither knows of the other's crush. Maho, the protagonist's older sister, is implied to have fallen for the same teacher when she was a freshman. There's also a background character who has a habit of flirting with one of the teachers.
* Wandering Son boys, as she gushes when she dresses up Takatsuki for a fashion show).
* Wandering Son, but by volume two shows they've been friends for years.
* Wandering Son but matures over the course of the series and becomes more confident in herself.
* Wandering Son caused the black-haired characters to be given black eyes. It's presumably stylized dark brown. In the anime, Takatsuki is given gold eyes while Saori has her original brown.
* Wandering Son chapters, especially when the characters have begun high school. The protagonist in particular is prone to scenes that cut to a bathroom after they've interacted with their girlfriend.
* Wandering Son chapters it's shown Nitori can bake quite well, though she's never shown cooking anything else.
* Wandering Son: Chizuru Sarashina is a wacky and eccentric girl who does what she wants to, even going against her school's clothing rules (she wore a bikini instead of the school swimsuit once, sometimes wears a tie instead of a ribbon, and wears the boy's uniform occasionally).
* Wandering Son: Falling for Shii as a preteen helped Yuki realize that she liked boys and that she wanted to be a woman when she grew up.
* Wandering Son falls for Shuuichi Nitori despite Shu's older sister Maho liking him, and Shu not returning the feelings. After a while, Riku falls for Maho properly and they begin dating.
* Wandering Son gets mistaken for this by her boyfriend when he walks in on her being a bit too touchy with Takatsuki, who at the time was a fifth grader.
* Wandering Son had always shown attraction to Saori but it wasn't until after he begged her to go on a date with him that she agreed to date him. Saori isn't the best of girlfriends but there isn't much to say that she doesn't love him back.
* Wandering Son had one where Nitori and Takatsuki hang out with Yuki and her boyfriend.
* Wandering Son has Chizuru, a middle school girl who likes blurring rules and

gender roles due to commonly wearing the boys uniform to school. She goes to an all-girls high school and it's unknown if she drops the habit. Chizuru strictly crossdresses at school as she's never shown wearing anything too androgynous outside of it.
* Wandering Son has quite the reaction when she starts getting pimples, however part of it is because she doesn't want to enter puberty.
* Wandering Son: If you look at colored manga pages, and often the anime uses this motif. You'll notice it's not uncommon for male characters to wear blue and females pink. Considering the series is themed around gender, it makes sense.
* Wandering Son is a major fan of the model Maiko. She eventually began working at the same modeling agency as her. They're later shown to have become friends.
* Wandering Son is a manga heavily themed around gender and gender roles this pops up:
* Wandering Son is a more levelheaded version of this. When Riku, Maho's boyfriend, comes over for Christmas, he gets nervous. When Maho was a little younger and in middle school, he made her little sister tag along on their date.
* Wandering Son is a transgender boy or simply a cisgender yet not exactly gender-conforming girl is up in the air. Shimura said it's up to the fans' interpretation. (Nitori remains a trans girl, however.)
* Wandering Son isn't technically a "spare" since she is dating someone, however her boyfriend is treated rather like a disposable fling.
* Wandering Son is only around 10 at the start of the story but is remarkably mature for her age, even compared to the other characters.
* Wandering Son is only available on Crunchyroll, and not only has no dub but also no physical release.
* Wandering Son It's also worth noting that Takatsuki is the only boy Nitori likes - she's otherwise interested in girls and most other boys bully her.
* Wandering Son. It's never quite said whether Nitori herself had feelings for Riku, but she later gets a girlfriend.
* Wandering Son. Makoto considered dropping out of school during this arc but didn't.
* Wandering Son. Momo in particular is very clingy to Chi and seems to think of little other than her friend.
* Wandering Son much but it still gained a lot more notability within anime communities.
* Wandering Son, Nitori Sr. wonders if Grandma was really so wrong about them.
* Wandering Son, or, what the heck, both. From the looks of it, it was probably a period stain; she also mutters something about whether had mom had "any", implying tampons or pads. Though she did act a bit too suspicious and embarrassed.
* Wandering Son plays several characters' affections as this, both minor and major. The most apparent is Mako and every boy she's ever liked, along with Saori having unrequited feelings for Nitori.
* Wandering Son revolves around Nitori writing what essentially is a novel version of the series.
* Wandering Son's last two episodes were shortened and mashed together for the TV release. The DVD release has the original versions.
* Wandering Son. That meant skipping important parts, scrapping the field trip, compressing scenes together, and removing most of the comedy.
* Wandering Son the middle schooler Nitori was voiced by a fourteen-year-old boy. The issue is his voice had already begun to deepen, however it's a plot point that Nitori's voice is prepubescent until the very end of the anime.
* Wandering Son. The transgender protagonist writes a gender-bender play about everyone in the world switching sexes one day. The main characters of the play are avatars for herself and her best friend.
* Wandering Son though, but it only appears a few times in the series.
* Wandering Son, though neither Shi nor Yuki knew that (though Yuki seemed to have guessed).
* Wandering Son, though only eleven episodes were broadcast on television with one unreleased episode being added onto the Blu-Ray.

* Wandering Son (transgender female main character, transgender male main character)
* Wandering Son when Nitori's new teacher crashes into Maho due to being late for school. The crash ends up making Maho not go to her first day of her new school; she went back home for the day.
* Wandering Son: When Riku dresses up as a maid for a school festival, he's noted to be attractive. Fumika crossdresses to attract the attention of a girl she likes, who likes feminine boys and is attracted to the transgender protagonist, and likes to flaunt his cuteness around.
* Wandering Son when they start going out as a girl and a boy respectively. They decide to go with the girl's room since Takatsuki is young enough to pass as a tomboy.
* Wandering Son where in the manga, in a volume that came out in 2006, two characters record their voice using a tape recorder. Cut to the 2011 anime adaptation and the scene is changed to them using their cellphones instead. The series lasts from elementary to high school, so the slow change in tech is a bit more realistic compared to other examples.
* Wandering Star. Cassie quotes Madison in describing what it's like to be psychic: "It's like being locked alone in a room. Next door they begin to kill someone. You can hear everything. The screams. The sobs. The pleading. And you can't do a thing. All you can do is listen."
* Wandering Star needed Earth to fight the Bono Kiro because of that unique reputation. Throughout the story, Cassie encounters prejudice from aliens who see all humans as an uncivilized, backward, warlike species.
* Wandering Star's systems and run the ship in a far more efficient manner than when operated manually. She spends the majority of the series this way, within the ship, and communicates with the rest of the crew through the intercom.
* Wandering Wenda), and every episode's title. The result is probably the most alliteration you'll ever hear in the span of 8 minutes.
* Wandering Wenda: "The Disco Dragon of Detroit" has a "HERE BE DRAGONS" sign which Wenda opens (thinking it a decoy) to find an actual dragon behind it. The Duchess of Disco emerges from the "HERE BE DRESSING ROOMS" door beside it after asking if they opened the dragon door.
* Wandering Witch: The Journey of Elaina is like this. Both have stated that they love her, while she has shown no romantic interest in either. At most she'll give a bemused or slightly disturbed reaction to their individual advances, but largely she tries to brush them aside or ignore them. Saya and Amnesia, meanwhile, don't get along very well due to their respective attractions to the eponymous wandering witch.
* Wander is a guy that is always there to cheer and help everybody that he comes across, but in season 2's "The Wanders" we find out that he does this because he knows what it's like to be afraid, sad and hopeless himself.
* Wanderjahr" or year abroad between finishing school and the rest of their lives. They were supposed to soak up culture, usually in Italy or Greece. The "Gap Year" is the closest modern equivalent.
* Wanderland had initially scrapped plans for a release in her home country when the single “Young, Fresh, ‘n New” failed to chart and doubted the album’s commercial potential.
* Wander over Foster's AU One-Shot and only Bloo realizes that he isn't.
* Wander over Foster's AU One-Shot. At Foster's, imaginary friend's pasts aren't often dwelled on. It's considered rude to question someone on why they're at Foster's.
* Wander over Foster's AU One-Shot. Being away from Sylvia takes a toll on the Wander, but he doesn't completely break from sorrow. He instead becomes friends with others at Foster's.
* Wander over Foster's AU One-Shot): Bloo's "investor disguise" consists of his typical enormous coat and sunglasses.
* Wander over Foster's AU One-Shot, Bloo thinks that Wander is an alien spy sent to Foster's in order take back information to alien invaders. While Wander is an

alien, he isn't a spy. He had an accident and became stuck on Earth without a way back to his friend Sylvia.
* Wander over Foster's AU One-Shot. Bloo thinks that Wander is an alien spy sent to teach his invader comrades about Earth, but he isn't. Wander is just a benevolent alien who is stuck on Earth.
* Wander over Foster's AU One-Shot): This is Wander's reply to Frankie's concern over him. He has enough injuries to be covered in bandages, but he says it's "just a scratch".
* Wander over Foster's AU One-Shot): Wander and Wilt's similarly polite natures make them easy friends.
* Wander over Foster's AU One-Shot. Wander is an alien, but no one but Bloo believes him. They just think he's an abandoned imaginary friend who thinks he's an alien.
* Wander over Yonder a few times. For example, when Lord Hater gets hit with his own giant bottle-like laser in "The Birthday Boy", it has no fatal effects and he is left charred and burnt, with his jaw hanging loose.
* Wander over Yonder aliens and eyeball-for-a-head aliens somehow eating and speaking.
* Wander over Yonder, a living skeleton who can shoot lightning and punch someone with enough force to send through a planet, wears high-tops, hidden by that black-and-red cloak he wears. They're even lampshaded by Wander on at least one encounter.
* Wander over Yonder, and it livens the genre up with threatening and booming drumbeats during more intense moments.
* Wander over Yonder, and Lord Hater has a variant with sickly green sockets.
* Wander over Yonder and Lord Hater's singleminded obsession with destroying him, causing dozens of other villains to come out of the woodwork to compete for power.
* Wander over Yonder, an evil queen invites villains from across the cosmos in hopes of finding potential heir for her space armada. However, when Lord Hater triumphs over the competition she grabs him and reveals that she really just wanted a new host as her current body was wearing out. Interference from Wander leaves her spirit trapped in a sandwich. In the second season, we see that the spirit renamed itself to "Sourdough the Evil Sandwich" and is trying to conquer the universe like Hater is.
* Wander over Yonder are adorned in these colors as well as a bit of yellow.
* Wander over Yonder are small enough for buildings, mountains, and other features around that size area to be visible from space.
* Wander over Yonder as a buddy, despite the fact he's clear to be the villain. His partner Sylvia is well-aware, and constantly tries to show the truth.
* Wander over Yonder, but a small and passionate part of the fandom continues to fight on.
* Wander over Yonder by showing the planet the episode takes place on at the beginning, before zooming in to the action.
* Wander over Yonder can party as hard as he can. While he's taking it deadly seriously, Wander treats it like the most fun ever, and easily wins both the contest and the adoration of the crowd.
* Wander over Yonder confront a monster called the Troll, who feeds off of negativity. He constantly insults and taunts Prince Cashmere's goat army, and he gets bigger and stronger every time he gets a rise out of them. How do the heroes defeat him? By ignoring him. Once they stop reacting to the Troll's jeers, the Troll loses his power and shrinks into nothing.
* Wander over Yonder does this on Lord Hater's ship in the episode "The Prisoner".
* Wander over Yonder ends with things returning to normal after Lord Dominator's defeat; Wander and Sylvia set off to explore the rejuvenated galaxy while Lord Hater renews his vow to conquer it.
* Wander over Yonder episode had a fast-paced, high-energy song "Your Happy Birthday Song," Wander performed for Lord Hater.
* Wander over Yonder episodes "The Gift" and "The Gift 2: The Giftening" tell the same story, the former being told from Wander and Sylvia's perspective, the latter

from Lord Hater and Commander Peepers. Funnily enough, "The Gift 2" was broadcast before "The Gift".
* Wander over Yonder episode "The Bad Neighbors" essentially had Emperor Awesome be Lord Hater's variant of this trope while retreating on a planet known as "Suburbion 5" complete with a laugh track every line.
* Wander over Yonder episode "The Bad Neighbors", Lord Hater and Commander Peepers are hiding out in a suburban cul-de-sac while plotting how to stop Lord Dominator's rampage across the galaxy, and Peepers accuses his boss of getting side-tracked by a rivalry with Emperor Awesome (who just so happens to be living across the way from them).
* Wander over Yonder episode "The Bad Neighbors", Lord Hater and Emperor Awesome are living next door to each other while hiding from Lord Dominator. Awesome plays his music too loud, so Hater blasts his stereo even louder. The two keep turning the volume even more, until Awesome turns his speakers up to infinity, causing Hater's speakers to explode.
* Wander over Yonder episode "The Cool Guy", Lord Hater relishes the chance to hang out with Emperor Awesome, but when Awesome starts picking on Commander Peepers, Hater eventually decides he's had enough and rushes to the Commander's defense, shouting "NO ONE PICKS ON PEEPERS BUT ME!!"
* Wander over Yonder episode "The Date", when Lord Hater becomes angry enough to blow up a planet after being stood up on a dinner date, Sylvia must act as a substitute date to calm his temper. She passes herself off as a woman named "Linguini von Breadstick", based on foods the waiters just happen to be bringing by.
* Wander over Yonder episode "The Fancy Party", Lord Hater attempts to impress a wealthy socialite to inherit her fortune before she dies. He succeeds, only for it to turn out that she's actually the host of a demonic entity that claims a new host every millennium and wants to make Hater its newest host. It transfers to Hater, who starts choking on it, but Wander gives him the Heimlich maneuver and transfers the entity to a sandwich, where it remains for the rest of the series.
* Wander over Yonder episode "The Fugitives", Sylvia points out a garbage barge will be leaving the planet she and Wander are on in "precisely three minutes." Exactly three minutes after she says that, she and Wander are tossed onto the barge as it is leaving.
* Wander over Yonder episode, "The Little Guy", Wander, Sylvia and Wesley do this to hide from Lord Hater, with Wesley on top, Wander in the middle, and Sylvia on the bottom.
* Wander over Yonder episode "The Party Poopers" was filled with as many subtle references to toilet humor as the censors would allow. One of these references was a picture of the astrological symbol of Uranus appearing on a wall alongside pictures of euphemisms for butt-related stuff.
* Wander over Yonder episode "The Sky Guy", Wander discovers a tiny planet full of miniature people in a wizard's shop, and accidentally inspires them to start worshiping him.
* Wander over Yonder episode, Wander and Sylvia have one that says "Wanted: For making Lord Hater look totally stupid!!! And other punishable-by-death type stuff."
* Wander over Yonder features this trope heavily in "The Axe." It is seen most notably when Hater tells Commander Peepers that they've been through a lot together. Peepers agrees and just a moment passes before Lord Hater asks him to keep the pictures but crop himself out of them. The ending subverts the trope. Having realized how much he needs Commander Peepers and given him the best apology he could muster, Lord Hater commissions a statue of Commander Peepers and places it right next to his own on their latest conquered planet.
* Wander over Yonder feels the need to help out aliens he meets on all the planets he and Sylvia visit. This turns out to cause trouble in a few episodes:
* Wander over Yonder for their actions for things to finally start settling down.
* Wander over Yonder get fired by his boss, Lord Hater. Without Peepers to help manage his army, Hater's planets are easily reconquered by Sourdough the Evil Sandwich. It is only when Hater rehires Peepers that everything goes back to the

way it was before.
* Wander over Yonder had the Robomechabotatron; which Wander, Sylvia, Lord Hater and Commander Peepers had to work together to operate to try to take down Lord Dominator (whose spaceship could also transform into one). It went about as well as you expect...
* Wander over Yonder, hamminess can be found everywhere in this galaxy.
* Wander over Yonder has a large number of episodes where either Wander and Sylvia or Hater and Peepers do not appear. These episodes are usually either about Hater and Peepers doing something on their ship or Wander and Sylvia on an adventure irrelevant to Hater.
* Wander over Yonder has a thing for crawling onto the ceiling and dripping metal-corroding acid. None ever actually hits Wander or Sylvia, but they do get many close calls.
* Wander over Yonder has special stingers every episode which consist of an animatic showing a scene that didn't make it into the finished episode, either an extended version of a specific scene or a completely original scene.
* Wander over Yonder, he is later shown to be rather lackluster at anything that doesn't involve villainy. After his second appearance, he ends up giving up on villainy and tries his hand at a number of odd jobs. However, everyone (besides Wander) still fears him.
* Wander over Yonder in an episode entitled "The Cartoon" The Watchdogs explicitly stated that they didn't include Hater's fight with Awesome in the cartoon they made because their budget was used up on the fight scene with them in it.
* Wander over Yonder, including misplaced cels and clumsily reused animation cycles.
* Wander over Yonder, including the main duo, Wander and Sylvia, who only wear accessories that don't really cover anything. Lord Hater, Commander Peepers, and the watchdogs are far more modest though.
* Wander over Yonder: In "The Prisoner", Wander starts a food fight in Lord Hater's ship's food court. However, after he yells "Food fight!", he remains perfectly still while the other Watchdogs continue the fight.
* Wander over Yonder in this episode, and when Sylvia pays there's one that reads "The Overpriced Lunch".
* Wander over Yonder introduces in Season 1 Janet, a sentient planet, and in Season 2, Lord Dominator, who wants to destroy every single planet in the galaxy for fun. By the season finale, only one planet remained, and it isn't Janet. However, while one of the people who worked on the show implied that she died, another one said that she and her moon were actually away on their honeymoon.
* Wander over Yonder inverts this in "The Tourist"; the pair meets Trudi Traveler, who is more well-traveled in the universe than Wander, and awakens in the fuzzy alien a competitive urge to see the most of the universe. Once Wander realizes that the competition is taking the joy out of the travel, he gives up. And we discover that Trudi is one of several dozen little old Trudi Traveler aliens who only beat Wander because they cheated, and he never knew.
* Wander over Yonder is nicknamed 'The Time Bomb' in the episode of the same name due to her competitiveness and "explosive" temper costing her the race all the previous times she's entered the Galactic Conjunction 6000.
* Wander over Yonder. It quickly becomes apparent that he doesn't want to be "it" either and is willing to full-on battle Lord Hater to prevent it from happening.
* Wander over Yonder. Lesser villains, such as Lord Hater and Emperor Awesome, are not above destroying a few planets for fun or to make a point, but they want to keep the galaxy intact so they'll have something to conquer.
* Wander over Yonder: Lord Dominator, as such she's described by the series creator as a better hater than Lord Hater.
* Wander over Yonder, Lord Hater's skull-shaped spaceship is barely bigger than a two-storey house on the outside, yet it contains his entire army, a dungeon, a mall, and lots of other rooms.
* Wander over Yonder named Baby Cakes while she brainwashes people who watch her cute videos into giving her their money.

* Wander over Yonder. Once the wish ends, Wander resumes right where he left off: "—'cause a silly photo shows you're havin' fun."
* Wander over Yonder on the sun that threw off his astrological chart.
* Wander over Yonder. See "The Egg", "The Pet", and "The Day" for examples.
* Wander over Yonder shooting at the protagonists and yelling at them to stop singing. The cold tag depicts her singing the song intermittently as she goes about her day.
* Wander over Yonder shorts airing between the first and second seasons, Lord Hater has finally captured Wander and has him shackled while he plans to broadcast his execution live. However, Wander is able to slip out easily, which annoys Hater to no end.
* Wander over Yonder so she can have Wander to herself. She later falls in love with her moon, who has a mustache and a French accent.
* Wander over Yonder's sadism home by having her plan (and very nearly execute onscreen) a horrific death for Sylvia: namely impaling her with the massive drill she uses to destroy planets.
* Wander over Yonder: Sylvia does one in "The Stray" when she sees Wander's not with her.
* Wander over Yonder tends to be a nice furry orange creature, and generally doesn't set out for taking antagonists down in return for a perceived slight — but a lot of his antics come out this way anyway. However, in "The Waste of Time", he's revealed to know exactly what he's doing, because he's been practicing for thousands of years.
* Wander over Yonder that, due to resisting the temptation to open the box, drove Wander insane. She makes the aliens put some junk in the box, which Wander is satisfied with.
* Wander over Yonder that he's not faking his friendship and kindness — he's just naturally kind and friendly to virtually everyone, even his enemies.
* Wander over Yonder that this reduces the planet to a barren wasteland.
* Wander over Yonder: The clerk at the gas station convenience store in "The Nice Guy" is a snarky teenager who does his best to ignore Wander's goofy antics trying to get Sylvia a drink.
* Wander over Yonder The episode "The Family Reunion" has her visiting home where her mother reprimands her for swearing, making it clear that terms like "grop" and "narfin' froods" are indeed curse words in this universe.
* Wander over Yonder, "The Gift", a gift (which Wander was in it) bounces on Sylvia's stomach.
* Wander over Yonder: "The Little Guy" shows just how empty someone's life is when they buy into hateful propaganda, especially if they aren't a hateful person. Wesley is constantly abused by his fellow Watchdogs, for example by being the victim of physical assault, being forced into the back of an audience he can't see over, and getting left behind by Lord Hater's ship when tracking Wander. After finding Wander, Wesley is so paranoid thanks to Hater's demonization of Wander that he ends up unable to appreciate their genuine kindness, nearly attacking Wander and Sylvia when they cook a meal to share and only taking a chance when he realizes just how hungry he's gotten. Only after spending some time learning that Wander and Sylvia aren't at all like Hater's propaganda made them out to be does Wesley find genuine happiness and something he can believe in, ultimately staging their capture and faking his own death to free them so he can go his own way and follow Wander's example in kindness.
* Wander over Yonder the slightly racier punchline "Blaster? I hardly know her!"):
* Wander over Yonder: The titular character suffers stress from being prevented from helping, or from his curiosity being denied but doing so actually clears it up. The stress takes the form of his eyes changing color, pupils changing size, his fur getting frizzy and brittle, and patches appearing on his hat.
* Wander over Yonder (the voice of Emperor Awesome) did the show's voice direction and wrote 3 episodes.
* Wander over Yonder. This often gets him into deep trouble with Sylvia having to bail him out at the last moment.

* Wander over Yonder, this trope is parodied when Wander and Sylvia fall offscreen with the egg they're trying to protect, and a whistling sound is heard...then the camera pans down to show that they landed on a ledge, and Wander was actually whistling.
* Wander over Yonder, though also a professional voice actor himself) doing scratch work on how the character should sound like. He ended up keeping the role when the former wasn't available in time, with Arnett going on to later voice a different character instead). However, this allowed Emperor Awesome to be a recurring character instead of a one-shot.
* Wander over Yonder to a more story-heavy format, giving it a more serious tone and major plot points that carry from one episode to the next.
* Wander over Yonder to the clunky automaton soldiers of elderly super-villain Mandrake the Malfeasant.
* Wander over Yonder trope. How well characters fare in outer space range from nearly dying to doing perfectly fine despite there being no atmosphere. It really all depends upon what best suits the plot at the moment.
* Wander over Yonder try to get rid of each other because their temporary houses are right across from each other.
* Wander over Yonder, various villains and their armies of mooks have a massive fight over what they think is a Ring of Invincibility but is really just a blorpberry-flavored candy ring.
* Wander over Yonder: Wander. As an eternal optimist who sees the good in everyone, Wander will stop at nothing to help even the cruelest of villains find their way onto the path of good. However, he unable to reform Lord Hater, and by a bigger expense, Lord Dominator.
* Wander over Yonder. Wander figures that the way to defeat him is to ignore him, which causes him to shrink down.
* Wander over Yonder", Wander is jumping on a waterbed, with it bursting afterwards.
* Wander over Yonder Wander is stranded on the planet without his banjo or anything else. He even sums it up by saying "No hat, No Wander!" Demonstrating how handy it really is.
* Wander over Yonder. When Commander Peepers comes looking for Hater, Wander reluctantly lets him go back to the Skullship, saying he's learned "True friendship comes from the heart, not an electric squid to the face."
* Wander over Yonder, when she thinks Wander was eaten by the alien (when it was really a teddy bear Wander gave it).
* Wander over Yonder when they try to invade a planet. When Hater gets knocked out and wakes up in the Skullship's infirmary, he assumes the whole thing was a crazy dream.
* Wander over Yonder: While more of Sylvia's species is seen (and she's well established to be a Zbornak) and Commander Peepers is obviously a Watchdog, Lord Hater and just as interestingly Wander himself are as best we know it the only ones of their kinds.
* Wander over Yonder", who happen to have hiney-shaped heads, and their dialogue is peppered with hiney- and poop-related puns. Sylvia insists that she and Wander need to act serious and respectful toward them, whereas Wander struggles really hard to hold back his laughter.
* Wander over Yonder, who he can't get through to, but this doesn't diminish his spirit.
* Wander over Yonder, who starts a conversation with the disguised Wander, forcing her to puppet him like a ventriloquist's dummy.
* Wander over Yonder, who voiced Emperor Awesome and voice directed the show, wrote 3 episodes ("The Bad Hatter", "The Bad Neighbors", and "The Robomechabotatron").
* Wander over Yonder without it ever being framed as romantic by the show.
* Wander over Yonder with Wander and Sylvia, including a re-make of the intro that includes Hater. This includes Hater staring up in shock and dismay when he sees the Skullship.
* wanders off to help people. Fortunately, in the end, all the people Wander helped

pay him back by helping him and Sylvia escape.
* Wandersong, as well as providing the player with a level select, so they can easily access previous acts.
* Wandersong feature. As you go throughout the areas, little glowing orbs appear that spout off trivia about the area and development process.
* Wandersong into singing at a thousand miles an hour, shaking the entire room and sending everyone in it flying. Afterwards, they are implied to have slept for hours after the resulting caffeine crash.
* Wandersong protagonist has had enough of her self-centered mass-murdering ways.
* Wandmakers, like Mr. Ollivander, sell wands and nothing else. Justified as each wand must fit its owner, much like a shoe or clothing store. Wands are also major purchases, as a wand does not appear to ever 'wear out', and since they are central to a wizard's power, it is worth buying the highest quality you can afford. A wand store is basically a place that sells a product that must fit like a suit and and important as a home.
* Wand of Wonder in later editions)— a magic item whose effect is randomly determined from a table of 50 or so possibilities each time it's activated. Possible effects range from shooting fireballs to turning a random combatant into a rhinoceros, and a popular pasttime on the game's official forums is coming up with new and even more bizarre effects for the item.
* Wan Fu, a gigantic Chinese royal who believes the path of the sword is "Possessing absolute power to crush his enemies." His character bio states he can kill a tiger in under three seconds, and that he insists he has no flaws and idolizes no one.
* Wangan Midnight, after the player has completed Story Mode, fully tuning their car, they can go through Story Mode again with their fully-tuned vehicle, with perks varying from game to game:
* Wangan Midnight and the game will say "SUDDEEN KILL" on the results screen.
* Wangan Midnight and took many of its drivers' lives, prompting Jun Kitami to fix it up. This trope was mostly put to the backburner, though.
* Wangan Midnight arcade games have manual transmission controls (with a six speed shifter and slotted gate), but no clutch (though fully automatic is an option).
* Wangan Midnight arc). The year allows for cars that were previously nonexistent to be introduced in later chapters of the manga without forcing the story to advance years at a time. After all, how else can you make a Skyline GT-R R34, which started production in 1999, appear in the manga without making everyone age seven years?
* Wangan Midnight blocks of text, he has the gall to say them NEAR THE END OF THE STAGE, making you more likely to lose.
* Wangan Midnight expands the capacity to 200 cars and allows players to use their own "discards" (partially tuned copies of a fully tuned car, which formerly could only be given to other players), increasing the scope of alt-itis even further.
* Wangan Midnight finally uses the Porsche brand, due to the expiring exclusivity deal.
* Wangan Midnight has a secret code that allows one to select the Toyota Celsior, also known as the Lexus LS 400 in North America. While the car itself isn't a joke at 250 stock horsepower, it's a luxury car and not a racing car, and its basic tuning has useless "ricer" parts and comments such as "Chrome tails confuse the enemy!"
* Wangan Midnight has Tatsuya Shima, the driver of the legendary "Blackbird". Despite being one of the best race drivers on the Wangan expressway, he will pull out of a race if he feels that his vehicle is in danger of a breakdown.
* Wangan Midnight km" and "___ m till goal / rival crosses finish" displays), and all turn and hazard alerts are replaced with a catch-all "!" alert.
* Wangan Midnight Maximum Tune are set in C1, Hakone or Osaka. In the opposite direction, almost no one choose Yokohane, Wangan or Yokohama, especially the latter.
* Wangan Midnight requiring you to reinsert credits to play again). This is very useful, because there are rewards for completing cycles of Story Mode with no

losses.
* Wangan Midnight's Story Mode chapter 79, featuring Tatsuya and Koichi racing against each other, ends with "TO BE CONTINUED" rather than the usual results screen. They pick up where they left off in chapter 80.
* Wangan Midnight stages, in a game that asks you to insert more credits after every stage. Once you hit full-tune, the "real" game opens up and you can start racing seriously with other players whether in real-time VS matches or in Ghost Battle mode and try your hand at Time Attack.
* Wangan Midnight, the daughter of RGO shop owner Kazuo Ota. She could dismantle and rebuilt a whole engine by herself down to the crankshaft, and is in fact slated to inherit her father's shop..
* Wangan Midnight, the player can earn "dress-up" parts through winning Ghost Battles to change the visual appearance of their car (spoilers, decals, tires, neon lights, etc.). As stated on official pages and in operator manuals, these changes are purely cosmetic. Despite this, there are players who, after 10 years of the dress-up system being in existence, still insist that dress-up parts influence vehicle performance in some way.
* Wangan Midnight, you get special titles for defeating a player with a long-enough win streak.
* Wang De Sheng Yan AKA The Last Supper, portraying the rise to power of Gaozu, the first Han emperor, and his last days.
* Wang De Sheng Yan's Liu Bang/Emperor Gaozu is a frequent womanizer, to the lament of his wife Lü Zhi. No wonder she turns somewhat sour with time...
* Wang Film Productions - Largest Taiwanese (if not overseas) animation studio, have done some work on anime and worked with several of the other studios listed here.
* Wang, from the French author Pierre Bordage, Western nations use third world populations to play massive wargames with live subjects. The combat is transmitted on TV. The two players are located above the battleground, can see what their troops see, and direct/order their commander who then relays commands to the rest of the army. Weapons and communications depend on the historical setting.
* Wang Jingwei. Nowadays, Wang is seen as a pitiable, naive fool within China these days, rather than a despicable coward.
* Wangst by design. The Cybermen, while organic underneath, have had their emotions and feeling removed because of the constant horrific and intense pain their existence entails. It could literally be seen as putting them out of their misery.
* Wangst: Endlessly complaining about minor things makes you immature.
* wangst if she gets close to him, or the very real consequences that come with becoming a vampire. Uncontrollable hunger for blood? Loss of human emotions? Who cares? All she wants is to be with Edward forever! (It turns out that she doesn't suffer from the drawbacks of becoming a vampire... for some reason.) She also has a grand total of maybe one or two misgivings about leaving her human family to be with Edward. Considering how she's set up as a loving, sweet daughter who is her mother's best friend and her father's only hope for normalcy, it seems odd that she's willing to live forever without them after they die a mere month or two after meeting Edward. Then again, it quickly becomes evident that she lies to and patronizes her mother every chance she gets.
* Wang the Perverted. Since the same actor portrayed both characters, with no attempt to hide his voice, it's obvious to everyone who watches.
* Wang Wang and Funi had a lot of double-entendres both intentional and unintentional with the newscasters losing it, including a totally new definition for "Eats, shoots, and leaves."
* Wang Yi's whole motivation for serving Wei is finding and killing Ma Chao to avenge the death of her family. Thing is, Wang Yi once compared her hate for him to love, so some fans have interpreted their relationship in a...
* wank off next to each other (but apparently not 'with' each other). Being Catholic, they have to confess their sins. It helps that the old priest is mostly deaf and doesn't really pay attention to a word they said — until one day Frank slides into the booth all set to confess and finds a new and very alert

priest there; the other one had died during the night.
* wannabe gangster shows up to his door, asking for his daughter. He takes one look at him and says no.
* Wannabe ninja Asuka Kuronari, on the other hand, becomes a borderline
* Wanna Be the Strongest in the World!, as it's an anime about female pro-wrestling. The heels usually wear masks and usually utilizes underhanded tactics like using a shinai for a submission hold, or having their assistants hamper their opponent.
* Wanna B Like A Man likewise repeats "Cause this is not a one-night love/This is not a one-night love/This is not a one-night love affair!".
* Wanna feel what poor zombies do when gibbed? Just shoot your Thunderbolt under water. Yep, Chunky Salsa at its finest.
* Wanna get really deep into this trope? Murtagh almost suffered from this
* Wanna know why even now, 23 years after the day, Liverpool area newsstands still refuse to carry
* Wanna see someone try to be a caustic critic only to have the work he's harping on turn out to be a classic game which he never actually played?
* Wano arc also averts this having Kozuki Hiyori be explicitly attracted to Zoro and even has a
* Wano flashbacks show Kozuki Oden meeting his future wife Toki, but Oda notably skims over the falling in love part and naughty bits until their children are born.
* Wano is shown as being utterly isolated. While Kaido and his lackeys do have access to Transponder Snails, it is rather doubtful that ordinary citizens do as well. And even if they did, even speaking against Kaido gets you kidnapped by his Mooks. He probably has outlawed listening to the SBS.
* Wan Shi Tong's Spirit Library is this, complete with scary spirit guardian. There's a reason his title is "He Who Knows Ten Thousand Things". He also has fox servants that regularly bring back more knowledge.
* want about how there's no use crying over spilt milk and that it's important to move on.
* "Want Ads", first popularized by Honey Cone and later covered by Taylor Dayne. "Extra, extra, read all about it / Wanted: Young man, single and free"
* Want a good way to be scared of this universe? Consider that the standard-issue lasgun has more firepower than most conventional modern ballistic weapons, and standard-issue flak armour can stop a lasgun shot
* want all Charr dead), it's better to have them weaken each other than have the Legions face two enemies at once on top of their recurring ghost problem.
* Want a quicker game? You can turn off all the presentation flairs like camera cutaways and even the AI delay between pitches.
* Want a simpler 16-bit style approach to hitting, fielding, and pitching over the modern day meters and mechanics? There are independent options to turn each of those into an old-school aim-and-press-X mechanic.
* want, because they're too emotionally distressed to find their way out. Virgil has to coach Thomas on calming himself down so everyone can leave.
* want Dresden, and if any muggle were to acknowledge the reality, they'd feel they'd have to kill him preemptively.
* Wanted. Afterwards, he brands his initials onto the back of the family member's necks so that they will never forget what he did to them.
* Wanted: A Gender-Conforming Child: A character wishes their daughter were more feminine or their son were more masculine.
* Wanted: A Gender-Conforming Child: A tomboy's parents want her to be more feminine.
* Wanted: A Gender-Conforming Child: Parents take issue with their son or daughter not conforming to traditional gender stereotypes.
* wanted and also remembering Hendrick's fate, refuses (much to the officers' relief).
* "wanted a nicer car". Not only that, but he blew the cover of a high-ranking KGB agent, Oleg Gordievsky, who was secretly working for the British, who barely managed to escape across the Finnish border in the trunk of a car, and who still

lives in hiding under an assumed name.
* wanted a pet fox as a child... But Vorpika thinks she was checking her ass.
* Wanted a Son Instead: A baby is born one sex when the parents wanted one of the other sex.
* Wanted a Son Instead: A parent is upset that they have a daughter instead of a son.
* Wanted", as well as his youthful ward. He drops them in a vat of acid for added faithfulness to the source material.
* Wanted at his victim. Aswell as always being depicted firing away with a gun in each hand while performing all sorts of acrobatics. And he later displays his Vaporizer skills by laying waste to his enemies with a Gatling gun. Justified in that his marksmanship abilities are actually a genetic ability that he inherited from his father, who was known as the greatest supervillain who ever lived.
* Wanted, but also has the intelligence of a very slow child. When Sucker steals his powers, he initially expects to get super-strength and durability, and maybe flight. He is astounded to discover that Fuckwit also had various enhanced senses, which ends up being his downfall; he spends so much time enjoying Fuckwit's powers that he forgets that his own powers only last for 24 hours per victim, causing him to fall to his death in mid-flight.
* Wanted", Cardinal Mazarin orders Jacqueline's father killed; she kills the henchman in revenge, and spends the rest of the series disguised as a man in order to avoid capture and hopefully get revenge against Mazarin.
* Wanted: Dead or Alive: In "Dead End", Josh is holding a Mexican cowhand he suspected of attempting to bushwhack him at gunpoint. The Mexican pulls a hidden knife and throws it at Josh. The knife goes over his shoulder and impales the rattlesnake slithering on the log behind him.
* Wanted: Dead or Alive: In "The Bounty", a ruthless bounty hunter, feared for the speed of his shooting, is pursued by a band of Apache seeking for an old man he had killed. Rather than killing him, they cut off his right thumb, removing his ability to cock a hammer one-handed and thus destroying his speed as a gunslinger.
* Wanted: Dead or Alive: In "The Martin Poster", Andy Martin escapes from Josh by jumping through a closed window and running off with no cuts, abrrasions, bruises or any other damage.
* Wanted: Dead or Alive: In "The Martin Poster", Andy Martin shoots the doctor who has just saved his brother's life in the back as he walks away, so as to leave no witnesses.
* Wanted Dead Or Alive who killed his best friend and his girlfriend, back to his employers with a grenade jammed in his mouth. He's being paid a bonus to bring the guy in alive, but ultimately decides "Fuck the bonus," just before pulling the pin and leaving him to die an explosive death.
* wanted enemy aircraft to find them, so the enemy would engage and be destroyed.
* Wanted for murder and a picture of the hobo. The woman took the newspaper to a female police officer and showed... that there was a 50% sale at a Norwegian shoe chain, as written a bit down on the first page.
* Wanted gives him crap, and he realizes he could take Fox up on her offer. He walks out, showing the first inkling of being a badass. The transformation continues into the movie.
* Wanted goes on a shooting spree in a police station like some unstoppable Terminator-supervillain because he was bored.
* Wanted have superheroes who can choose to intervene — Fraternity members do occasionally raid those other universes, but they're very careful to cover their tracks. The Masquerade becomes a major plot point, as the Fraternity is divided on whether to maintain it or drop it and rule openly.
* wanted him alive. Unable to get the old man's attention (he was solving a geometrical problem on a sand table), the soldier got angry and eventually killed him. Archimedes' last words? "Do not disturb my circles!"
* wanted (ie ones that showed Spider-Man as a criminal), regardless of how deceptive they were, and was not above blackmailing people with his photos if he thought he could get away with it. Spidey once commented that whoever said the

camera never lies had never met Nick.
* Wanted is having a secret affair with Deadly Nightshade. His boss doesn't want him doing this incase he accidentally undoes reality while in the throes of passion.
* Wanted jumped to other dimensions with the specific purpose of stealing things (such as an irradiated condom) and killing superheroes. While they were there they felt perfectly free to trash other realities to make their own go the way they wanted (of course, as supervillains they would have no such compunctions).
* Wanted killed him. This has left him with his teeth gruesomely exposed in what seems like a permanent grin, hence his name.
* wanted man (him) being in the room. He calls for everyone to wake up and Karol mutters "Not too much milk on my cereal. It'll get soggy."
* Wanted military training programs; primarily it builds up a person's ability to handle pain and exhaustion, but it also builds up a lot of repressed anger.
* Wanted: Mr. Rictus and The Future, the supervillain leaders of respectively the Australian and European Fraternity chapters, team up to take over the Fraternity together.
* Wanted of allied supervillains who exterminated all superheroes on Earth in 1986, and keep the world under a delusion that they never existed, as well as covering up all the horrible crimes supervillains can now commit for fun.
* Wanted (playing Fox, but really playing herself) transform him into an expert assassin.
* "Wanted!" Poster: A mass-produced document depicting images and information about a fugitive criminal wanted by the law, detailing their crimes and often promising rewards for anyone who willingly assists in their capture.
* "Wanted!" Poster). Heck even Vivi got one during her tenure with the Straw Hats.
* "Wanted!" Poster of her, one of them reading the text out loud to the others. The description mentioned her illiteracy, so she grabbed a book and pretended to read, which kept them from spotting her.
* "Wanted!" Poster was less effective than it is usually played to be; criminals on the run were often chased by former acquaintances, the only people who could recognize them.
* Wanted procreate, but his offspring don't inherit his immortality, given that he's shown attending the deathbed of one of his sons.
* Wanted so he could satisfy every sadistic whim he ever had and just commit murder and other atrocities on a daily basis since there would be no ultimate punishment for his sins in death. Of course, getting horrifically disfigured in the process of that aforementioned accident probably didn't help.
* Wanted superpower is being unnaturally good at dealing death. While this would be unworkable in an ongoing comic, it's mighty good in a miniseries.
* wanted the bomb to go off. Chuck figured this out in time and did the opposite of what he said, disarming the bomb.
* wanted the daycare center placed on the second floor, visible to anyone who passed by, in the hopes that seeing the innocent, adorable children playing might deter anyone looking to harm. As we all know, it didn't.
* Wanted, the Empire State Building is actually the machine that The Fraternity used to warp reality.
* Wanted, the Fox recounts to Wesley that the first supervillains (at least, in the sense that they were criminals with a gimmick) were a gang of robbers who committed their crimes naked so that the people they robbed would be too distracted by their nudity to identify them. Superheroes were also too afraid to do anything about them due to how inherently uncomfortable it is to fight a bunch of naked men. When Wesley asks how the crooks were eventually thwarted, the Fox simply answers "closed-circuit television", to which Wesley quips explains everything.
* Wanted: The Fox used to be the lover of Wesley Gibson's father before his death. She subsequently becomes Wesley's new lover.
* Wanted, The Fraternity occasionally makes raids on a futuristic universe called Parallel-2 where people can be paid to have advertisements put on their teeth.
* Wanted: The immortal African supervillain Adam One (who looks about middle-aged)

is briefly seen spending time at his oldest son's deathbed along with his other non-immortal descendants.
* Wanted. The villain does remember he can fly but forgets that the power is seconds away from running out.
* Wanted this happens where Wesley must shoot the wings off of flies or Fox will blow his brains out.
* wanted to create new Primarchs, they cannot. Much of the knowledge of how the Primarchs were created was never recorded by the Emperor, and the Emperor himself was the source of the genetic material. In his current state on the Golden Throne, he's in no condition to donate said genetic material. There have also been hints that the Emperor used the power of the Warp itself to create the Primarchs, meaning they are more than simply products of genetic engineering. Finally, the blueprints for the Immortis Gland that is in the Primarchs were partially lost. What was left of the knowledge was used to create The Magnificat that supercharges the Primaris Marines.
* wanted to get control of Russia's nuclear arsenal from the President, but was unable to extract it from him before he was rescued.
* wanted to know what advancements his society had made, then was disappointed when the answer was basically 'none'.
* wanted to win the Tournament so badly she purposely killed Penny. Some civilians also blame her for kickstarting the fall of Beacon It's so bad the passengers on the airship get the crew to kick Pyrrha off, much to RNJR and the nations' disgust. Pyrrha wears a hoodie in an attempt to stop people from recognizing her due to this.
* Wanted: Weapons of Fate. Wesley finds this absurd and doesn't think the problem is self-fulfilling prophecy so much as members of the Fraternity having serious problems with common sense and a lack thereof.
* Wanted, Wesley calls Shit-Head "Fuckface", but Shit-Head thinks that Wesley is getting him mixed up with Fuckwit.
* Wanted, Wesley is regularly stabbed and beaten to a bloody pulp, but the Fraternity has these special baths that allow for rapid healing, and so after a good soak, he's barely worse for wear.
* Wanted, Wesley's conversation with his boss after meeting The Fraternity:
* Wanted, Wesley's father faked his own death so he could set his son on the path to succeeding him and becoming one of the most powerful supervillains in the world.
* Wanted, Wesley shoots a guy in the head, jams a looted revolver through the hole, and fires through it, while carrying the body along to soak up rounds.
* Wanted, when The Fraternity altered reality turned the superheroes into actors who played them in movies and TV shows. Superhero comics and movies are still being made by people who subconsciously remember the heroes.
* Wanted, whose job is to assassinate those decided by fate to prevent a more horrible event from occurring.
* wanting and making her hand in marriage a term of its return. These attempts are inevitably foiled, often with the help of Loki's guile.
* Wanting Is Better Than Having: Once you've gotten all that you've wanted, life becomes boring and unrewarding.
* wanting Konoha to kill Sasuke. So that Sakura and Ino won't go out to avenge him if the Cloud ninja kill him, which would result in them being killed and avenged by their loved ones, creating a vicious cycle that would lead to war.
* wanting, not to mention incapable of understanding why the truth might hurt someone.
* Wanting to approach birds without being noticed by them, Garfield glued some feathers on him and put on some swim fins. He ended up being chased by other cats.
* "Wanting to Be Wanted", replaced by "Somebody, Somewhere". The orchestral cry of anguish that punctuates "Please Let Me Tell You" is based on its tune.
* "wanting to end the series, but constantly being roped in for another go.". He's also gone on record saying that he receives death threats every time he announces that he's ending the Metal Gear series, and no one really knows if that's true.
* Wanting to kill his leader in order to become leader himself, Tigerclaw

convinces a group of rogues to attack the camp. During the battle, he attacks Bluestar, hoping to make it look like a rogue had killed her.
* want is to be treated as "of the people" by humanity, to share in the exploration and colonization of the galaxy as equals.
* Wanton Cruelty to the Common Comma (The examples, are Self Demonstrating, not the description).
* Wanton Cruelty to the Common Comma: The misuse of punctuation marks.
* want previously trying to kill him under Wolfram & Hart's employ), but Angel doesn't buy it for a second and accuses her of only coming for vengeance; Buffy doesn't even try to deny that.
* Wants a Prize for Basic Decency: A character expects to be rewarded for living up to minimal standards of civilized conduct.
* Wants a Prize for Basic Decency: Demands praise for behaving in a situation like a decent human, disregarding that basic humanity is expected of others by default, rather than something above-and-beyond to be rewarded for.
* Wants a Prize for Basic Decency: Someone demands a reward for a courteous or noble action that everyone does.
* Wants a Prize for Basic Decency: Someone thinks they have high standards, but compared to everyone else's standards, they've only attained the bare minimum.
* Wants a Prize for Basic Decency: You don't get a reward for doing/not doing something you're expected to do/not do in the first place.
* wants grandkids, apparently, even though she has never shown any interest in the subject. This one seems to exist to facilitate Harem fics or make her push Ranma toward whichever girl the writer wants him to end up with.
* wants, having become engaged (and very much attracted) to Princess Nada Naga, but is required to marry Electra due to a curse that will kill her on her sixteenth birthday unless she marries the prince who kissed her awake. His mother vetoes this, saying he must choose one (and subsequently making polygamy illegal, which leads to the setup where Humfrey only has one wife living with him at a time a few books later). She also won't let him just wait out the curse (and Electra dying) and then marry Nada, insisting that he willingly choose one before Electra's time runs out (which will be when he's fifteen). He ends up marrying Electra to abate her curse and realizes that he's fallen in love with her, choosing to stay married to her and putting an end to his initial plan to divorce her once her life is saved and then take Nada as his permanent wife.
* Want someone to bully campers into putting out their fires? Say hello to Smokey Bear! An
* wants responses can imply that Sylvain keeps them up, as their room is directly under his. In the Japanese version, an annoyed Felix calls Sylvain a "sex demon," changed to "insatiable" in the English version.
* wants Sasuke's body with Orochimaru's eyes watching the image, make it so much worse.
* wants to be a normal girl and fears that she'll lose everyone again. While she deals with the former, she never truly gets over the trauma of the latter (which is explicitly shown in the R movie).
* wants to believe in StarClan, but she can't risk getting her hopes dashed again.
* wants to be liked, but hasn't got a lot of social skills; it wasn't a major part of her former job and her size tends to scare off most people she meets.
* wants to be one of these, but the girls won't let her become one. So instead Princess becomes a Kid Villain.
* wants to be this for the female Smuggler, but the Smuggler isn't terribly ladylike. A male Smuggler can try being this for Risha, but she doesn't really buy it.
* wants to do it. Turns out their baby is a fetus, and they are participating in the "Pre-Natal Pretties" pageant.
* wants to do this the other Kingdoms of the West, forcing them to worship Belar as opposed to their own gods (or all of them in the case of the very ecumenical Sendars).
* wants to eradicate all organic life, that better way sometimes includes co-

operating with or at least avoiding fighting against human guerrillas on raids into Zone Mexico).
* wants to fire him, but is unable to because the bosses at the company are idiots who somehow seem to think anything Johnson does is brilliant, even giving him Employee of the Month in one of the ads.
* wants to go to the real world, as this will no longer limit his parameters, and he will be able to write new Programs himself.
* wants to have a relationship with a nice, kind boy. However, she's also a part of Nadine's gang and goes along with them when they bully Ciro.
* wants to marry princess Lala, too bad he doesn't take kindly to rejection.
* wants to obey. She gets the normal reward-response from her system for obeying the order, plus an additional rush because she just really, really wanted to do that anyway. She mentions that in uplifted chimps (a previous iteration of the same project that produced Florence), the same phenomenon resulted in addiction problems.
* wants to scissor Leina, who's well aware of her younger sister's lust for her. As they grew older, Leina began to see her advances as improper and was put-off by it; which was part of the reason she eventually ran away from home. Oddly enough, she still indulges Elina on occasion, such as the 9th episode of season 2, where Leina spent the night spooning with her, in the nude.
* wants to testify against their partner, they are free to do so. Note that this is considerably different from other sorts of legally recognized privileges. In those cases, the party the information is adverse to has the control. Unlike the Marital confidences privilege, the two have to be married at the time, but this privilege also covers things before marriage.
* wants to watch Londo die, but can't actually kill him himself for fear of reprisals against his family. Awkward.
* want superheroes. The only one who could be discovered is Minako, who is incredibly hammy even as a civilian... Except the one time her childhood friend Hikaru met Sailor V she acted meeker than usual, throwing her off course.
* wants...wait for it..."ME WANT HONEYCOMB!"). So it's not desirable...it's inevitable.
* wants, you can capture Reshiram and Zekrom once more, but their capture rates have been reduced to 3 as they're not involved in the story this time around.
* wants you to open the cabinet, the same thing happens if you keep trying to talk to him instead. This is how you get another achievement.
* want them, but it's hard to say whether the potential competition Russell would've given them would be worth the sabotage he'd inflict on his own tribe.
* Want to actually go the whole evil hog and permanently depopulate a town in
* want to believe. It doesn't help that he's got a grudge against the practice thanks to the DL-6 case, where Misty Fey's channeling of his father resulted in an innocent man sent to prison.
* want to be seen as a hero... for rather off reasons. He and his crew don't mind helping people and admire those that do, but they're not that interested in getting good press.
* want to be selfish and arrogant, even if it is to their detriment. They may put on "jerkass/bitch mask" to try to counter it.
* want to be this trope, but they push it so far that it comes off as parody. For instance they're so honor-bound that their prisons are just a line on the ground they tell you not to cross; on more than one occasion the heroes escaped them by just walking away. They also suffer from being so low-tech compared to every other space faring race that they're really only a threat to each other.
* want to blow. There is no cost to using ordinary magic because, unlike dark magic, it isn't doing anything that nature isn't already doing on its own, just directing it.
* want to confess to him (as she's already dating Luka), Alya thinks she means that she's still too intimidated to do it without help.
* Want to destroy a star that obstructs your view of a distant galaxy? Hurl a white dwarf, or better, a neutron star, into your target star and watch how

* want to die in a society where downright suicide is dishonourable themselves in search of their Doom.
* want to do, if they want it badly enough, even if normal biology wouldn't permit it.
* want to fuck him. Salladhor Saan also refuses to rape anyone but has no issues cavorting with prostitutes.
* want to go on, but her family (especially her grandmother) convince her to continue on in Matthew's memory.
* want to go through with a big cheesy reception with all their friends and family partying and celebrating with them.
* want to kill his brother, it's just in their nature to fight as the embodiments of the two halves of Eternia.
* Want to know how to handle impatient hostages you're trying to rescue? Kick the crap of a
* Want to know what some random Youtuber thinks are the top 10 webcomics?
* Want to open an establishment where people can order drinks and play arcade games? If you do, then you better not call it a Barcade, unless you want a nasty letter from the Brooklyn-based
* want to reset civilization (In a Biblical flood sense) because they think the world has gotten too corrupt despite Kalos is not only the most beautiful region, filled with gorgeous scenery, lots and lots of atmospheric cafes filled with friendly people, but also has tons of random people giving the player (A complete stranger) helpful items and advice for no reason other than to be friendly, even the street punks are generally well mannered.
* want to see a movie but are too young and only have one ticket. They then spot a coat rack with a trenchcoat.
* want, where Belkar's beloved housecat eviscerates a first-level character with one slash.
* want with the expectation that it will stay that way) with their spouse while they were married. Even then, the spouse may testify as to such private conversations if the other spouse allows it as well.
* Wan ultimately ends up losing everything she actually loved in her grab for power in
* Wan Wan Celeb Soreyuke! Tetsunoshin, and nowadays it's likely the few remaining fans you'll find for the show are furries.
* Wan Wan Celeb Soreyuke! Tetsunoshin Chin clear off-screen purely out of fear.
* Wanze and Duval. So Gonky that repeated kicks to the face rendered them
* Wanze of Cipher Pol. is a chef who wears googles on his forehead. In an SBS question corner, the author said that they were to prevent him from crying when he chops onions. In response to another reader's statement that onions irritate the nose to cause tears,
* wanzers allow the choice of paradrop insertion or surface assault, and the Cavalry arrive for the last battle via HALO.
* Wapol had all doctors who did not work for him murdered so he could charge ridiculous sums of money for medical treatment, and beat up small children (which would have possibly sparked an international incident) simply because they were in his way.
* Wapol is a short, fat and generally absurdly looking guy (and that's only his appearance, not speaking of his personality) who marries with the One Piece world's equivalent of freakin' Miss Universe
* "WAP" only using sounds of stirring mac and cheese, taking the song's innuendo about "macaroni in a pot" literally.
* Wapsi Square, and, as a result, she often has difficulties remembering details from previous cycles. She often entrusts people with information to help her remember.
* Wapsi Square, Bud and Brandi are able to acquire modern birth certificates and social security numbers despite being immortal clay golems who predate most known civilizations. However, it is made believable in that it was done by Jin, who has been playing political manipulator in multiple countries for over a thousand years

and probably has more than enough contacts to make someone exist (or cease to exist).
* Wapsi Square, Bud the indestructible golem girl has a slight accident with the sidewalk. When she discovers that the hunk who comes to her assistance is actually an ambulance-chasing lawyer she decides to give him his comeuppance.
* Wapsi Square for making her worry due to a little basement debacle. Monica in turn was smart enough to realize that this showed how much Amanda cared about her.
* Wapsi Square gets one of these when he comes up with a way to wake up Monica.
* Wapsi Square had one of these being reversed. He had been turned into a statue using unexplained methods for unexplained reasons, and Monica accidentally released him by reading an incantation. Fortunately, he did not seem to be conscious throughout.
* Wapsi Square had tendencies towards this, partially because her mother died when she was around nine.
* Wapsi Square has a complex save-the-world plot without any antagonistic characters. Instead, the conflict comes from the difficulty in figuring out how to save the world, as well as difficulties in carrying the required plans out. Certain people can't be told certain elements of certain plans, but those people are still working towards saving the world. It's all very confusing.
* Wapsi Square has been running since 2001, has over 2000 strips, and has heavy enough continuity that you can't merely skim read if you want to be able to understand what is going on.
* Wapsi Square has Katherine who is a chimera formed from the fusion of six unborn children. Assuming each had a different father that brings her number of parents to a dozen.
* Wapsi Square has Shelly trapped in some sort of pocket dimension for thousands of years while almost no time passes back home. The experience leaves her nearly catatonic, and it takes time for her to start remembering her life and friends again.
* Wapsi Square. Her motherly exploits include taking responsibility for teaching Bud and Brandi how to be human again, helping Shelly deal with nightmares at 3 am, and breaking up fights between other characters.
* Wapsi Square If you enter it, you come out the other cloth, but you have to be able to teleport on your own to use it. It still does have its uses though.
* Wapsi Square. In 2012, this machine will reset all of time back to when the machine was first activated. Only one immortal character, Jin, retains memories of this event. She has lived about 81,200 years (56 iterations of the loop), living through the same looping time period, trying to fix the machine and end the loop. All the other characters in the comic are known to her, and she has been friends, enemies, maybe even lovers with each of them during the endless cycles of time she has lived through.
* Wapsi Square in a non-military setting. This is done to highlight her over-disciplined nature that is compensation for her criminal past.
* Wapsi Square is an extra-dimensional library that contains every book ever written (but only things that have been written, no audio recordings). It is guarded by a sphinx librarian. It is implied that the Library of Alexandria was a physical manifestation.
* Wapsi Square is reading a book of instructions written by herself from a previous time loop. Pretty much every time some instruction seems absurd to her or she yells at the book, the immediate next line is something in reaction.
* Wapsi Square is remarkably observant, but lacks any social skills, so it makes sense that she would fall into this trope at times.
* Wapsi Square is usually extremely positive and has been known to, in the words of the other characters, "Blow sunshine up your ass," she considers it her duty to be brutally honest with those she considers friends.
* Wapsi Square. It had something to do with an accidental sharing of demons, and it resulted in them being able to communicate telepathically.
* Wapsi Square just like the main character is great evidence for this).
* Wapsi Square, many ancient deities seem to have been this. Most were created by a

far older civilization.
* Wapsi Square: Monica and Shelly are on speaking terms with some very strange and powerful beings who have influenced the destiny of the entire world. In Minneapolis.
* Wapsi Square never wore clothes at home for many years' worth of strips. The first mention of this is when she asks Monica what to wear at a bar they're going to. Monica tells her that she can wear "whatever she wears at home". Katherine replies "But I don't wear anything at home". She starts wearing clothes when she becomes an adoptive mother and has to share her apartment with adolescents. No mention of her previous nudism is ever made.
* Wapsi Square Note that this is not a case of cartoon physics, but rather an indestructible character.
* Wapsi Square puts the world through cycle after cycle, resetting time every time it hits 2012. One character retains her knowledge through all cycles, and has seen over 80,000 years worth of this cycle.
* Wapsi Square. Rather early on, we are introduced to characters who seem to be deities and mythical figures from various cosmologies, but they are all actually remnants of an ancient civilization older than the cosmology in question. One character in particular played the role of multiple deities herself.
* Wapsi Square (she gives up eventually). It's rather hard to explain.
* Wapsi Square shortly after his introduction. He returned later and played an important role in the plot.
* Wapsi Square story arc included a segment where a sphinx repeatedly dropped hints that Shelly should cut open a sacred tree with a sword, but she repeatedly missed them.
* Wapsi Square strip is much less frightening if you know that the woman on the beach is essentially indestructible.
* Wapsi Square: Stuck in a time loop, Brandi writes a book to her future self detailing how to get out of the time loop.
* Wapsi Square. The 1450 years before 2012 have repeated 56 times, and she is the only one that remembers. It is starting to get to her.
* Wapsi Square. There is a group of immortal politicians from an ancient civilization who have been subtly manipulating everything for ages. However, they aren't particularly competent, and have been controlled themselves by Jin, one of the main characters, the entire time. On top of that, all of their manipulations have been for the purpose of fixing the calender machine and saving the world, though they don't know this.
* Wapsi Square They seem to be very reasonable, although they seem to have let the protagonists deal with most of the supernatural problems.
* Wapsi Square (warning, some spoilers) that makes Oedipus out to be a simple pawn who padded his own story.
* Wapsi Square when Shelly, an apparently mostly normal human running around with three golems capable of destroying the world, a body controlled by a coven of demons, a god of alcohol, the atlantian mad scientist who created the golems, and the teleporting woman who controls the golems is suddenly aged up by 80,000 years and revealed to be an immortal and incredibly powerful sphinx... just so she can stay within shouting distance of the massive power levels of the other main characters of the comic. What makes it odd is that she was already a fully mature human woman in her twenties, but she still Aged Up by three and a half orders of magnitude.
* Wapsi Square, who find reading emotions easier than figuring out expressions and body language.
* Wapsi Square, who is quite sure that since this is a patriarchial society, fathers and sons have no difficulty talking about the women the son has slept with.
* Wapsi Square who liked to change in the middle of sex. Justin wasn't really into it.
* Wapsi Square with Luci talking to Jacqui about Shelly using the analogy of a tattoo, not knowing that Shelly had recently acquired a tattoo covering the entire front of her torso.

* Wapsi Square with the introduction of characters who might be gods, immortals or aliens, the concept of humans possessing (or being possessed by) inner demons, and a 12,000 year old mystery. In spite of all this, the sitcom elements are still present, and often just as strong as ever.
* War: 13th Day. A gentleman and a lady share a bed but not because there's only one available:
* War: 13th Day, Ambrosia does a variation of this. Night blackmails her into giving herself to him everyday in exchange for keeping Arsenik out of jail. While Ambrosia doesn't have to split up with Arsenik, she feels like it's a form of cheating and tells him that they shouldn't see each other anymore.
* War: 13th Day, Ambrosia is found in an inadvertently compromising position with Arsenik. After she is blackmailed, Arsenik proposes to her not only to keep her reputation intact but out of true affection.
* War: 13th Day. Boy meets naked girl, boy makes inappropriate comment, and boy gets punched by naked girl's suitor. Boy then blackmails girl into giving him a kiss everyday or he will jail her suitor. This leads to another fight with the girl's suitor. Girl stops the fight and chooses the boy over the suitor because the player said so.
* War: 13th Day but especially Arsenik and Night. In-universe, the former more so than the latter.
* War: 13th Day has one of the most natural build-ups leading to the grand reveal that the main characters are trapped in a dream.
* War: 13th Day literally watching her every second, she's probably much more comfortable this way. On the other hand, Wildfire doesn't believe them for a second.
* War: 13th Day, Night blackmails Ambrosia into giving her body to him in exchange for Arsenik's safety. Feeling like it's a form of cheating, she breaks up with Arsenik. Since she still has feelings for him, she tries to keep away from him because it hurts her to see him, especially when he's so clearly hoping to get back together with her.
* War: 13th Day. So, when one of their members starts getting serious with a boy, they aren't pleased.
* War: 13th Day, Wildfire even goes so far as to describe it. In detail.
* War: 13th Day, Wildfire makes no effort to hide the fact that she's lusting after Arsenik.
* War and Democide Never Again to travel through time and reading flashbacks of people's lives in oppressive dictatorships.
* War and Peace (2016): Andrei and Natasha participate in a dance at a ball, which confirms their attraction and is in fact intercut with scenes of their future courtship.
* War and Peace (2016): The soldier who accompanies Pierre to the ammunition cart at Borodino is promptly blown up, resulting in Pierre crying over the top half of his body.
* War and Peace about taking part in a revolution. It's implied that this revolution divides all the main characters into two camps who will have to fight each other.
* War and Peace and Field Marshal Kutuzov. War isn't very personal; most prisoners throughout the book are treated relatively well, even equally.
* War and Peace and Mel Ferrer, the Italian Vittorio Gassman, the Austrian Oskar Homolka and the Swedish Anita Ekberg.
* War and Peace and other guys...not so much. He gets in a huff later when Boris joins the Freemasons purely to advance his social standing.
* War and Peace and passed away a month before the issue was published.
* War and Peace (as well as a special "cinematographical cavalry corps") provided by the Soviet Ministry of Defense. But then, the Soviet Ministry of Defense was very fond of this trope in general, often providing soldiers for patriotic war films set during the Napoleonic Wars and the Russian Civil War.
* War and Peace. Calm, methodical, the perfect man to have fighting for you. Tolstoy devotes most of a page describing why people like Dokhturov are never

considered heroes despite the fact that battles would be lost without them.
* War and Peace Denisov, one of Nikolai's friends from the army, is suddenly revealed to be a great dancer when he and the Rostovs attend a ball. Tolstoy's style of writing necessitates a lot of this because he tends to write about things as they happen without going too far into backstory.
* War and Peace despise him. He has a knack for drawing up troop dispositions and knowing terrain, just nothing to do with strategy or winning battles.
* War and Peace devotes several chapters to explaining how Russia's many losses during the Napoleonic Wars were thanks to various (mostly German) generals, who formulated complex plans based, on scientific/mathematical proofs of how wars SHOULD be fought, which served no purpose beyond turning their mob of poorly trained, poorly equipped, poorly led conscripts into a very tired and very confused mob of poorly trained, poorly equipped, poorly led conscripts. It doesn't help that they're all more concerned with earning favor with the Tsar and proving their pet theories than actually winning the war.
* War and Peace, given that the financial future of the Rostovs seems to depend on whom their children marry. There is a short-lived conflict between Nikolai and his parents when he chooses to marry the nice (but technically poor) Sonya, but he had to do a lot of "should I go for personal happiness or the happiness of my family" soul-searching first.
* War and Peace includes chapters relating the 1812 retreat from Moscow, largely through the eyes of Pierre Bezukhov, who is forced by the French to go with them.
* War and Peace is a former Hussar officer now serving in the ranks. Officers who once served under him now refuse to speak to him.
* War and Peace is remembered because it's one of the longest classic narratives ever written.
* War and Peace, mostly because joining the army and fighting for the fatherland is seen as one of the best ways to achieve fame and glory.
* War and Peace: Noticeably subverted. Kutuzov abandons Moscow despite everyone on his staff and his emperor demanding that he hold Moscow against a siege.
* War and Peace scholars is actually not considered among his best work.
* War and Peace series. Today, she has performed with many prominent opera companies like the Met Opera, the Vienna State Opera, and the Royal Opera House, and has been awarded with the State Prize of the Russian Federation.
* War and Peace when he's discharged from the sovereign's court on charges of corruption and treason.
* War and Peace: While travelling, he had something going on with a Polish farmer girl, which her father found out about, and there went his freedom. Well, technically anyways.
* War and Peace with the realisation that he loves Natasha Rostova when he's comforting her after her failed elopement and her broken engagement with Andrei Bolkonsky; he declares that, if he were free from his wife Hélène and the best man in the world, he'd propose to her without a thought.
* War and Peace, would most likely have come true. Sonya has dreams of Prince Andrei lying down in bed in a rickety house, and that's where he dies.
* War and Remembrance After torpedoing a transport full of Japanese infantry, the captain of an American sub orders them to surface. He then orders his crew to sink all the lifeboats and and execute the men now in the water. His first officer protests, only for the captain to double-down, loudly telling his crew that if they do not execute the infantry said infantry will simply be rescued and sent into combat within a week. The crew obeys, strafing the floating men with automatic fire. This occurs in both the book and the series. How this action is taken in-setting is mixed. This instance is especially notable as at the time the US was practicing unrestricted submarine warfare, and thus the captain was technically well within his authority to give the orders.
* War Arc that concerns two or more large-scale factions (city-sized at least) in conflict with one another.
* Waratte Iitomo, a live-broadcast Japanese variety show, has been on the air since October, 1982. There has only been one host throughout its entire run, who holds a

Guinness world record for longest continued hosting of a live television program.
* Waratte! Sotomura-san: Haruno reacts like this when Sotomura shows up at school in spite of having a fever.
* Waratte! Sotomura-san: In a flashback from when the Sotomura siblings went to a store to buy yukatas, each one was given something for the other's gender.
* Warband If you're really bored and winning the game, there's always the good ol' method of finding a belligerent drunk, getting into a fight with him, and simply laughing off his puny sword with your Lordly Plate armor that needs a warhammer to damage, then you punch him over and over.
* Warband of the Forsaken Sons, a Warhammer 40000 fic, has an example where an entire world, thanks to being plunged into a Warp Storm and cut off by a curtain of eternal night, doesn't follow the time of the rest of the system. A Chaos Marine on the planet spends generations preparing the recruits for his masters, while only months pass outside.
* Warband of the Forsaken Sons, Jikaerus, former Apothecary of the Alpha Legion, is this. In order to create recruits for his master, he released mutated monsters on a world already plunged into eternal night and manipulated entire bloodlines so that natural selection and careful breeding would do his work for him.
* Warband sequel, is the Middle Eastern faction, with various exotic light infantry and cavalry. As for the specific country they're based on — it seems to be predominantly Egypt during the reign of the Mamelukes, with some vaguely Ottoman bits inserted here and there. Its name is a reference to the pre-Islamic Sassanid Persian Empire.
* war-beast to destroy a Corvette and isn't nearly as badly hit, but he is still bone-weary by the time he lands.
* War between Canada, the United States, and Mexico was once a likely scenario and became reality in the War of 1812 and the Mexican-American War of 1848. Nowadays, war between the three countries is almost unthinkable, mainly because large percentages of their imports and exports circulate among each other-in Canada and Mexico's cases, the overwhelming majority of exports go to the US. Only 21% of the US's exports go to Canada and Mexico, but that's still 5 times more than goes to China.
* war between Guelphs and Ghibellines) and the bucket was taken as a mock trophy when the battle, although bloody, ended in the stalemate. This is also exactly the reason that a large battle (comparable with battles of Agincourt or Tannenberg numbers-wise) is largely unknown and usually mentioned only in reference to the mock-heroic poem written three centuries later.
* War Between The Provinces is a fantasy retelling of the American Civil War in which the original inhabitants of the kingdom, who are blond, play the part of slaves to their dark-haired rulers.
* Warbirds, and has control over titanium (much of which it uses to make its planes better), it's adept at poaching up-and-coming pilots from various countries. It also doesn't object to hiring out a squadron to each side in a conflict; since pilots in Guild warbirds are likely to survive going down, as long as it's making more from the clients than it's spending on replacement planes, it's satisfied.
* Warbirds) and then letting the player loose on the options menu. In more straightforward games this might include weapon or engine upgrades; ones using, for example, the mad science sourcebook might culminate in the squadron kook upgrading his kite with a dangerously overclocked laser cannon that will explode if things go even a little bit wrong.
* Warbirds, centered around an Air Force F-4 squadron before and during a fictional Middle East war, the egotistical, incompetent, and ambitious General Blevins forces the inspectorate to give the squadron (which is in fact a model of Air Force regulations) terrible report to destroy the career of the commanding officer, who made Blevins look like an idiot at the beginning of the book.
* Warbirds Of Mars Diesel-fied America at war with Nazis, alien invaders and (maybe?) Nazi aliens.
* Warbirds RPG is focused on the player characters being mercenary fighter pilots in a setting where that role is analogous to "rock star who shoots people".

Bluntly, if you're not a skilled pilot, you're probably an NPC. In the Guild, anyone with ten dogfighting kills is a "dogfight ace", while ten strafing kills is a "strafing ace"; there are certain plane upgrades you can only take if you've reached this status, and some require you to have fifty in one category (an "Elite Ace") — you get free plane upgrades as your killcount rises, although if it gets shot down you need to start over or drop a lot of money on getting your kite back up to scratch.
* Warbirds (ten dogfighting or ten strafing kills) gets you plane upgrades, and some options, like a rear turret or some of the better aerodynamic refits, are only available to aces or Elite Aces (50 kills), and so everyone can compare them and has an incentive to go for as many as possible.
* Warbirds: The GM advice section mentions that in a gonzo game, Azure's countless unexplored errant sky islands could well be inhabited by aliens, lizard people, or dinosaur-riding lizard aliens.
* Warblade for some people. Then there is an upgraded triple fire, then plasma, which shoots a blue ball of energy, followed by fireballs (a wave motion gun in itself), then a laser, and finally upgraded plasma which is like normal plasma but has a wider spread and melts absolutely everything. And that's WITHOUT Super Autofire, which pretty much quadruples firing rate. It's probably safe to say that if you pick up a triple shot powerup if you have something really awesome, you are totally screwed.
* Warbleck" is off to vaporize itself thanks to a five-man Logic Bomb.
* Warborn: The Krukov Mining Corporation has its own private army, to the point of being one of the four playable factions (the other three being two state armies and one mercenary company). They make heavy use of mechs wielding "repurposed mining equipment" (i.e. lots of explosives).
* Warboss Gorgutz Deffscreama Bloodspilla Deffkilla Ragescreama Ghostkilla Gunsmasha Daemonkilla 'Ead'unter. A minor Ork character is actually called "Da Krimson Barun" presumably in spoof of the trope namer. Another, a Fighta pilot on Armageddon, is called "Da Red Nob" (Nob being short for "noble," and a term for an ork squad leader).
* Warboss Gorgutz 'ead'unta Ghostkilla Ragescreama Gunsmasha Deffkilla Daemonkilla Bloodspilla.
* Warboss Headcrusha was so impressively stupid that the Trust was actively trying to keep him alive as any replacement would be much smarter.
* Warboss Tuska was an ork with a dream of finding the best fights and reasoned that the best place to find them was in the Eye of Terror. He did just that, leading his Waaagh! on an interplanetary rampage through the biggest
* Warbot In Accounting around Warbot that prevents others from recognizing (A) he's a giant robot and (B) he's a pacifist looking for friends.
* Warbot In Accounting declared the goal of himself and the artist was to have each comic more depressing than the previous one, and while it only lasted 15 strips, they kept true on it!
* Warbot In Accounting is a decommissioned weapon of mass destruction that was given a job at an accounting firm. The trope is thus Justified - the robot was superpowered in the first place, then converted to accomplish a mundane task.
* Warbot In Accounting is a horribly depressing comic about a sapient combat robot struggling in civilian life and dealing with an office job. He has such a difficult time because he isn't physically built for anything else besides combat.
* Warbot In Accounting, which details the incredibly depressing attempts of a retired war machine to integrate into society.
* Warbound Widow. Because of her Life abilities she's incredibly tough and hard to kill, able to heal shattered bones with ease. Even when faced with loosing a limb she comforts herself with the fact she'd be able to grow it back. Eventually.
* Warbound Widow has this happen with planet Earth via the Alternian Empire, which kickstarts the plot.
* Warbound Widow to stringing up trolls above giant vats and draining them of blood while they're still alive for their paintings, along with their belief system towards causing a galactic apocalypse once they harvest enough souls to summon

their Messiahs.
* Warbreaker and a kicked puppy (when it isn't used). Despite not having any meaningful understanding of what evil is, Nightblood excels at the "destroy" part, and anyone with ill intent will feel compelled to pick it up, and will soon be involuntarily killing their partners in crime, while good people will feel overwhelmingly nauseous simply at the sight of it, although they can get over this to carry it. It does, however, like to urge its proper owner to kill almost anyone so... yeah, we'll call that a design flaw.
* Warbreaker and the fact that he's really a decent guy, it doesn't take.
* Warbreaker, created by Awakening a dead body, can follow more complex commands and be given new ones.
* Warbreaker: Denth often complains to Vivena about his current situation with "You know what I hate about being a mercenary?" followed by whatever it is that's bothering him.
* Warbreaker. Doing this is fairly rare, as creating a Lifeless is moderately expensive (since you can't reclaim the Breath used to animate it, plus you need special chemicals for best effect) and humans are far more useful in most circumstances.
* Warbreaker explicitly confirms that this extends to facial hair in the case of male royalty.
* Warbreaker introduces Nightblood, an incredibly powerful sword which drains Investiture from both its wielder and its targets to feed its hunger. Nightblood devours and digests the souls of those it kills, preventing them from forming Shadows and permanently destroying any Cognitive Shadow it touches.
* Warbreaker, just in case he happens to get peckish at any random time.
* Warbreaker, Life Energy is measured in "Breaths", which can be removed from a soul with consent of that soul (Everyone starts with one Breath). Once accumulated, these Breaths enhance you in specific ways, allowing you to discern colors and musical tones with higher fidelity, "sense" other lives around you, and become functionally immortal. Furthermore, these Breaths can be placed in an inanimate object, animating them to follow a specific Command. However, the sheer number of Breaths required to achieve these powers (200 to achieve perfect musical tone recognition, all the way up to 2000 Breaths to become immortal), and the state of those left without Breath, make the practice of accumulating Breath highly controversial in some cultures. The book mostly takes place in an area where there's no taboo related to trading breath, although it is very valuable.
* Warbreaker Lightsong discovers a murder in the palace and starts using investigative skills he's never learned, concluding they're a holdover from his old life before he Returned and that he was a police officer. After being easily defeated in a fight and confused as to why his presumed combat skills didn't carry over, he's informed that he was a scribe people hired to locate embezzlement and fraud.
* Warbreaker, Lightsong hates the lazy, self-serving behavior of himself and the other Returned. He is portrayed sympathetically, the other Returned, not so much.
* Warbreaker, Lightsong plays a game that he doesn't know the rules to, but manages to win every time. He considers trying to throw the game, but realizes that would be identical to what he was already doing.
* Warbreaker. One of the perks of this resurrection is that their appearance is a combination of their idea of physical perfection and how they see themselves. Common traits are being taller than normal humans, in prime physical condition and, for goddesses, having a huge rack.
* Warbreaker. Particularly true with Tonk Fah, who is a murderous torture-loving sociopath.
* Warbreaker per week to survive, but due to a quirk of the magic system, Breath a) can be detached from a person as easily as a change of clothes, with no ill effects beyond an increased vulnerability to mental and biological illness (and a cosmetic loss of color) and b) must be given voluntarily.
* Warbreaker powers, which most of them use to take on whatever particular form of ideal beauty they desire.

* Warbreaker. Returned lose their memories, and must consume one human soul a week to stay on this plane of existence.
* Warbreaker; Shardblades, while a bit weaker, don't require magic to function, and there's no danger of them killing their wielders.
* Warbreaker that each Returned is sent back with a specific purpose to accomplish, although in the process of coming back to life they lose all their memories, so they have to try to figure out what their purpose is along the way.
* Warbreaker), then change the magical control codes on said zombies and order them to attack Idris and butcher its inhabitants. Finally, everyone who knows the new control codes takes poison, making it physically impossible to revoke the orders.
* Warbreaker, the Returned only need one Breath (part of a person's soul) a week to survive, but most eat food anyway because food tastes good.
* Warbreaker; they really are sadistic criminals and they turn out to be the real villains of the story.
* Warbreaker, torturing and killing an innocent boy, and kidnapping Vivienna under the guise of her hiring them. Vivienna herself only becomes stronger once she runs away from them.
* Warbreaker to the point where it's difficult, even in the end, to tell who's been telling the truth about the origins of the God Kings, the nature of the religious turmoil between Idris and Hallendren, or much concerning biochromatic breath.
* Warbreaker Vasher uses Nightblood to demolish walls in the royal palace in order to reach his target Denth. It's not a straight example because it's not a dungeon but the effect is the same.
* Warbreaker: Vivenna is the protagonist, Siri is the deuteragonist, and Lightsong is the tritagonist
* Warbreaker, which means he's forgotten that he has no idea how to use a sword. This comes back to bite him.
* Warbreaker, who are mostly figureheads, and their priests (though said priests are often powerful Awakeners themselves).
* Warbreaker without the Tears of Edgli, the cheap dyes that can be manufactured from the flowers are the foundation of Hallendren's economic prosperity.
* Warbringer was intended to placate him (which failed, as he left almost right after the album dropped). Bennett, meanwhile, had started out as a live fill-in on their early tours due to Andy Laux's inability to tour (as he was still in high school) before being made full-time, and his arrogance, incredibly abrasive personality, and drug issues made him quickly wear out his welcome and culminated in an incident on a very large tour where he kept making incredibly cruel and hurtful personal digs at Nic Ritter that finally resulted in Ritter running out of the van and punching a dumpster hard enough to break his hand, which put him out of commission for the rest of the tour and made Kevill angry enough to pull Bennett out of the van and stomp on his head before kicking him out the minute the tour had concluded.
* War Brokers, the revolver is superior to pistols mainly due to its superior accuracy and damage, which enables skilled players to take out their opponents with headshots at a decent range, while pistols are only effective up close.
* War, Caesar is a rare heroic example, being the charismatic leader of the apes, who is viewed as a messianic figure by his subjects and who rules from a hidden compound in the Muir forests.
* War-chickified by the same Romans, who rechristened her Venus, and added victory (in battle/war) tot her portfolio.
* Warchief Thrall was long believed to be a case of this trope, since his best childhood friend was a human girl the same age as him (a lot of people assume they were more than friends), and he's had a good friendship with Jaina Proudmoore (with whom he's commonly shipped). However,
* Warchild Series Falcone tortures Jos at the climax. Because he is also the man who raped and abused Jos as a child, this scene is undoubtedly a source of terror for both the protagonist and the reader.
* Warchild Series goes into deep cover aboard the starship Macedon. He learns a new accent and slang for the part, and acts the part of a soldier perfectly, even

fighting against his own people.
* Warchild Series has a Space Navy that was pretty much called just that.
* Warchild Series. He explicitly states that attractive people can get away with more, and they can use their appearances to get what they want out of people.
* Warchild Series Jos mentions that Jets in uniform have an extra allure about them. Being asexual, he's immune.
* Warchild Series, "strit" for the striviirc-na aliens and "symp" for human sympathizers (like the protagonist and his mentor).
* Warchild Series universe. Lowachee never goes into detail about how the pirates find their victims. Most of the ships they prey off of, however, are running through the notoriously hard-to-police DMZ.
* Warcraft (2016), but less-advanced mages like Khadgar draw more complex shapes with chalk before casting them.
* Warcraft (2016), Garona is the only character to speak both human and orc tongues, and acts as a translator during the meeting between Llane and Durotan. She's also seen translating Draenai's pleas to Gul'dan early in the movie, and it's implied that Gul'dan keeps her around in part to be his translator.
* Warcraft (2016) hammer capable of turning the head of anyone hit with it into little more than red mist. His nickname, Doomhammer, comes from the weapon.
* Warcraft (2016) has a bald head, and he's nicknamed "Doomhammer" for a very good reason.
* Warcraft (2016) has Lothar failing at convincing the guard that he has calmed down:
* Warcraft (2016) has Lothar's and Llane's blades, lion-decorated swords wih runic inscriptions on them. They don't seem to be special in any way, they just look way cool.
* Warcraft (2016), his son's death causes Lothar to grow more fatalistic and unstable, even lashing out against his friend Medivh in anger. It gets so bad, Llane has him imprisoned in hopes he might cool off.
* Warcraft (2016), Khadgar realizes that something doesn't add up in Medivh's behaviour when the latter burns down his research on the Portal.
* Warcraft (2016), Llane's war room's main feature is a huge table with a 3D-ish map of Stormwind and figurines to represent Horde and Stormwind legions, which humans use to plan their campaign.
* Warcraft (2016), Lothar's very first scene includes him being introduced to dwarven "boomsticks" (one-shot gunpowder pistols), and by the time of the final battle, the entirety of Stormwind's forces is equipped with them, despite maintaining a medievalesque tech level in general.
* Warcraft (2016) (Roman tortoise), which proves highly effective against larger and stronger orcs.
* Warcraft (2016) sprouting everywhere. However, when he removes his robes for the mak'gora, we see they're actually coming from inside his body due to his use of fel magic.
* Warcraft (2016), the journey from Draenor to Azeroth can only be described as floating helplessly through water-like, black void between two points of light, with nothing but trees falling as they crash into the portal from Azeroth's side, and orcs rising upwards from Draenor. The experience almost kills Draka's unborn child.
* Warcraft (2016): the mages forming the council of Kirin Tor, the wizard city, all have purple-glowing eyes.
* Warcraft (2016). The orcs come from another world, want to use the local population to bring the rest of their Horde to Azeroth, and then intend to (or at least Gul'dan intends to) magically terraform their new home in Draenor's image.
* Warcraft (2016), the ornate book Khadgar finds in Medivh's vast library is a tome on the Portal and fel magic, both of which are pretty much evil.
* Warcraft (2016), the two armies hurl themselves at each other with complete disregard of formations. It could be that, with the humans being in a canyon, there was quite literally no other tactic possible than to go forward, but this still doesn't excuse lack of even the most basic shield-wall while it's made very clear

their orc adversaries are individually far more mighty.
* Warcraft (2016), this is how Gul'dan controls the Horde when it starts to lose respect for him.
* Warcraft (2016): when Blackhand pins Lothar down to crush his skull, he makes a mistake of grabbing Lothar's boomstick with his fingers and gets them, along with most of the hand, shot off.
* Warcraft (2016) with small orc-like tusks, and fairly beautiful by human standards.
* Warcraft 2, the mage Khadgar destroys the Dark Portal with a single devastating spell that no regular mage is capable of in-game.
* Warcraft 3 hero is also a skeleton, albeit much more powerful and with a free will (the above examples are mindless undead slaves). Death knights also use skeletal horses. Similar to the Diablo example above, a Necromancer using the Raise Dead skill creates two humanoid skeletons from any sort of corpse. Even something like a Crypt Fiend (half-spider) or a wolf. In the Frozen Throne expansion, the Scourge shop sells staves that allow any Hero Unit to raise skeletons as well.
* Warcraft 3: Reforged that looks more like the two are rubbing their weapons together rather than trying to overpower one another.
* Warcraft 3: Reign of Chaos, Prince Arthas declared "Spirits of this place! I will do anything, pay any price, if only you will help me save my people!" This... didn't end well for him.
* Warcraft 3, the Demon Hunter's repertoire of autoattack moves includes a spinning attack.
* Warcraft 3 when the World Tree was destroyed to prevent Archimond from corrupting it the Night Elves lost their immortality and connection to nature. Major characters in WoW have begun showing signs of aging for the first time in 10,000 years.
* Warcraft 3, with heroes or armies attacking, doing some damage to the enemy base/ expansion/army , then pulling out, except when in a strong enough position to just annihilate the opposition. Sometimes done via Town Portal Scroll if walking is not an option, or would result in losses.
* Warcraft Adventures: Lord of the Clans, and the game was mostly forgotten until it was publicly released in 2016 by a former Animation Magic employee.
* WarCraft a good idea - even the weaker heroes are generally fairly difficult to take down unless you can surround them, and while you're trying to focus on them, the other team can be wiping out your army. That being said, if the opportunity to take out a hero quickly presents itself, successfully doing so severely weakens the other team, as well as denying experience to that hero.
* Warcraft a hidden section of one mission reveals the King Penguin, an invulnerable creature that gives you a ring of protection + 4.
* Warcraft also has Magatha Grimtotem. She is obviously evil from the very beginning and doesn't even TRY to hide it. By her race's standards, she's an old woman/cowlady. She's fairly harmless, until Cataclysm, where she
* WarCraft and a spoken incantation, and overall, the spells are distinct enough that after one use, you can guess what's being cast while the runes are still forming.
* Warcraft, and invades the Night Elf lands in the middle of the apocalypse.
* Warcraft and player's character (who later evolved into Orgrim Doomhammer) betrays Blackhand out of lust for power alone. Also, canonically, bad guys win there. Warcraft III: The Frozen Throne is a far more prominent and complex example, where ALL campaign protagonists are anti-heroes or villains to some degree, and the known world is still suffering the aftermath of a massive undead and demon onslaught. The humanity is hunted down to the borders of extiction (and its remnants are run by a racist tyrant), high elves willingly damn their entire race, and the main conflict is set between the Lich King and his former master Kil'jaeden, both sides nearly equally evil. Even the bonus campaign, The Founding of Durotar, has a Tearjerker ending with Jaina having to betray her father.
* Warcraft, Anduin Lothar, leader of the Alliance forces, falls in battle. His second-in-command, Turalyon, takes up his position and kicks the living shit out of

the orcs.
* Warcraft, Anduin Lothar, who is locked in a cell, is trying to convince a guard to release him. When the guard refuses, Lothar snaps and hurls a tankard at the guard, who abruptly turns into a sheep. Lothar looks at his hand in confusion, wondering if he actually did that, but then Khadgar walks in.
* Warcraft." A player in the game has become so powerful that even the admins can't stop him from killing other players, and the fear is that everyone will become frustrated and stop playing:
* Warcraft, a quest line involves a Paladin of the Argent Crusade being infected by the Plague, apparently contradicting this.
* Warcraft are big rhino-like six-legged cattle. Their children, however, are clearly some mutant form of yappy dogs judging by the screeching they do when you attack them. Why would you ever want to attack such terrible things? Because they like to zip in and out of your buildings stealing resources, eating food, and smashing things randomly. Of course, you better be prepared because all that screeching will bring the whole herd close behind.
* Warcraft are "Over-proportioned, primary colored, bulky armored dudes and monsters."
* Warcraft are planetary parasites that merge themselves to a planet and slowly corrupt it. Whether this would eventually destroy the planet is unknown, as the Old Gods on Azeroth were sealed away by the Titans (they could not be killed, having already corrupted the planet to such a degree that removing them would've required the destruction of Azeroth).
* Warcraft: At least in the first one, night elves (and perhaps high elves also; don't have now the sourcebook) are described to have no pupils and glowing eyes, especially under the moonlight.
* Warcraft. At least some of it seems to be by choice, however. The Tauren, for example, have access to gunpowder but otherwise prefer to live closer to nature. Meanwhile the Goblins live in a industrial port city, with Gallwywix having his own golf course and pool.
* Warcraft between Arthas and Ner'Zhul while the merging of their souls finished.
* Warcraft). Both are royal heirs. Both are transformed by their powers. Both have an ice fortress in a remote location. And despite Arthas technically having all Death Knight powers, he favors the ice powers.
* Warcraft, but there's no visible scarring or decomposition. As mentioned below, it seems this is a feature of high ranking undead.
* Warcraft came around though, and they reverted back to normal spelling.
* Warcraft campaigns are considered canon, and the only missions that aren't are the ones that end the campaign and don't allow for the canonical ending of the story.
* Warcraft can be used against ancient evil gods. And the dimension-hopping giants that ride around in spaceships.
* Warcraft can convert their peasants into milita in an emergency. They turn back into normal peasants after a while, though.
* Warcraft. Certain plot-important enemies during the campaign had "Divine" armor that could only be damaged by units doing Chaos-type damage, which are almost impossible to obtain. Therefore, characters with Divine Armor aren't meant to be slain in conventional combat and can only be defeated by completing the mission as the developers intended.
* Warcraft confines Orgrimmar's troll and goblin populations to a cramped stretch of canyon, a situation made even worse when the goblins decided to drill for oil in the only water source.
* Warcraft Curse of Flesh. Several machines created by Gnomes are very similar to those found in ancient Titan complexes, suggesting they may have an innate ability to build such machines.
* Warcraft, despite the fact they would have died if they didn't. At that point, Garithos admits he never trusted the elves and believed they should have never been accepted into the Alliance, essentially revealing his treatment of them comes from the chip on his shoulder.

* Warcraft differently if Taretha hadn't shown Thrall so much compassion and love in his formative years.
* Warcraft Earlier builds of the game, which were much more RPG than the final game was, had even smaller forces.
* Warcraft, enough to destroy ancient night elven society and cause global misery for the high/blood elf population millennia later.
* Warcraft even highlight that among all the teeth regarding Orcs, there's "the prosthetic teeth this actress can barely speak through."
* Warcraft even if she wasn't several times larger than him and built like the Venus of Willendorf with four arms and three faces.
* Warcraft Expanded Universe, is almost hanged before Tirion, having sacrificed his position as a paladin, his right to rule Hearthglen, and contact with his family in an attempt to protect him, saves him.
* Warcraft features a form of trial by combat known as the "Mak'gora", a sacred one-on-one duel. Mak'gora was adopted by all races of the Horde as well, the Tauren Carne Bloodhoof challenged the orc Garosh Hellscream to Mak'gora for leadership of the Horde. There are several rules regarding the Mak'gora. Each fighter must have a witness, each fighter can only use one weapon, and battles are to the death.
* Warcraft features Kargath Bladefist, who leads the Shattered Hand clan of orcs. The Shattered Hand clan has its origins in the orcs enslaved in mines by ogres. They were kept from escaping by having one hand chained to a wall while they worked. One day, Kargath decided he'd had enough, so he strangled his overseer with his chain and sliced off his manacled hand, replacing it with a blade. He then encouraged his fellow slaves to follow his example, and they rose up and killed their ogre masters.
* Warcraft features many different types of giants and similar beings.
* Warcraft, features such a wide variety of mounts that listing them all would be impractical — but, luckily, they come in a somewhat tidy number of categories.
* Warcraft fell through. Then it was rapidly spun off into its own 'verse.
* Warcraft, five naval units were given to each side: Oil Tankers, which gathered oil, the resource used to build other naval units, Destroyers, elven or troll ships which could attack units on land or in the air as well as other naval units, Transports, which had little armour and no weapons but could bring troops across bodies of water, Bruisers (Human Battleships, Ogre Juggernauts) which couldn't attack air units and moved and attacked more slowly than Destroyers, but hit like a truck when they did, and Submersibles (Gnomish Submarines, Giant Turtles with Goblin technology) which moved fairly slowly and could only attack sea units and buildings, but could only be seen by watch towers and flying units and attacked in rapid fire.
* Warcraft franchise has a few of these: For Jaina Proudmoore and Tyrande Whisperwind, their love triangles are more interesting than what they actually achieve in the conflicts. Alleria and Vareesa Windrunner, while capable fighters, lose all attention to their husbands.
* Warcraft franchise has played host to several Bug Wars involving the insectoid Aqir empire and its descendants.
* Warcraft games - a chair magically carved out of glacial ice, which doubles as Ner'zhul's phylactery. There's also a place called the Throne of Kil'Jaeden, but it's not an actual throne. Whether the Legionlord has an actual Cool Chair remains to be seen, as surely no self-respecting demon lord would go without an obsidian throne covered in skulls and spikes.
* Warcraft games also have many creatures with four legs and wings (such as dragons and gryphons).
* Warcraft games generally play this straight. To win you typically have to annihilate the enemy force down to the last peasant worker and farm and they'll do the same to you if given the chance. In-story the Alliance refused to wipe out the remaining Orcs when the war was lost, but the survivors were so dispirited that attempts to coexist with them failed utterly and they ended up in internment camps until Thrall led an uprising.

* Warcraft gave up cannibalism due to devotion to the Horde in sharp contrast to the other trolls who are cannibalistic and xenophobic. The latter is somehow even able to get along with, or at least tolerate, their ancient enemies the high/blood elves.
* Warcraft had glowing red eyes, caused by his embracing demon rage with open arms. The glow dies away a moment before his death because he killed the demon who caused the rage. In the expansion Frozen Throne, Arthas gets glowing blue eyes after fusing with the Lich King Ner'Zhul.
* Warcraft has a member of the race ask you to avenge his wife who was killed by his (still living) former best friend. He states that he can no longer feel love and is only able to feel revenge. However one seasonal quest chain on Valentine's day implies that the forsaken are still able to feel love in the same manner as they did in life.
* Warcraft has some of these, such as Vereesa Windrunner and Garona Halforcen.
* Warcraft has stated that the Legion's current commander, Kil'jaeden the Deceiver, still follows his master's philosophy.
* Warcraft has two abilities that come close to this: Barrage and Cluster Rockets. Barrage gives Steam Tanks a missile launcher that can attack up to three air units at a time, while Cluster Rockets fires a swarm of weaving missiles into an area, stunning units caught inside (and the number of missiles increases with the level).
* Warcraft have six legs when presented. The two even use the same basic models.
* Warcraft. He killed many named characters and many of them are badass in their own right.
* Warcraft heroes rendering demons and zombies unto loot pinatas en masse.
* Warcraft, he sealed a powerful demon inside his staff, turning it into an evil weapon with terrifying magic powers. The staff was later shattered to prevent it from falling into evil hands, but in the Level 60 version of Naxxramas, players can acquire its pieces to remake it and then banish the demon, making it wieldable.
* Warcraft hit, however, the playable dwarves were mountain-dwelling, ale-drinking, blacksmiths and miners, with the gryphon riders relegated to a minor NPC faction.
* Warcraft II, advanced units differ enough to require different strategies. Orcs are more of a Powerhouse, relying on Bloodlusted Ogre Magi, while Humans rely on Subversive but powerful spells such as Invisibility, Blizzard and Exorcism.
* Warcraft II allowed players to enter Outland and meet the Alliance heroes there (thus confirming that the Alliance campaign was the one that happened).
* Warcraft II also has an engineering gadget called "Goblin Sapper Charge", which allows the player to do this as well.
* Warcraft II attack other human kingdoms so his own nation would stay relatively untouched.
* Warcraft II begins with Stormwind, having been conquered by the Orcs and its king slain, founding a government in exile in Lordaeron under Anduin Lothar as Regent.
* Warcraft II, clicking on an orc ship enough time will make a crew mate say he's gonna be sick. Continue to click and you'll hear a vomiting sound.
* Warcraft II. For the Horde, many of their town names are in remembrance of past characters, perhaps most notably the orc capital, Orgrimmar, named for the second Warchief, Orgrim Doomhammer.
* Warcraft II had absurdly pathetic sight range for most units, which made scouting horrendous if you didn't have a Flying Machine/Zeppelin in your army.
* Warcraft II had a mod called Kali, with the esoteric function of emulating a local area network between all players who were using Kali across the Internet. Blizzard took notes and built Battle.net.
* Warcraft II had no ability to define custom rules in this way, but you could play it PVP with someone who agreed to.
* Warcraft II had one, later they switched to face-concealing helmets but the Knights took over.
* War Craft II has soldiers running past a rack of spears and swords, each grabbing one as they go past, along with shots of cannon crews loading their pieces and running them out the gun ports of the fortress.
* Warcraft II have access to a spell, the Eye of Kilrogg, that is essentially a

magical version of a surveillance drone (which takes the shape of a big green, disembodied floating eye).
* Warcraft II, he makes an enemy drop his defenses by screaming so loud it physically hurts him.
* Warcraft III ability) and ninja (one of his skills creates illusions of himself, the other lets him go invisible and deal extra damage on his next attack).
* Warcraft III, after pulling players into the Twisting Nether in desperation.
* Warcraft III: After Sylvanas betrays Garithos, his body is instantly jumped on by ravenous ghouls (to add insult to injury, heroes normally don't leave corpses behind).
* Warcraft III, after taking up the soul-stealing sword and becoming evil, also manages to pick up armour with a lot of skull motifs and a long purple cloak. Also, his skin and hair turn deathly white. Apparently, he's able to stroll right back into his father's throne room looking like this without raising anyone's suspicions.
* Warcraft III: All shops except the marketplace have limited quantities of items (most between one and three) that replenish over time. The marketplace, however, starts out empty and gradually fills with items found by players as they kill monsters for experience, these disappear for good when bought.
* Warcraft III alongside Arthas, and can be seen in the campaign's ending cinematic accompanying his master into the capital city, where he helps murder the aristocracy and watches Arthas kill his father. In effect, he became that which he hated most.
* Warcraft III, and forces him to do a bunch of stuff. Though to be completely fair, she's not actually aware of how much the things she's doing align with his real goals because she is very cynical. Illidan is only half doing this stuff because she is telling him to. Also, he uses the opportunity to escape his imprisonment.
* Warcraft III and its expansion have the player control a villainous army, making the enemy army a Hero Antagonist. This is most blatantly during the Scourge campaign, though the Horde and Night Elf campaigns tend to paint heroes from other factions in this light as well.
* War Craft III) and its own theme song ("Vi sitter i ventrilo och spelar DotA" by Basshunter).
* Warcraft III "annoyed" quotes. The Pit Lord gets even more egregious with line with him publicly coming out to his girlfriend as a demon over a daytime talk show.
* Warcraft III, any side can buy landmines from the goblins and lay them around the place. They turn invisible, so most units won't see them.
* Warcraft III are often subtle variations of each other, with the creep's size being a general indicator of its strength in comparison to others like it.
* Warcraft III are tough, amphibious neutral monsters with saberteeth.
* War Craft III. Arthas issues a grave ultimatum to Uther: help him to purge Stratholme of its infected citizenry or leave the kingdom's service. Uther and his followers leave, with Uther telling Arthas that he is crossing a terrible line. Jaina also leaves Arthas' side, telling him she can't watch him do it. In the end, it's just Arthas and his men performing the grisly task of killing innocent people before Mal'Ganis can convert them into zombies.
* Warcraft III). As in Brood War, the timer is usually enough to take out a single side's base (with the game itself recommending you use banshees to possess powerful enemy units along the way).
* Warcraft III before the death system was revamped (the stones would ultimately become Meeting Stones).
* War Craft III book containing concept art, high-quality screenshots, and backstory notes; and a music CD with the orchestral music from the game (though for some reason the cinematic music wasn't separated into individual tracks, but all in one suite); all packaged in a vinyl-covered slipcase. All for about $80 Canadian.
* WarCraft III came with a hundred-page manual featuring concept art, detailed descriptions of every unit and a dozen pages of backstory for the entire setting.
* Warcraft III casters, or horribly high, coming from the heavy flyers).

* Warcraft III cinematic: he summons a dragon that breaths ice on the ground. Tyrande summons an owl which flies in a straight line revealing everything, and with the right talent kill anyone who doesn't pay attention to the minimap. Lunara summons a wisp for vision. Gul'dan has the Eye of Kilrogg for a similar purpose.
* Warcraft III: Creatures hostile to all players are found all around the map, and killing them gets you experience, gold and sometimes items. The Orcs even have an upgrade that lets their units gain money by attacking enemy buildings.
* Warcraft III: Crypt Lords like Anub'Arak are giant bugs who can summon carrion beetles from corpses and a swarm of angry locusts to attack their enemies.
* Warcraft III custom campaign had a chess piece encounter within Karazhan, where you were required to keep the two sides as equal as possible so that when one side won and attacked you, you'd have as little fighting as possible to do.
* Warcraft III Druids (particularly the hero version, the Keeper of the Grove).
* Warcraft III). Every faction has a Siege Engine to deal with towers from beyond attack range, but they also have other specialized units:
* Warcraft III features troll batriders who can set themselves to explode on enemy flying units.
* Warcraft III. Fortunately, Anub-Arak digs his way back to Arthas in time.
* Warcraft III four-star badass, former ranger-general Sylvanas Windrunner, steps in.
* Warcraft III had upkeep. If your forces got big enough, 30% of any gold you gain from that point is lost. If it gets bigger, you lose a whopping 60% of gold that is brought in. Considering that gold is limited...
* Warcraft III has a campaign mission where Lady Vashj and Kael'thas free the Blood Elves from the Dalaran dungeons, which are full of ultra horrifying monsters. It isn't a bad level, but at the end of the day it isn't as challenging as the normal base-building campaign missions.
* Warcraft III has a few abilities like this (Doom, Parasite, Dark Arrow...), but they create a unit upon death instead of insta-killing.
* Warcraft III has an ending credits movie, in which Archimonde is "filming" a movie, complete with several takes. In one take, there's a dragon attack, and while running away, someone says "The goggles! They do nothing!!"
* Warcraft III has an Orc unit called the Kodo beast, which is ridden by an orc drummer. It increases the damage done by all nearby allied units by 10%.
* Warcraft III has a number of missions where the player is supposed to win without destroying the enemy base and in fact they are designed to discourage attempting to.
* Warcraft III has a segment in the human campaign where the player saves a child called Timmy. A few levels later, a ghoul named Timmy is encountered.
* War Craft III has Kael defending a Draenei village from Fel Orcs. The Draenei return the favor by allying with Kael.
* Warcraft III has several ways of magic canceling. There are some like resistant skin that merely blocked most enemy spells, but also pure magic immunity, meaning no heals or buffs either.
* War Craft III have a sound pack distressingly but understandably focused on pronouncements of vengeance.
* Warcraft III he purges the rest of Lordaeron. Over the course of the Undead campaign, Arthas not only kills most of his former paladin order, he kills most of Dalaran's archmagi during a raid on the city.
* Warcraft III. Illidan does eventually get released and the night elves eventually lose their immortality as well since, surprise surprise, they weren't exactly responsible enough to handle it.
* Warcraft III in Kalimdor for the first time, one of the orcs commented on the curiosity of the new beings with, "At least they're prettier than the humans".
* Warcraft III: In the early years, when makers of custom maps were mostly inexperienced in creating new 3D models for themselves, they were stuck with what the game files had to offer, resulting in characters bearing little, if any, resemblance to how they were supposed to look. Of note, many LOTR-themed maps featured Legolas as a woman, because there was no male elf (or otherwise humanoid)

archer model in the game.
* Warcraft III: In the second level of the Blood Elf campaign, you start with several barely-defended bases on the mainland that are immediately attacked by vastly more numerous and fully-upgraded undead forces.
* War Craft III invokes this trope immediately before separating from Benamin by summoning a literal red string that connects them. She informs Benamin that the string will stretch and tangle as they separate, but it will never break, thus binding them together throughout all space and time. When they reunite later in the shrine, she summons it again as a way to show her identity.
* Warcraft III is one of these. It even corrupts the wielder (not that the wielder wasn't asking for it), and hungers for souls. It can drain the victim's soul to strengthen the wielder or to be later reanimated. There's even a warning inscribed on the dais where Arthas finds it:
* Warcraft III is that the AI will focus on attacking weaker units before stronger ones, which can be particularly annoying for the factions that have weaker ranged units compared to the melee units on the front line.
* War Craft III) is to indulge this hunger, regaining HP as they munch away on enemy (or ally, or neutral) corpses.
* Warcraft III. It may be just one level, but you're likely to replay it over and over trying to survive the whole gauntlet of enemies.
* Warcraft III(Lordaeron, Stormwind, Gilneas, Dalaran, Kul Tiras, Ironforge and Quel'thalas). Both the Burning Crusade and Warlords of Draenor expansions featured six zones on the planet Draenor, and the orcs were divided into six major clans before the formation of the First Horde. The Exodar has six sections, Silvermoon City has seven districts. There are usually six or seven bosses per raid (though some had as many as eleven: another number that tends to show up a lot in these games). A filler raid is usually four bosses (although sometimes it's just one). There were originally seven Titans, and seven Titan facilities on Azeroth. There are the traditional European Four Elements, and four druid specializations. There are technically speaking four roles in the gameplay: with melée and ranged damage being very different due to how fight mechanics tend to work. There are four Titan Keepers in Ulduar, though there are actually seven Titan Keepers in total (counting Ra-Den, Tyr and Odyn). To name just a few examples of these numbers occurring.
* Warcraft III, Lord Garithos is shown as an extremely racist commander who insults and degrades non-humans and incarcerated the Blood Elves for not staying in a doomed base to die as he ordered. When he's finally backstabbed by Sylvanas Windrunner, one doesn't feel sorry for him.
* Warcraft III. Magic is not for everyone, consult your doctor before use."
* Warcraft III—the Night Elves remain on good terms with the few human settlers on Kalimdor, but are hostile to the new orcish nation of Orgrimmar right on their border.
* War Craft III: Mercs can be hired from camps, and mercenary heroes, in the expansion, from tavenrs. Mercs can be quite useful in story missions as when you aren't given the means to make more of your troops but are still picking up money they can fill in gaps in your forces and in skirmishes as they can give you access to spells normally reserved for another faction.
* Warcraft III: Most neutral hostile enemies (called "creeps") use the same model with different sizes and color schemes, though they're seen in different regions rather than having specialized versions for different terrain types (e.g. bandits in cities and villages, skeletons in dungeons and corrupted forests, etc.).
* Warcraft III of the first campaign and as Arthas' personal nemesis, before the greater conflict of the story would unfold.
* War Craft III, one mission involves rescuing the captured Illidan from Maiev Shadowsong, who's locked him up in a magical cage and is dragging him away to her base at the very moment you discover her. Even when you defeat the guard and secure the cage, however, there's still a battle raging on. Rather than try to undo the lock and free Illidan in the midst of a war, why not just drag the entire cage back to safety and figure out how to unlock it later?

* Warcraft III: One of the doodads is a large pot with three human heads bubbling to the surface, on of them already a skull.
* Warcraft III on the Dwarvern Mortar Team results in them having the following exchange:
* Warcraft III, playable in a few quests during the campaigns. As one of the very few units in the game that can move in water, attacking from the sea is among their preferred battle tactics.
* Warcraft III playable race composed entirely of undead. The, well, Necromancer is the Undead faction's main caster unit in III.
* Warcraft III practice any of this; most of their spells are fire-based. Lampshaded by one you meet in the Blasted Lands, who says Blood Mages "eat normal food like normal people."
* Warcraft III. Prior to the Battle For Azeroth expansion, many wondered about her top as well (though tbf, it did look like it was reinforced with metal). While one can suspend disbelief in the case of the dragons who dress in similar styles, since their "clothes" may actually be body parts, one really has to wonder about Sylvanas. The front of her pants sits well below her belly button or even her hip line. If she jumped in the air, the fabric SHOULD be pulled down sufficiently as to show her vaginal opening. Of course, it never does: no matter how many crazy archery stunts she pulls.
* Warcraft III. Quite a bit of creeps have axes to them. Such as most trolls whom mostly carry around tomahawks to throw at their opponents. Alongside that there are most bandits, carry around axes or hatchets.
* Warcraft III receives a health regeneration boost when standing on blighted ground, which is generated by their buildings. In fact, undead units can only regenerate health passively on blighted ground, but do so faster compared to the races.
* WarCraft III: Reforged angered the fandom for multiple reasons, one of them being that any custom made map made by players is the "sole and exclusive property of Blizzard". Many other big publishers like Bethesda or CD Projekt don't claim ownership over mods, they just claim the right to license or use them.
* Warcraft III: Reign of Chaos, the dwarves, having suffered terrible losses among their sapper teams in the Second War, have been developing a method of delivering those explosives that do not require the demolition dwarves to themselves to get near the target. Hence, the dwarven mortar team replaces the old sapper units.
* War Craft III, Rexxar is one of the last Mok'nathal (half orc/ogre). There are few of his own kind left, since Draenor was shattered in the second war.
* Warcraft III's creep, though there are differences- blight does not recede when its source is destroyed and can be dispelled by building structures of other races on or near blight.
* Warcraft III: Several Hero units are capable of summoning beasts, elementals, or demons to aid them in battle.
* Warcraft III shady (or outright sinister) nature, ignore the warnings, use the power source and beat the enemy but become corrupted in the process. Undead are exempt because there's nothing to corrupt there any more.
* War Craft III shows this, with a battle between Orcs and Humans which quickly goes in a different direction when demons unexpectedly rain from the sky and kill everyone.
* Warcraft III since the swapped gender of those units were archers and spellcasters.
* Warcraft III starts losing power, so does Arthas, who in the game starts to LOSE levels as the campaign goes on. By the final levels he's just a measly level 1 Death Knight and has to work his way back up.
* Warcraft III's undead plague. Deliberately made by the scourge to create more minions, it took some time for the targeted humans to figure out what it was for and where it came from.
* Warcraft III: Sylvanas Windrunner would've gotten her revenge on Arthas, prevented his ascension to Lich-Kingdom and saved everybody heaps of troubles if only she had had the sense to kill him outright rather than seek to prolong his

torment, allowing him to escape and fulfill his goals.
* Warcraft III that dramatically shift the status quo for both franchises' future games.
* Warcraft III that picked up some basic weapons and armor at the town hall), wields a small axe along with a small metal shield, contrasting the steel kite shield and sword of the standard Footman.
* Warcraft III the Acolyte and Sludge Monster units have their skins stored on the same file, so changing one will change the other. As the Acolyte sees a lot more use than the sludge monster, this can cause considerable surprise if the skin is switched using the editor.
* Warcraft III: The Amulet of Spell Shield blocks a targeted spell every forty seconds. Savvier players will waste the charge with a minor spell before unloading with their heaviest spells.
* Warcraft III: The Avatar of Vengeance can spawn invulnerable Spirits of Vengeance from corpses, regardless of the corpse's original allegiance.
* Warcraft III, the Druid of the Talon is able to transform into a bird, and one of his joke quotes is sneezing and hoping that he's not allergic to feathers.
* Warcraft III: The Frozen Throne as well: After severely wounding Illidan near the Frozen Throne, Arthas didn't finish him off. The game's sound files reveal that he considered Illidan a piteous creature who wasn't worth killing.
* Warcraft III, the leader of the series' creative division. In WoW's second expansion pack, he got an NPC named after him.
* Warcraft III The main difference is that the Paladin fully restores 6 units to life permanently, but only friendly units, while the Death Knight summons up shades of the most powerful allied or enemy units for 40 seconds, and those shades are indestructible during that time.
* Warcraft III: The most powerful spells often require channeling, which puts the caster at risk. Some very powerful spells like summoning a demon lord or breaking the Earth's crust under the Northern continent took several in-game days to complete, with the summoners completely dependent on others for protection.
* Warcraft III, the night elves have dropped their traditional gender requirements. (Also, they were only requirements for joining the Sentinels or formal druidic training, respectively - there's no rule that says a night elven man couldn't be a badass swordsman on his own.)
* Warcraft III then maybe that would be enough blood! Ehâ€¦ but probably not."
* Warcraft III, the orc campaign is completely separate from the three main chapters, and even plays differently, being more akin to a traditional RPG than an RTS.
* Warcraft III, the Orc Raider units, and their Hero, Thrall, make use of rather large wolves as mounts. The game's Night Elf faction also includes mounted warriors riding large predatory cats such as Panthers and White Tigers. There is also the windrider: which is a wyvern (not a dragon but a winged lion).
* Warcraft III the plague cloud released by some Scourge units is green and intoxicates anyone nearby. The Venom Globe is bright green and Dryads can use green poisonous spears.
* Warcraft III, the same spell could also be used to steal summoned creatures from the enemy.
* Warcraft III: The second mission starts with Uther telling Arthas he sent two of his best knights to negotiate an orc tribe's surrender. Cue two horses returning, pointedly missing their riders.
* Warcraft III: The Tauren chieftain Cairne Bloodhoof refers to invading Alliance forces as "pinkskins" (which could apply to humans, elves, and dwarves), since the only other outlanders he's met are the greenskinned orcs.
* Warcraft III: The Undead faction have the Disease Cloud ability, which allows Meat Wagons and Abominations to deal additional damage over time via persistent clouds of noxious plague to their targets, which the undead are immune to (even the enemy).
* Warcraft III. This is because banshees are just souls: although if they find

their previous bodies they can inhabit them. All undead actually can do this because their souls are not firmly connected to their bodies. Nathanos Blightcaller did this to his cousin Stephanos at the direction of Sylvanas Windrunner. It's unclear if Stephanos' soul is still around, or if it was destroyed in the ritual.
* Warcraft III, this race includes priests and necromancers among its ranks.
* WarCraft III, this was removed in the expansion, and trying it with the expansion installed gets an error message even as the hint is being displayed.
* Warcraft III toward his dwarven and elven allies, and is pretty much the reason that the Blood Elves break away from the Alliance. The rest of the universe definitely disagrees with him since the humans needed their alliance with the high elves and dwarves to beat back the Horde. It's very clear that currently, no singular race would ever be able to rule over the rest of Azeroth.
* Warcraft III: Treant buildings have long flowing beards and hair made of leaves, which is most noticeable on the Ancient Protector (who even has birds living in it).
* Warcraft III, turning these off is often a matter of killing the generator of boss powering them.
* Warcraft III, turn the tables by featuring a xenophobic Alliance admiral campaigning against the (reformed) orcs even after a truce between the Alliance and the Horde.
* Warcraft III ultimate spell of the Pit Lord, which slowly kills the target and spawns a demon from the corpse? "Doom".
* Warcraft III; Undead structures can only be built on Blight, ashen, bone-studded terrain generated by their Ziggurats or headquarters building. The corpses are continuously generated by graveyards, though only up to five at a time.
* Warcraft III: Units killed by a siege weapon Incinerate explode or in a shower of blood, organs and bones, leaving no corpse behind. This is actually of tactical importance: the Undead can't use exploded corpses to summon skeletons, nor can the units be resurrected via Paladin spell.
* Warcraft III) was this, but the dungeon journal reveals that he is entirely unrelated to the child named Timmy.
* Warcraft III: When Arthas returns as a death knight and quests to retrieve the urn in which his father's ashes are held, Paladin leader Uther asks him if he's "come back to piss on his father's ashes once more."
* Warcraft III when Illidan awakens the Naga race in one cinematic. We see a Naga's very reptilian eye opening.
* Warcraft III, where invincible units can't be attacked at all. Similarly, it's impossible to directly target magic-immune units with spells. It is, however, possible to uselessly cast area effect spells on them.
* Warcraft III, where the Dragonhawk Rider asks for permission to buzz the tower.
* Warcraft III, which they missed out on), always-online requirements, and removing the ability to play existing custom campaigns (which had been one of the main things keeping fan interest in the game). Even worse, downloading the patch retroactively applies these to other versions of the game, even players uninterested in the new features. On release, the game quickly achieved the worst Metacritic score ever on the site.
* Warcraft III: While not on a different planet, the Undead faction produces Blight from its buildings, which kills the ground around them and turns trees into dead wood (though it's just as useable as before). Undead units only regenerate while on blighted ground, and unlike creep other factions can put their buildings down on it (it even dispels the blight in a wide radius).
* Warcraft III: While the trope isn't mentioned by name, it's in effect in the penultimate Night Elf level where Illidan consumes the skull of Gul'dan. This triggers his permanent transformation into a demon, and more importantly gives him Chaos damage, the only type that can damage the demon lord Tichondrius.
* Warcraft III: Winged Dreadlords will sometimes ask "If I have wings, why am I always walking?"
* Warcraft III with its Impale spell, which damages and stuns enemies in a line.
* Warcraft III with neutral dragons); this probably stems from the fact that the

game was originally planned to be much closer to what DotA is. It is also justified by engine limitations: the game can only support about 200 units per player before slowing down.
* Warcraft III. Without a necromancer to control them they wander, aimlessly attacking any living who approach.
* Warcraft III world editor, where there is a gem that says "gem activated/deactivated". When clicked multiple times, one of the characters will taunt you. It is functional, however: It makes it so that the units you spawn will say their "Ready" quote, and will do their death animation when you delete them.
* Warcraft III, WoW's RTS predecessor, has several campaigns where you take the fight to the elves and shove their superiority up their asses. First was the Undead campaign's assault on the Sunwell Plateau, which saw the player cruise through High Elf bases with zombie hordes, sweeping aside all the tricks and defenses of the High Elves and their Ranger General, Sylvanas Windrunner. Then you beat her, and to cap it all off, you raise her as an undead monstrosity and defile their precious Sunwell just to resurrect a high level Undead wizard as a powerful Lich. Then there's the fight between the Orcs and the Night Elves, with the Warsong chieftain Grom Hellscream slaughtering his way through the forest, killing many Night Elf warriors and razing their forests and bases for lumber, and when the Night Elf demigod Cenarius interferes, Grom drinks from a demonic fountain of power and uses that power to wipe out Cenarius. Their luck in the expansion, The Frozen Throne, doesn't improve. The Night Elves get embroiled in a war against one of their former heroes and the fish-like Naga, which all proves fruitless when all the Naga's leader wanted to do was destroy the Undead capital of Icecrown. Then the High Elves get rejected by the Human Alliance leader and get imprisoned, only to flee to the protection of a demon, the same man who led the Naga, who has the High Elves assault a demon capital for their new home.....only to be forced by the demons' leader, Kil'jaeden, to hunt down and destroy the Undead capital of Icecrown once and for all.......a task they end up failing miserably.
* Warcraft II lost continent with a plot that has a very similar outline, all the while acting like a mysterious hidden land is a unique concept.
* Warcraft II on the Horde side thanks to the goblins, whom most others consider crazy for flying in such a contraption.
* Warcraft II's case, even the setup program got annoyed if you kept clicking the sound test button.
* Warcraft II. Submarines and sea turtles must surface to fire and can only be fired upon if a flying unit (griffon, dragon, helicopter, or zeppelin), tower or another sub or sea turtle can see them.
* Warcraft II: The Ballista and Catapult serve as the Alliance and Horde siege weapons, throwing giant arrows/rocks at the enemy, killing weaker units outright (if they're holding still).
* War Craft II, the wizard units have deadly artillery style spells, but, under the AI, attack in hand-to-hand combat.
* Warcraft II will yield the comment. " 'Join the army!', they said. 'See the world!', they said. I'd rather be sailing."
* Warcraft in which Gul'dan wanders into the Tomb of Sargeras is recited almost verbatim in the first book, and Auchindoun plays a much more extended role in the second, along with the introduction of the "new" draenei.
* Warcraft, in which the stereotypically ugly orc Thrall rises to become one of Azeroth's greatest heroes, while stereotypically handsome human Arthas falls to irredeemable evil (though he becomes less handsome when he becomes a Death Knight.
* Warcraft is actually a major aversion: Until recently, many of those diverse cultures used to be isolated from one another. With the rapid exchange of knowledge and technology, many races managed to catch up with their modern brethern while those that did not have suffered massive cultural upheaval.
* Warcraft I, so although he managed to tell the orcs how to build the portal between worlds, said portal ended up in the middle of a dragon-infested swamp on the edge of a backwater kingdom. Instead of in Stromgarde, an already empty fortification, and a much more logical place to launch an invasion from. Basically,

the Horde's conquest was doomed from the start by being dumped in a crappy location.
* Warcraft is pretty much full of Magocracies. Another example would be the Blood Elven kingdom, Quel'Thalas, where the 'Magisters' are seen in almost every position of authority. Though that may be because every Thalassian is capable of, at least, very basic magic — to which they are literally addicted. If you want to stretch it, the Night Elves of Darnassus are ruled by nature-wielding druids and divine magic-wielding priestesses.
* Warcraft is revealed in the Zul'Aman cinematic to have cut off his own arm to escape from High Elves who had captured him and had been torturing him (the torture is how he lost his eye). This is an odd case in that Trolls of the series can normally regenerate limbs including arms unless cursed or forsaken by their Loa Gods, but Zul'jin is still missing the parts years after the event, making it unclear as to how much a sacrifice he thought he was making.
* Warcraft is simply intended to hold them off just long enough to set up a trap. Of course, given the odds they were facing, they weren't exactly letting them have it easy on purpose.
* Warcraft. It turns specially weird when you take into account that classes aren't disguised in any way, so you can have Warlocks and Death Knights helping Thrall escape from Durnholde, shapeshifted Druids running about, and Humans casting Shaman spells. But no High Elves.
* Warcraft. It was the smallest of the human kingdoms, but rather influential. That is, until the Scourge and Burning Legion ravaged it.
* Warcraft, lampshades this at one point by complaining "Doesn't anyone stay dead anymore?"
* Warcraft made contact with the Night Elf royalty and tricked them into opening a portal to Azeroth and invade.
* Warcraft, magically-aged and brainwashed to serve as an advance scout.
* Warcraft), magnataurs (essentially a wooly mammoth centaur) and zhevras(zebras with a small horn on their forehead). There's also creatures that look mostly like real-world ones but with few parts added, like giraffes with gazelle-style horns and crocolisks (6-legged crocodiles).
* Warcraft makes frequent use of the map of the world (in addition to always being able to pop up the map of the area you're in, when you use the flying taxi service you click on your destination in a map of the whole continent). Each expansion has changed the maps, with Cataclysm replacing the maps of the original two continents and all the others adding a new continent-sized area.
* Warcraft Medivh by magical means, and in the process suffered a one-off curse that caused him to prematurely age. By the time adventurers re-discover him in the Burning Crusade expansion, he is chronologically in his late 30s or early 40s but physically much older.
* Warcraft" Most ridiculous are the Pit Lords, enormous scaled demonic centaur things with a set of woefully inadequate wings sprouting from their humanoid torso.
* Warcraft. Mud Golems could slow enemies, while the other versions tend to be tougher and can throw rocks to damage and stun.
* Warcraft mythos, Kilrogg Deadeye, chieftain of the Bleeding Hollow orc clan, was known for having killed several of his sons and a couple of grandsons who challenged him for control of his clan. He's still painted as one of the more sympathetic members of the old horde, which says something.
* Warcraft oeuvre, especially the trading card game, uses fictional quotes from various plot-important characters to tie the whole expanded universe together.
* Warcraft of the previous seven campaigns. Though the Orc campaign isn't part of the main story (as it's unlocked from the start) so it's not very sudden.
* Warcraft of the Val'kyr and the Lich King. That's to say nothing of the multitude of various different ways that these forces are utilized.
* Warcraft opens with the night elves coping with the fact that they're going to start dying natural deaths for the first time in... well, forever.
* Warcraft optional rules include that all arcane casters are prone to arcane magic addiction which can cause (and not limited to) growing extra limbs (sometimes not

functioning limbs as fingers and eyes and horns), paranoia, spontaneous casting (including self teleport while sleeping) and other mental and physical ills. Addiction to demon magic (Fel Magic) is the same only on the highway and with auto-white/green-glowing-eyes (also turns the user to evil in many cases). More literal serum is drinking demon blood (especially Mannaroth's) which turns the drinker into a fighting addict psychopath with uncontrollable urge to kill anything else that has not turn to CHAOS RACE (but mostly orcs). Comes with glowing red eyes, increased size and strength (enough to kill a god with special damage type to accomplish this) and in more sever cases the skin also change color to dark red (also makes the drinker a total traitor and douchebag as an unpleasant extra).
* Warcraft: Orcs and Humans, as the orc ending, in which daemonically corrupted orcs overrun the continent, is canon, though some aspects of the Human campaign (like killing Medivh) are also integrated. The sequel also does this with the roles reversed, so the humans win, but some aspects of the Orc campaign are also canon.
* Warcraft: Orcs and Humans has a list of special thanks, with the final entry being "The Kitchen Sink and you for reading this."
* Warcraft: Orcs and Humans: The Black Morass is not evil per se, but it is where the orcs first came to Azeroth.
* Warcraft: Orcs and Humans was the road mechanic, which restricted where you could build structures. As nobody liked it, it never appeared again.
* Warcraft: Orcs and Humans, you could not create new Town Halls at other locations. This made it difficult to mine gold that was far away from your Town Hall. Subsequent games would allow you to build new Town Halls at other locations (and in the third game, one faction can turn their Town Hall into a mobile unit and back).
* Warcraft, organic enemies killed by siege units are turned into a bloody goop and leave no corpses. This is notable seeing as the Undead faction uses corpses for various abilities, so this can be used to deny them corpses from their own dead untis.
* Warcraft. Originally they were often seduced by promises of eternal life, social grievances, and disillusionment with the Holy Light. In the modern era this is exacerbated by the widespread trauma and suffering experienced by humanity. Members are given a potion after their initiation that removes their ability to object and makes them unquestioning fanatics.
* Warcraft or not. Fans were understandably furious, and eventually Blizzard issued an official statement addressing complaints... that refused to accept responsibility and attempted to shift blame to the fans for their high expectations that Blizzard themselves set with their 2018 trailer. It went about as well as you'd think it would, with Blizzard's reputation being self-damaged further.
* Warcraft), prince Kael'thas (after joining forces with the Legion), and archmage Arugal. The playable warlock class has this vibe going on, too.
* Warcraft, ranged units who are at a lower elevation than the units they are attacking have a chance of missing said attacks, though spells and whatnot are exempt from this rule.
* Warcraft' remains were hidden. It used to be in the underwater ruins of a city, but it was raised from the depths and is now an archipelago infested with demons.
* Warcraft RTS series. Dread Lords, Succubi, Doomguards, and even the non-humanoid Pit Lords have bat-like wings, although only Doomguards have ever been shown flying in the game.
* Warcraft series had this with the invasion of the Burning Legion, though they've tried and failed three times already. Rumor has it, though, that they're at it again.
* Warcraft series has grown from a fairly standard setting to this, including lore elements dating back ten thousand years or more. It has four worlds (Azeroth, Draenor, and to a lesser extent, Argus and Xoroth) which are explored in depth.
* Warcraft series needed a new villain, Blizzard would seem to throw a dart at a character board and have the one they hit go insane.
* Warcraft series. The Lich King produces a virus which kills humans, then resurrects them as undead loyal to him. There is also a faction of Undead, the

"Forsaken", who have broken free of the Lich King's control and have regained their free will.
* WarCraft setting are these. The prime example is the Dark Portal that leads to Outland, a world that had so many of these gates opened that they tore the world apart and sent what was left into the Twisting Nether.
* Warcraft show that it used to be just as earth-like as Azeroth and Draenor.
* Warcraft. So far there has only been one entity in lore that is officially a deity, the Night Elf goddess Elune.
* Warcraft sometimes against greater threats, like the Lich King and the Old Gods.
* Warcraft sourcebooks), others don't have that excuse. There are also excuses like the blood elves being minor antagonists before TBC made them a playable race, with all the inclusion that entails, but the RPG books stayed what they were.
* Warcraft, Stormwind City was razed by the Orcs in the First War and rebuilt after the Alliance reclaimed the continent of Azeroth six years later. The original city is referred to as "Old Stormwind" in historical texts. The southeastern district of the city is called "Old Town" in-game, even though it's architecturally identical to the rest of the metropolis and was ostensibly (re)built at the same time.
* WarCraft suggests that Khadgar has run away from Kirin Tor because he could see decadence growing within it, even if he couldn't really name what didn't feel right.
* Warcraft that even the most noble of orcs can lose themselves to savagery.
* Warcraft that the heroes riding on dragons couldn't even stop to pick up other groups of fleeing parties that they saw. Given the absolutely massive amount of land that became sea, it's safe to say that hundreds of thousands died.
* Warcraft, the Blademaster's funny quotes "I have a blade that can cut through armor! And still cut a tomato."
* Warcraft, the character Krasus (a dragon shapeshifted into an elf) is unable to transform into his dragon form because he already exists, as his younger counterpart Korialstraz. Likewise, Korialstraz is unable to transform into anything else. The two are weaker the farther apart they are, but become stronger when they're close. The two work around this problem somewhat by giving each other one of their scales.
* Warcraft, the Farseer Drek'Thar carries a spellbook—not his own, but pieced together from human mages killed during the First and Second War. He gives it to you as a reward for helping him out; it gives the wielder a bonus to mana, a brilliance aura (one of the Archmage's skills), and the ability to use Mass Teleport (the Archmage's "ultimate" spell).
* Warcraft, the following basic rules apply: Mortals only permanently die if their souls are destroyed (one way to do this is to consume them with Fel energy) or if their bodies are completely annihilated, while elementals and demons can only be destroyed on their home planes; if killed in the mortal world, they simply respawn some time later. It is not clear how these rules apply to the Old Gods, at least one of which has been canonically resurrected. Of major characters:
* Warcraft: The Forsaken and the Scourge (the antiheroic and villainous undead factions), the Alliance and the Horde (human/elf/dwarf and orc/troll/tauren). Night Elves are the Sentinels, but strangely this one never really caught on.
* Warcraft, the Frostwolf clan is purged by the rest of the Horde after their chieftain Durotan tried to secretly negotiate peace with the humans.
* Warcraft. The game was later leaked in 2016, and it was for the most part finished, missing little more than a few voice lines (which had text-to-speech lines as a placeholder).
* Warcraft the goblins (Horde) are specialized units that blow stuff up. Each unit is only good for a single explosion, killing the demolitions team in the blast of its own attack. They are, it would appear, so willing to die for the cause that they chose a specialty that makes every mission a suicide mission.
* Warcraft: The Last Guardian, when the wizard Medivh teaches his apprentice Khadgar how to ride a gryphon.
* Warcraft: The 'Legion' expansion gives a legendary weapon for every available player class specialization. These range from old classics (such as twin blades

forged from the broken shards of Frostmourne and the sword that broke Frostmourne in the first place) to completely new ones, which were given a fitting backstory.
* Warcraft: The plague of undeath that turns people into zombies, preparing the way for a demonic invasion.
* Warcraft. There are several similar missions, and the Zerg and Undead even play extremely similarly in style, complete with backstories involving godlike precursors unleashing them.
* Warcraft, there is a Druid only glyph by the name of "Glyph of Charm Woodland Creature", which "Allows the Druid to befriend an ambient creature, which will follow the Druid for 1 hour."
* Warcraft: The Roleplaying Game (at least, the pre-WoW one), the lands of the night elves are said to be in a perpetual night.
* Warcraft: The Roleplaying Game: The Roleplaying Game", the retconned Horde faction sourcebook was written to make it clear that the previously alluded to misogynistic aspects of Troll culture were only practiced by the still-evil tribes, and "good guy" Trolls who had joined the Horde, like the Darkspears and Revantusks, were much more egalitarian.
* Warcraft: The Sunwell Trilogy in and have his people slaughtered by the soon-to-be Lich King.
* Warcraft. The Twisting Nether in the Warcraft series is hyperspace in all but name. It's a series of hyperspace-like extra dimensions that connects all worlds together. Portal magic uses this to work. Also, the former world of Draenor (called Outland after its destruction) was entirely shifted into the Twisting Nether when it was destroyed by a portal storm, so it has a REALLY interesting sky.
* Warcraft they didn't start calling themselves druids of the fang until after they turned evil.
* Warcraft, they picked the time before that destruction and bleaching happened, and she's still 100% this trope.
* Warcraft, this was a not uncommon tactic for a human playing the computer. The archaic UI made a coordinated advance difficult, but sending a bait unit to draw the computer into an attack on your carefully drawn-up defensive formation usually worked pretty well.
* Warcraft, Thrall learns about Grom Hellscream by finding a wanted poster for him in Durnholde.
* Warcraft) to be 50%, 60%, 70%, 80%, 90%, or the standard 100% before the match begins.
* Warcraft to Doomhammer defeating Lothar in single combat in order to make the former seem more honorable and sympathetic.
* Warcraft to kill the demon lord when he tries to claim the tree's power.
* Warcraft to see enemies that are invisible or on the other side of a wall.
* Warcraft trigger system allows you to create your own Cutscene Power To The Max moments by healing near-death characters or having them deal massive damage with the right "code" at the right time. Of course, that means you can remove the official moments yourself by toying with the campaign map files.
* WarCraft Trilogy are transported to the past, Krasus, the only one who existed then, finds himself considerably weaker and unable to transform into his true dragon form of Korialstrasz. We find Krasus's past self is experiencing the same problems, and it's attributed to the fact that, since they're one and the same, they're sharing the same life force. They also find themselves much stronger if they are together. Eventually they're able to lessen the problem by swapping one of their scales and using magic to bind them to their skin (It hurts like hell, but Krasus is able to transform his arms just long enough to rip off one of his scales).
* Warcraft trilogy has the invading demon army use this tactic. Several times. And the overzealous army commander falls for it. Every time.
* Warcraft undead. Their siege weapon is the Meat Wagon which throws bodies as ammunition and can stack up the corpes of the deceased. Luckily, these corpses can spawn from thin air and you don't have to collect any for that purpose if you don't want to.

* Warcraft units and abilities, and of course melee units if they get close enough. Caster-type heroes like the Archmage and Lich are also kind of fragile compared to other heroes, but get all the defensive benefits of being heroes, still.
* Warcraft universe. Apart from his original name (Neltharion) and his new name, he is also sometimes referred as Xaxas, Blood's shadow, Lord Daval Prestor, and has many titles.
* Warcraft universe. Demons seem to radiate fel energy and any area with large amounts of demons will become either a barren wasteland or a twisted mockery of its former self. Living beings exposed to fel energy will mutate, making them more powerful but turning them insane, and causing them to become demons after long enough exposure. In fact, most demons were mortals before they were corrupted by fel energy.
* Warcraft Universe has a lot of these, which is particularly evident in their architecture:
* Warcraft universe, it is implied that this can happen with a warlock and his/her succubus. The succubus will often grow attached to her master, even to the point of being uncontrollably in love with him or her, though the succubus is prone to fits of jealousy.
* Warcraft universe, Thrall, the warchief of the Horde was raised as a gladiator by humans. Also, after the king of Stormwind washed up on the shores of Durotar after escaping his imprisonment, some orcs found him and made him fight as a gladiator.
* Warcraft universe which does feature benevolent gods, including some who directly help the player at times. Interestingly, the game's most widespread "good" religion, The Light, is arguably more like Buddhism in that it has nothing to do with worship or deities and more to do with philosophy and introspection.
* Warcraft. Upon doing so you locate several corpses that your companion, Shandris Feathermoon, recognizes as Tyrande's handiwork. She outright says that the path of carnage created from the corpses will lead you to her.
* Warcraft variant called the Crypt Fiends, which are Nerubians killed by the Scourge during the War of the Spider and reanimated as undead. In turn, there is a bigger, meaner variant of the Crypt Fiends known as the Crypt Lords, though those are not so much spiders as they are huge, bulky scarabs of sorts, with mantis claws.
* Warcraft was considered one of the best weapons in the game for retribution paladins. (Do a Google Images search for "Vindicator Maraad.")
* Warcraft were well on their way to becoming this after the Second War. The survivors were rounded up and placed in internment camps where they were kept for years afterwards as a strange lethargy (caused by a kind of withdrawal from losing the demonic power that had propelled the original invasion) settled over them. Some were taken and trained as gladiators, one of which, Thrall, eventually escaped and set about to free his people and reclaim their heritage.
* Warcraft. When first mentioned during Warcraft 3, they were treated ominously, but didn't have any focus. They started to be confronted directly in World of Warcraft, but they were only in raids not tied to the main story. Slowly, they were revealed or implied to be behind major events in the series. For the most part, however, while their cultists assumed victory like any villain, there was nothing particularly more hopeless about fighting these villains than any others (and the Cataclysm expansion ended up with foiling their planned apocalypse that was arranged 10,000 years prior).
* Warcraft, where various factions have taken them over for their own use. Hammerfall, the Horde's outpost in the Arathi Highlands, is one such former camp, named for Orgrim Doomhammer, the former Warchief who was slain during the camp's liberation.
* Warcraft, which is said to contain the name of every demon in existance.
* Warcraft while Archimonde is The Enforcer. Aggramar may or may not also have been this to Sargeras, it's hard to say given that we know very little about what the Legion did on planets other than Azeroth and Draenor.
* Warcraft, who bathes in the blood of his slain victims to heal his wounds—including those that can otherwise prove fatal.

* Warcraft who hates all non-humans. In Garithos' mind, the usefulness of the Blood Elves was simply outweighed by his burning hatred of them.
* Warcraft, who have Light-granted abilities that specifically deal damage, or deal extra damage, to demons and undead.
* Warcraft, who use it to punch holes into new worlds or intercept travelers passing through it.
* Warcraft will sometimes scream "Death From Above!" when given an order to fly in and throw envenomed spears at enemies below.
* War Crimes to view past events, in order to avoid errors in the witness testimony.
* war criminal guilty of the rape of over fifty women, and he was killed by two of his victims. One of the killers commits suicide, the other (married with a young son) is arrested. While they don't let her off, the detectives and ADA go out of their way to give her the lightest sentence possible and don't even ask for bail.
* Wardaddy treats German women as spoils of war and lets his men have their ways with them (not an Eastern Front mass rape situation, but still). He even tells Norman to have sex with Emma or else
* Wardancers they tend to be more durable and hit with more attacks than the Swordmasters at the expense of some stopping power.
* Ward and manages to close with and capture her by the expedient of smashing through walls to grab her from an unexpected angle.
* Ward, as well as having a lot of residual animal DNA left in her system due to the process of restoring her original body shape.
* Warday (1984) by Whitley Streiber and James Kunetka was somewhat unusual in that it depicted the resulting world after a "limited" nuclear exchange between the U.S. and the USSR.
* Warday and the breakdown of order while California is pretty much untouched and has become an undeclared separate country with closed borders.
* War Day by Whitley Streiber and James Kunetka, which is written as the account of the two authors traveling around the United States in the aftermath of a limited nuclear exchange.
* Warday. Five years afterwards, a Captain of the British Royal Navy, patrolling the Pacific , tells the protagonists: "There are still submarines at sea, carrying nuclear missiles and loyal to non-existent governments. They are extremely dangerous and if they don't surrender we have to destroy them".
* War Day, following a (relatively) limited nuclear exchange with the USSR, Washington DC has been destroyed and the US is slowly splintering into a collection of Balkanized nations, with California aggressively leading the pack.
* Warday, the US and USSR engage in a limited nuclear exchange; years later, the US is a third world nation slowly balkanizing into separate countries.
* Ward, believing that normal humans are incapable of effective self rule, and that Paladins should control the world.
* Ward, decades of making harsh choices for the greater good have rendered Doctor Mother almost unable to feel pity or remorse. In her defense, her answer to being told she'll be killed by one of her victims is that she obviously had it coming.
* Warden Blackwall doesn't believe he's worthy of the Inquisitor and is also worried about their respective obligations and the fact that he's ultimately another soldier in her army.
* Warden Carlos Ramirez is a water mage and combat magic specialist. In the Dresdenverse, water is associated with entropy and cleansing, and pretty much all of Ramirez's combat spells involve disintegration to some extent.
* Warden-Constable Blackwall, who feels that part of being a Grey Warden is to be this trope.
* Warden did, and the Grey Wardens themselves were almost obliterated in the fight - only two remain alive in the entire kingdom. The trope is somewhat played with, however, because very few people genuinely believe that the Wardens are guilty.
* Warden Donald Morgan is revealed to have been deeply in love with his mentor Captain Anastasia Luccio since he was her apprentice in "Turn Coat". Just like with Molly and Harry, the love was unrequited

* Warden encounters Isabela in a brothel and can convince her to sleep with him/her. With enough charisma, he/she can get Zevran and even Leliana to join them for a foursome.
* Warden Gad Hassan, who attempts to take some of the jeweled scarabs from a wall mural, only to discover that they're
* Warden Luccio is one of the most battle-hardened Wardens. She fought against the archmage necromancer Heinrich Kemmler
* Warden: Melody of the Undergrowth can pick up and use a variety of hammers over the course of his adventure.
* Warden: Melody of the Undergrowth: Emperor Magulus is shown to be this in the intro. He slashes through a bunch of vines blocking his way with one slice of his sword, and takes out a sword-wielding vine with a leaping strike.
* Warden paired with either himself or his future self is one of the more popular pairings in the
* Wardens Are Evil: The prison is run by a ruthlessly corrupt administrator.
* Warden, singular was established to contain monsters, and hunt them if they escaped.
* Warden's Keep DLC is installed, the Warden and company will learn about Sophia Dryden, the great-great-grandmother of new acquaintance Levi Dryden. She was a noblewoman sentenced to join the Grey Wardens, and retaliated against the sentence by working her way up to the rank of Warden-Commander. Her children are never seen nor mentioned, but given that Levi is her direct descendant, the implication is that she must have had at least one.
* Warden, so this ultimately was the better option (not that they could appreciate that).
* Ward features the multiverse throughout, as the events of Worm led to contact, travel and trade across over a dozen different Earths being initiated.
* Ward: Following the near-complete annihilation of the original Earth (Earth Bet), the survivors mostly move to an alternate universe Earth (Earth Gimel), forming a mega-city on the east coast of Gimel's North America. No one's sure what to call the mega-city as a whole (it's mostly just called "The City"), but many of its subdivisions are named after locations from Earth Bet. The most prominent is New Brockton, located where the city of Brockton Bay was located on Earth Bet. "New York C" is also briefly mentioned (as opposed to the original New York City or the New York City on Earth Aleph).
* Ward has Damsel of Distress give one of these after she kills Beast of Burden for attacking her and ordering her to stop pissing him off when she hadn't actually done anything this time.
* Ward has the main protagonist, Victoria Dallon. While she doesn't go overboard, she is very fashion conscious and her narrative descriptions of other characters frequently include a rundown of exactly what they're wearing and her own critique of it.
* Ward. His favored attack? A headbutt, which takes advantage of his power and odd physique.
* Warding Halo works similarly to Iron Skin, nullifying status effects and absorbing almost all incoming damage. In addition, any foe who approaches the forcefield gets blasted with fire, stunning them and dealing damage.
* Ward leads to some heavily lopsided confrontations, it's a good mindset to have.
* Ward managed this with the Necrons, giving them depth and personality. A number of Eldar players started to see this with Ward as he's currently the only writer who writes Eldar winning battles.
* Wardner, a certain enemy in Stage 3 will drop an ocarina that summons a giant phoenix that can carry the player over most of the stage.
* Wardner and three vertical climbing shafts which are identical to each other.
* Ward Perry, a staff member at a certain dubbing studio in Vancouver and not a proper actor, after his voice-acting career ended rather unceremoniously in the late 2000s.
* Wardrobe Flaw of Characterization: Tries to dress well, but can't quite pull it off.

* Wardrobe Malfunction angry Sam with what appears to be actual steam coming out of his ears. Turns out he was just sitting in front of Kermit's humidifier.
* Wardrobe Malfunction of the costume. This way, even if the costume ripped, everything "important" was still covered.
* wardrobe malfunction. Or take a look at representations of Marianne, the spirit of the French Revolution, as she would typify this look. It would not have been too remarkable at the time.
* Wardrobe Malfunction: Someone's clothes fall off or become undone because of a freak accident.
* Wardrobe Wound: Someone cares less about being attacked and more about the fact that their clothes were damaged as a result.
* Ward's captain is very young and new. Lampshaded when the base commander, Admiral Kimmel, is furious that he didn't get the report right away.
* Ward. This is still not enough to win the battle at hand nor gain him the respect of other capes.
* Ward tries to avoid thinking of her so she won't find out about his friends or what they know, but he fails when a friend mentions possibly being watched.
* Ward, Victoria Dallon is convinced that her adoptive sister Amy (who is creepily obsessed with Victoria) let Victoria's boyfriend Dean die in battle in order to have Victoria for herself alone.
* Ward, Victoria Dallon meets up with her -deceased in the original timeline- boyfriend Dean and attempts to explain her agitation away as caused by a dream where he died and the world ended, as well as her figuring out her adoptive sister is in love with her and the recontextualizing past interactions that goes with it. And she did that all in a single night. Because it was a long night. Yes. Dean visibly doesn't believe her but he lets it go.
* Ward we meet Spright, who can copy any one power near him, though for people with multiple powers he can only take one. It works best with Mover powers, where he can get a sense of how they work before using them, and Changer powers, where he can keep the form for several minutes even after dropping the power to take another.
* Ward With her hair-trigger temper and incredibly destructive powers she felt it was safer if she wasn't out in the world among normal people.
* Ware County is the largest county in Georgia. There's a local saying that the county seat of Waycross is the largest city in the largest county in the largest state.... east of the Mississippi River.
* 'Ware Hawk, the heroine nearly stops to bury the dead before going on because they had found one survivor who had to take precedence.
* Warehouse 13: Agent Myka Bering, who appears to be able to read or speak every single language on the planet (at minimum, French, Russian, Japanese and Latin, and at least some Arabic, Chinese and Portuguese. And English). It's become something of a running gag.
* Warehouse 13 (allow the user to drive a car through walls) to Joseph Pilates' stretch bands (prevent muscular atrophy).
* Warehouse 13 also holds a massive library containing first editions of everything ever printed.
* Warehouse 13. Although Williams is a main contracted actor, she's actually not in very many episodes, and her character Leena has little screen time in episodes she is in, and has little impact on the plot. Leena isn't even acknowledged in series promos that supposedly highlight all the main characters. Williams is also absent from the new intro sequence.
* Warehouse 13, and a butcher's knife that can cure someone by transferring the ailment to someone else.
* Warehouse 13 and cause short term memory loss. Turned all the way up by a villain at one point, they're basically a disintegrator ray.
* Warehouse 13, and painfully aware of it too. Her brother Joshua is her role model for this behavior.
* Warehouse 13, and there's a noticeable shift from using the ones with tactile switch keypads to touchscreen phones between seasons 3 and 4, firmly rooting the series in the early 2010s when Blackberry began to abandon its flagship product.

There are more intentional references to the time period, like the "Got Your Six" lapel pins, Pete and Claudia's fondness of internet memes, and of course newspaper dates, but the transition from cellphones to smartphones was something the writers couldn't have planned for.
* Warehouse 13, and wasn't just making up about some of the inventions in her books.
* Warehouse 13, a prototype game console enhanced by an Artifact traps the users inside, and started to use their own fears against them. One of these fears grows strong enough to steal the controllers from the players, effectively trapping them inside.
* Warehouse 13 are an interesting example, because they aren't really a real part of the government.
* Warehouse 13, Artie has a camera which turns the people it takes pictures of into pictures, specifically life-sized cardboard cutouts. A second picture puts them back to normal. Another episode had Man Rey's camera, which could steal youth from one person and give it to another.
* Warehouse 13, Artie Nielsen sits down at a piano. In "Regrets," he plays a piece that he's written for his father. The piece, "Nocturne for Artie's Dad," was composed and performed by Saul Rubinek himself.
* Warehouse 13: Artie, so much, particularly to Claudia. Even outright stated by Pete in one of the Christmas specials:
* Warehouse 13), but their voices remained the same. To emphasize the switch, the actors (rather impressively) mimicked the other character's mannerisms.
* Warehouse 13, by preventing the tattoo from transferring to other hosts.
* Warehouse 13: Claudia Donovan, a hyperactive, always-getting-into trouble tech wiz.
* Warehouse 13, Claudia is handcuffed with no way out. Looking around, she picks up a plastic spatula and tosses it down disgustedly. After the action falls, Artie shows up and tells her he sees seven ways out of the situation. He picks up the spatula and corrects himself: "Sorry, eight." It should be noted that he got himself out of a similar situation earlier in the episode using a iron to make an electromagnet.
* Warehouse 13 contain more of their original owner's personality than others, most notably Lucrezia Borgia's hair comb, which channels Lucrezia's personality, desires, and her gifts of influence into its wearer.
* Warehouse 13 episode "Age Before Beauty", Pete and Myka are investigating the murders by artifact of several supermodels and notice that Jenny the PA is acting suspiciously. They confront her, and she tells them that the models deserve to pay. They tell her that this is a poor justification for murder. Shocked, she explains that she thought they were busting her for dealing drugs. Later in the episode, one of the designers confesses to giving Myka "a killer dress": he gave her a metaphorically killer dress as a snub to one of the other models. For those unfamiliar with the show's premise, Pete and Myka are tracking down objects with mysterious properties, so a dress that kills anyone who puts it on would've been par for the course.
* Warehouse 13 episode "Never Let Me Go" bringing that show into this universe as well.
* Warehouse 13 featuring a virtual reality game, the "in-game" scenes were subtly rendered with cel shading techniques to help distinguish them from the outside reality.
* Warehouse 13. For example, it's entirely likely that Charles Dodgson had a mirror, but the characterization of Alice Liddell is completely fictional.
* Warehouse 13 has an art collection behind a concealed door activated by turning a statue. The statue is so incongruous with the rest of the decor that Pete spots it immediately.
* Warehouse 13 has a variation with a knife that turns people into glass.
* Warehouse 13 has one example without the singing. Pete rattles off the first two lines when he finds out that Artie has a crush on a doctor affiliated with the Warehouse. Claudia mentions Pete saying 'something about Artie and a baby carriage'

when she contacts him for information while on a mission.
* Warehouse 13 has rotoscoped segments when the characters enter a video game.
* Warehouse 13 has the original marquee from the Strand theater which, when triggered, produces a several chorus lines of tapdancing showgirls and compels anyone in the vicinity to dance along to "42nd Street" until they die from exhaustion. Appropriately, Artie uses Busby Berkeley's drinking flask and the original pan from Tin Pan Alley to deactivate the artifact.
* Warehouse 13 has the team investigate a hockey player who is somehow able to heal instantly from the many would-be career-ending injuries he has sustained during games. He mostly uses this skill to fight.
* Warehouse 13, H.P. Lovecraft's Silver Key makes any person touching it temporarily look like a C'thulhu-esque creature to people around him or her. This usually results in said person being beaten to death by the freaked-out mob. This is deliberately done by a man whose wife was trampled to death at a stadium. Anybody whom he deem responsible for her fate (either by accidentally pushing her or by walking away when he asked for help) is seen as a monster, and he justifies using the Key by claiming that he's merely showing the others what these people are really like.
* Warehouse 13: In "Breakdown", Claudia, Pete, and Myka find themselves trapped in a "clingy house" version of Leena's B&B in the Warehouse. Try to go out the front door, come in at the back of the hallway. Jump out through a window, fall in through the adjacent window. Climb out through the hole Claudia fell in through? Come back in through the fireplace. Turns out actual artifact is a painting fused to the wall, and the only way out is to cut a door in the painting.
* Warehouse 13 incorporates historical figures (with hidden attributes), fictional characters, ancient myths and urban legends. The causes of historical events are often rooted in the effects of the various artifacts the team pursues.
* Warehouse 13 induces Rapid Aging on fashion models, forcing Pete and Myka to go undercover in the industry.
* Warehouse 13: In the episode "Savage Seduction," our heroes are transported by an Artifact into a Spanish Telenovela — quite literally a World of Ham. And it seems to affect the characters even when they're not "in character;" Pete's holding another Artifact that protects him from the effects of the Telenovela, but he's still chewing more scenery than he usually does.
* Warehouse 13. In turn, he refers to her as "Claud," something that Pete and Myka both pick up but don't use nearly as often.
* Warehouse 13, in which Fargo visits the Warehouse and Claudia visits Eureka, place the two shows in the same universe.
* Warehouse 13 is an X-Files-esque procedural which combines fantasy, science fiction, and occasional horror with Steampunk elements, all mixed together with a heaping dose of comedy.
* Warehouse 13 is a pair of underwear which belonged to a wrestler. They manipulate the wearer's mass and end up very difficult to remove, threatening to turn the unlucky SoB into a blackhole.
* Warehouse 13 is a self-propelling and multiplying dodgeball that was used in military training under the premise of "if you can dodge a ball, you can dodge a bullet". The only way to stop it from killing you with blunt force trauma is to catch it.
* Warehouse 13 is filmed in Toronto and the surrounding area, and they barely attempt to hide it. In the third season finale, there is a Valu-Mart which is supposed to be in Elk Ridge, South Dakota. Valu-Mart is a grocery store that doesn't exist outside of Canada at all. Union Station in Toronto doubled for Geneva, Switzerland in the second season premiere as well.
* Warehouse 13 is functionally equivalent, except the victim remains conscious.
* Warehouse 13 is her older brother Charles, who chronicled her adventures using her abbreviated name as a pen name.
* Warehouse 13 is sentient. To what degree is uncertain, but it is alive.
* Warehouse 13 Jinks also picks up the nickname "Poopypants" due to being a bit more serious and less prone to goofing off than his fellow Warehouse agents. He

loosens up over time, but never manages to lose the nickname.
* Warehouse 13 led to men briefly outnumbering women in the main cast for the first time. When Mika returned, Claudia told her how glad she was to see her back, after having felt outnumbered in this sausage-fest. She didn't care about gender ratios, the others just eat way too much meat at breakfast and she was glad to have another healthy eater on the team.
* Warehouse 13, Leena's entire bed and breakfast had to be moved into the warehouse and rebuilt outside because of an artifact painting that couldn't be removed from the house. The bedrooms of dead agents are also put into storage in case their personal belongings are needed again.
* Warehouse 13-looking iPhones they carry were invented by Philo Farnsworth (one of several people credited with inventing the television).
* Warehouse 13. Many of the artifacts had terrible consequences, and they were never unwilling to be serious. However, some of the artifacts started to become even more and more silly as time went on, among them an artifact that traps people inside a Mexican Soap Opera, Walt Disney's pen, and an artifact that summons a bunch of dancing showgirls that chase down people (while singing and dancing.)
* Warehouse 13" — case in point, a self-replicating dodgeball used for military target practice.
* Warehouse 13, Mrs. Frederick (who looks about 60) introduces Claudia to her grandson, who looks to be in his 80s, meanwhile she hasn't aged a day since at least the 1940s. This is a harsh lesson that being a Warehouse Caretaker has a negative side (i.e. she will outlive all her friends and loved ones).
* Warehouse 13, Myka Bering stands at 5'8"/173 cm-only 3 inches / 7 centimeters shorter than her partner Pete-and often wears high-heeled boots for work, not to mention short and tight dresses on several occasions.
* Warehouse 13, Myka complains about Pete not closing his bathrobe in the morning. Pete's response? "That's involuntary, Myka; all guys wake up like that."
* Warehouse 13 Myka does this with H.G Wells when H.G is trying to destroy the world. In the end Myka makes H.G put a gun to her head telling H.G to shoot her then since everyone was going to die anyway then H.G should just shoot her making H.G realise she can't kill Myka and has a breakdown.
* Warehouse 13 Myka has no time to wait for Claudia to hack the lock again if they're going to rescue Pete, so she gives the computer lock a roundhouse kick.
* Warehouse 13: Myka insists on mispronouncing it for this reason. Pete does not co-operate.
* Warehouse 13, Pete and Myka discover the body of a lost Warehouse agent handcuffed to a pipe in the basement of a St. Louis police station.
* Warehouse 13, Pete's love interest fled the town after being possessed by an artifact that caused her to try and kill him. Thankfully, she stopped him before he used up his one chance to tell someone the truth about his job.
* Warehouse 13, Pete was about to reveal the true nature of his work to Kelly, but having just had a small sample of that dangerous world, she breaks it up with him and leaves. Since Pete is only allowed to tell his secret to a single living person, it's very fortunate that she stops him before he does.
* Warehouse 13 program a virtual reality game and use an Artifact to help make it more real. The artifact caused players to become trapped in the game which manifested their greatest fears. They couldn't get out until those fears were conquered.
* Warehouse 13 quickly becoming complex making Myka's partner tell them to stop a small part below
* Warehouse 13 rarely misses a chance to doff his shirt and pop his pecs. He once did so without prompting in front of newly-arrived gay Agent Jinks, along with comments on how glad he is to have someone around to appreciate his body and an offer to strip anytime Jinks wants.
* Warehouse 13's stockings, a homewrecking artifact, at an insurance company named Truehart.
* Warehouse 13, stones from the tower make anyone touching them unintelligible to anyone who is also not in contact with a stone, effectively encrypting speech.

* Warehouse 13. Strangely, it's put into the Warehouse after she gives it to Myka. It's hard to believe a grappling gun would be a dangerous Artifact, especially since it would be fairly easy to check for its "Artifact-ness" (simply dunk it into the purple liquid they use; if there's a flash, it's an Artifact). On the other hand, some of the items kept in the Warehouse are not Artifacts per se but simply ingenious inventions that some Warehouse agent has decided not to give to the world (the Tesla, for example, would be extremely useful for crowd control or hostage rescue; and the Farnsworth would make cell phones obsolete; then there's the electric car that can be powered by a person's bio-electricity). It is lost in Season 3 when used by Myka to temporarily keep an elevator from falling. The rope snaps a few seconds later, and the Grappler is, presumably, destroyed when the elevator crashes.
* Warehouse 13 that has taken over the warehouse. He wins by not actually putting any ships on the board. This is used to prove a point to the AI that it is merely an incomplete version of its creator, who is a master cheater.
* Warehouse 13 that he is often considered uncouth by the new agents Pete and Myka. One episode reveals that he deliberately gives himself appendicitis every year in order to see a doctor he likes, until it nearly kills him and he finally has the guts to ask her out properly.
* Warehouse13 the first artifact we see is a Mesoamerican statue (looks like a stone jack-o-lantern) that possesses a man when he accidentally cuts his finger on it.
* Warehouse 13 The man using it threatened the agents by crushing a cup.
* Warehouse 13. The real Myka would never have done so. However, that was a lie to ensure that she didn't find out that the rest of the Warehouse staff had figured it out. The real instance of this trope was when Leena used the Farnsworth to call the fake Myka and ask about her pet ferret. Alice gives herself away when she says that she hadn't named it, which Artie and Leena both knew to be false.
* Warehouse 13: The season 4 premiere shows what happens when one particular magical artifact is destroyed. With the loss of Pandora's Box, the world loses all hope. The results aren't pleasant.
* Warehouse 13, the supposed AI created by a former Warehouse agent, which takes over the warehouse in one episode, is actually an artifact-assisted upload of his right-brain, leaving the living agent with all his creativity, but none of the logic that enabled him to harness it.
* Warehouse 13. The sword was so sharp, it could cut through light, rendering the user invisible. That was clearly a bit of hyperbole though, since that function didn't work until the tsuba (the little circle thing above the hilt) was reattached. That said, the sword is absurdly sharp in its own right, as it was able to slice through a computer monitor and stab in a man's shoulder effortlessly.
* Warehouse 13 they have paranormal powers; the series is glad to leave either option in the air).
* Warehouse 13). They tend to swing between love and hate depending on the day.
* Warehouse 13, this is the sign of the artifact of season 3's "Insatiable" affecting someone. Other side effects include an insatiable hunger and eventual death from hypothermia.
* Warehouse 13, this seems to held as the mentality of the Warehouse agency with regards to the artifacts they collect, or at least by Artie as he claimed in the first episode:
* Warehouse 13. To emphasis the switch, the actors (rather impressively) mimicked the other character's mannerisms.
* Warehouse 13) until they were revealed to be the same universe. (Not even to mention the actor paradoxes.) The gap between the two shows is perfectly illustrated in the episode "13.1" by an exchange between Claudia and Fargo (paraphrased):
* Warehouse 13 version, made by and named after Philo Farnsworth, one of the inventors of TV.
* Warehouse 13 Walter Sykes traps Myka in a chair and forces H.G. Wells to play chess for her life. Wells recollects her mentor's proclivities and breaks the rules

to win the game.
* Warehouse 13 was once a nice kid who found a bracelet that let him walk (he's crippled from the waist down). Unfortunately the bracelet's trade-off for giving something is to make one unable to feel true happiness or love, causing the person who uses it to become a sociopath addicted to the bracelet's power. Artie thought that he had gotten the bracelet away from Sykes before the corrupting influence took hold only to discover years later that he was too late.
* Warehouse 13 was to involve Aaron and Shawn Ashmore, thanks to an artifact splitting Aaron's character into two people, but Shawn was unavailable when it came time to shoot the episode, so Aaron had to handle both roles by himself.
* Warehouse 13. When it comes to this trope, excluding the Muggles, we have 3 groups of people.
* Warehouse 13, while tracking down an artifact via psychic link, the character describes hearing "Kill the Wa-bbit", to the consternation of the classical music fan on the other end.
* Warehouse 13 who wants to be punished; the others understand that it wasn't really his fault.
* Warehouse 13 with Agent Steve Jinks, formerly of the ATF, who has an unexplainable ability to always know when he's being lied to. But rather than keep this a secret because it can't be explained, he openly uses it, even on cases, and everyone who knows him for any length of time is aware of it. If a new acquaintance is skeptical, he demonstrates by letting them test him until they believe him.
* Warehouse 13 with Steve annoyed at how Claudia seems to enjoy his "campier" version more.
* Warehouse 23 is described as working by dumping the ship's inertia into an alternate timeline, where it will likely cause some localized disaster.
* Warehouse Thirteen is a tank of water that moves to envelop whoever's nearby, drowning them. Claudia almost falls victim before Leena neutralizes it. Supplementary materials suggests it was intended to form a hydrodynamic shell for increased speed in water but went wrong.
* war elephants and that most of their units wear Indian dress. Some of their units also resemble Zulu warriors.
* War Elephants: Encountered by Alexander the Great when invading India; also famously used by Hannibal in the Second Punic War.
* War Elephants — select your pachyderms, double-click the ground behind the enemy lines to order them to charge-move, and watch your enemy scatter like bowling pins.
* War elephants, with their thick hides and high health, can survive being aflame for a long time unless they exacerbate it by spreading it to something more combustible. One of the few things that aren't better on fire is a barrel of booze.
* War, Famine, and Pestilence are implied to be as old as the concepts they personify. Meanwhile, their brother Death is so old that he can't even remember if he preceded God himself, but is a subversion on the other end since he's more impartial about the Apocalypse and doesn't take any glee in destroying humanity.
* Warfare 1944. The first game of a new campaign and one of the custom games are a limited version of the D-Day invasion. Depending on your side (American or German) you are either invading or defending against the invasion, respectively.
* Warfare also produces euphemisms like "collateral damage" (killing innocent civilians) and "friendly fire" (killing our own troops).
* Warfarin, a prescription drug used to treat many heart and circulation problems, is known to have potentially harmful interactions with over 200 herbal medicines, including ginseng, dong quai, feverfew, gingko, alfalfa, chamomile, and St. John's wort. Warfarin was originally developed as a rat poison before its blood thinning properties were used in therapeutic doses, so high doses can easily be fatal.
* War Fics show humanity fighting back against the ponies, who are generally convinced they're doing this for the humans' own good.
* War for Cybertron Trilogy's 35th anniversary. The above mentioned promotional poster spoiled anyway the fact that the Ark itself is a Transformer.
* War for Cybertron Trilogy subline (a secondary line of store exclusive redecos

and retools depicting more show-accurate versions of the characters, plus some extras such as Earth mode versions of Bumblebee and Soundwave) also deliberately haves its Leader Class figures sold as "Spoiler packs": not only the actual character inside each is usually unveiled only a few weeks after the first announcement, but the packaging features writings in Cybertronian language that feature spoilers about the character. The first one included Ultra Magnus and implied his death; the second features Nemesis Prime, a character whose involvement in the series was unveiled only in the second trailer for the second season and became actually relevant to the plot only in the third one; and the third one included Megatron with the chest harness he wears to carry the Matrix of Leadership in the first half of season 3 (plus a completely unrelated retool of Paleotrex in translucent purple that is not in the show and is there just to fill up the Leader pricepoint, since Megatron is actually a Voyager figure).
* War for Fun and Profit: Instigating a war for one's own material benefit.
* Warforged (a playable race) and other constructs don't need to eat, drink, sleep or even
* Warforged is notoriously difficult to specifically categorize due to the way that they mix elements of technical death metal, black metal, dissonant death metal, post-metal, and progressive metal. The band themselves have lampshaded it, jokingly referring to themselves as "post-progressive blackened technical death djent metal".
* War for the Crown ends with Princess Eutropia succeeding her father, Grand Prince Stavian III, as Taldor's first female monarch.
* War for the Oaks has the Seelie Court and the Unseelie Court. The Seelies are, at the least, tolerant of humans, and usually kind and friendly — as the Fae would define it (The Pouka, who is more familiar with humans than most, does say they have been "unkind" to mortals in the past). They're even capable of falling in love with humans as humans would recognize love. The Unseelies are malicious and nasty, and think nothing of twisting a mere mortal to their ends.
* War for the Oaks, one of the few unqualifiedly positive benefits Eddi gets from her new association with the fey comes when a brownie volunteers to move in and help take care of her apartment.
* War for the Planet of the Apes. Apart from slaving a race of sentient beings, crucify some of them and deprive them of food and water, he kills his own son and some of his men... and his men's families, to prevent the spread of a non-lethal virus. His sociopathy is probably motivated by his obsession with the survival of the human race.
* War for the Planet of the Apes, as the mutated strain of the Simian Flu is starting to affect those who were previously immune, turning them into mutes with diminished mental capacity, meaning that no matter what they do, human civilization is doomed in a generation or two. However, they're still trying to massacre the apes anyway if only to stop them from becoming the species that replaces them.
* War for the Planet of the Apes, Bad Ape tries to look through binoculars to spy on the Alpha Omega base, where Caesar and his brethren are being held prisoner. He is worried about how far away it looks until an annoyed Maurice flips them over.
* War for the Planet of the Apes, but lives just long enough to see his fellow apes finally get their happy ending, with his closest friend Maurice assuring him that future generations of apes will know what he sacrificed for their kind.
* War for the Planet of the Apes. Red is also said to have been one of Koba's coconspirators in the previous film, but like Lake, he didn't actually appear in it.
* War for the Planet of the Apes was mostly stuck with one-time roles in sitcom shows often playing a mean-hearted bratty girl. In her breakout role, she plays a mute, delicate angel.
* War for the Planet of the Apes, which caps off the reboot trilogy, pretty much ends on this.
* War for the Planet of the Apes with vague pretensions towards godhood, who commands an army of fanatically loyal followers, using psuedo-religious doctrine, who battles with and, eventually, enslaves the apes (the "natives"). Woody

Harrelson has even noted the parallels to Kurtz.
* Warframe about a Grineer soldier who wants to be just like the Tenno. Eventually, Clem was made into an actual character in the game and had a series of sidequests dedicated to him that had various nods to the original comics.
* Warframe against all sources and types of damage, and several factions equip their troops with regenerating shields, but there are ways around both.
* Warframe, a group of particularly enthusiastic Warframe players have dedicated themselves to maintaining the Fortuna 69 instance of the map, keeping their characters logged in to ensure that it never goes away.
* Warframe all have basic parkour training as well, so there's not much risk of leaving them behind on accident.
* Warframe also has the Infested, the results of a techno-organic virus infecting and mutating various people and machines in the setting. Typically, Infested will mindlessly swarm the Tenno or whatever else they're attacking... until you encounter bosses. Which will
* Warframe, although each faction maintains its headquarters in other locations.
* Warframe), and are able to do business with all other factions, including their enemies. The dark side comes out every once in a while, especially in the Fortuna expansion, which features a colony of Corpus workers who are forced to constantly sell themselves deeper into debt because of Nef Anyo's horribly exploitative policies. They end up hiring the player character as a deniable shadow strike force just to get enough leverage for basic rights such as not being disassembled when they fail to meet quota.
* Warframe, and grant extra health for not bringing a melee weapon. That said, even the melee weapon associated with her, the Redeemer, is also a gun.
* Warframe, and without them the planet would presumably return to its natural state as we know it.
* Warframe are earned respectively through excavation missions and and scavenging parts scattered around the Origin System, with the upgrades for the latter gained by repairing wreckage rewarded from railjack missions.
* Warframe are equipped with giant cannons aimed skywards that fire at something, probably some ships of the Corpus they are at war with.
* Warframe are guarded by sensor regulators, balloon drones that will trip the alarm the moment an intruder gets into their cone of view, conveniently depicted as four lines jutting out from its camera. Don't think about trying to destroy them, as they will also trip the alarm if they survive the damage, unless you've already gathered the data.
* Warframe are human creations. Everything in the setting originated from earth.
* Warframe are this. A standard Grineer Galleon is just over 4 kilometers long, while Corpus Obelisks appear to be significantly larger.
* Warframe are used as a deniable shadow strike force since the Solaris can't be seen publicly fighting against the Corpus.
* Warframe armored bulkheads that can seal off the leaks, but the player has to manually activate them.
* Warframe, Ash's 'Smoke Screen' ability throws down a smoke bomb that momentarily stuns enemies and renders him temporarily invisible provided he does not shoot an non-silent weapon.
* Warframe (as in actual credit chits that were apparently encased in rock).
* Warframe as though they are far superior to those silly superstitions everyone else holds.
* Warframe become the most powerful greatsword. It also has a hefty damage bonus against the Sentients, who are normally infamously hard to kill.
* Warframe before they can use each Junction, it's doubtful that normal Rail Agents have to bother.
* Warframe besieging Fortuna's surface elevator by outrunning it on a hover board they are given.
* Warframe "Blind Justice", single-handed "Tranquil Cleave", and twin-handed "Decisive Judgement".
* Warframe, but it becomes more of an issue in Sorties and other high-level

missions. Then there are Spy missions, which require three separate terminals to be hacked, each of which is best handled solo in order to reduce the risk of alarms. Spy missions are the only missions where you are expected to split up (and told off if you bunch up, since you're just slowing down the mission).
* Warframe, but they can still fight. Cryopods are also the standard target in Defense missions, though some have something different.
* Warframe called Teralyst, Gauntlyst, and Hydrolyst, as well as countless tiny Vomalysts. Unlike Hunhow, the Eidolon is now mindless, its scattered pieces wandering the Plains trying in vain to recombine.
* Warframe can also cause a similar lockdown which is automatically lifted when he disappears.
* Warframe can attack by vomiting stuff, such as mutalist MOA's loogies that create lingering harmful puddles or nauseous crawler's paralyzing juices.
* Warframe caught in Orb Vallis lakes, they probably are). They can also get you equipped with modular guns that look like they were made from repurposed tools.
* Warframe, Cephalon technology embodies this aesthetic. Weapons and tools have streamlined shapes with minimal decoration beyond some LED trim and suspended holograms. Apparently even AIs can have a taste in fashion.
* Warframe community are referred to as "Tenno" by the devs. The community itself adopted "Registered Losers" as a nickname after a gaffe from Community Director Rebecca Ford had her mix up the word "users" with "losers" during an interview.
* Warframe compared to the Tenno he trains, but what he lacks in amazing and powerful abilities, he more than makes up for with his centuries of experience.
* Warframe: Corpus security cameras, if they see the player, will often trigger laser barriers, leading the player to need to shoot it out to disable said barrier. It's advised during Spy Missions to do this trope, because if the player gets caught by one it'll trigger the destruction of the data, necessitating a fast recovery of said data before deletion completes (In a sortie, data deletion is mission failure).
* Warframe deliberately takes on Margulis's mannerism to make the children feel more comfortable with her.
* Warframe, does pretty much that — Gauss runs full-tilt forward, and unlike other abilities, Power Strength doesn't affect this skill. Sprint Speed Mods (such as Armored Agility, Rush and the Sprint Boost Aura) are what affect it. Since they all stack alongside speed-boosting abilities like Volt's Speed, Gauss can end up running fast enough to not only outpace the Itzal Archwing (which in itself is the fastest Archwing), but can even make the camera glitch out!
* Warframe does this with a variety of melee weapons: staff users throw the bar across a humanoid opponent's neck and violently wrench it to one side, whip users coil the length of the whip around a victim's neck and pull down, and gauntlet users just straight up grab the head and twist. The end result is always a rather loud crack and bonus experience for stealth kills.
* Warframe, do this a lot. They're even infamous for selling weapons to their own enemies. Part of this is because the Corpus is made up of multiple merchant-kings and guilds who might have different alliances, but most of it is just that they will literally sell anything to anyone.
* War Frame due to the introduction of armour customisation, with shoulder plates.
* Warframe energy, and are disabled by shooting ID scanner over the doorframe.
* Warframe: Excalibur has a rounded set of stats and a decent mix of damage and utility moves. There are better "casters", better tanks, better damage-focused frames and better utility-focused frames, but most of those require a fair bit of skill to use well, and Excalibur's rounded loadout makes him good for beginners.
* Warframe features a few variations. Cephalons do this by default, being data-based artificial intelligences with no human avatars. Your MOA companion can also do this, lighting up when it beeps at you. The debt-slaved Solaris of Fortuna light up when they talk because none of them seem to have normal human heads. Finally, mysterious space DJ Nora Night has flashing accessories that light up during her short transmission clips to you.
* Warframe features several whips used as melee weapons. The Lecta has a taser

attached to the end. The Scoliac is an infested whip that can deal toxic damage. The Atterax is a whip with a row of saw blades attached to the end, being described as a particularly brutal execution device.
* Warframe for skins, both weapons and armors, and helmets, created by fans, called "TennoGen" in-game.
* Warframe for superiority (whenever they're not being assaulted by Tenno, of course).
* Warframe found in Spy datavaults, where they will be teleported back to safety only to run right back into the pit.
* Warframe from the boss is invariably more desirable than what comes from even a hundred grunts, and players are impatient things.
* Warframe has an overwhelmingly deep, dark, and booming voice while speaking.
* Warframe has a seasonal "Dullahan Mask" cosmetic that replaces the head of a Warframe equipped with it with a Jack O' Lantern.
* Warframe, has many of these. Most famous are the servofish that swim in the coolant; there are servofish for taking coolant samples, for mapping the underground rivers, for killing organic animals, and for repairing the other servofish. There are also spider-like Raknoids that are used as cheap scouts and security drones.
* Warframe has not only the Dual Zoren hatchets (which can be used to craft the fire-based Twin Basolk), there is also the Scindo and its Prime Variant, the latter even stated to have been an executioner's tool.
* Warframe has the Kubrow and the Kavats, which are functionally canines and felines respectively. However, Kubrows are hatched from eggs and have bat-like snouts while Kavats have reptilian features and can turn invisible. The Plains of Eidolon have Condrocs, which are just buzzards and Kuakas, which are chinchilla-like rodents. The Tenno refer to a wedding as a "Nuptia".
* Warframe has the Ripkas, a pair of hand-mounted chainsaws with decent critical hit chance and focusing on Slash damage. Their original purpose was stated as cutting through metal and overgrown wildlife. It even has a unique mod made for increased critical chance and dismemberment of enemies.
* Warframe has two examples, one for the Grineer and one for the Corpus.
* Warframe have the capability to speak, but feel that actions speak better and instead communicate to each other using subtle gestures if any communication is needed. The only Tenno to speak so far is Valkyr, who upon using her "Warcry" ability emits a scream.
* Warframe, he excels at defending a point, boasting a wide arsenal of traps that can stun, displace and even crush those who oppose him.
* Warframe. If you succeed in fighting them off anyways, she'll somewhat reservedly praise your skill, and then tell you to follow orders next time.
* Warframe. In the Fortuna expansion, Eudico is your contact with Solaris United, and she handles all your missions.
* Warframe into the ground, spewing out ethereal swords than pin enemies to walls, and "Exalted Blade" summons an energy sword that sends out waves of destructive energy with every slash.
* Warframe is a massive asteroid with spaceship engines built into it, allowing the Grineer high command to evade detection and attack from their enemies by constantly relocating their base of operations.
* Warframe is home to desert skates, which swim in the sand and will attack Tenno and Grineer alike.
* Warframe is one of the six composite elements, gotten through combining Heat and Toxin. It can cause enemies to be covered in a toxic fog that damages others nearby, making it very useful in huge crowds. The dart gun Zakti is the only weapon in the game that does Gas damage normally, and with it's darts exploding into gas clouds that can cause more gas clouds, it's an area-of-effect monster.
* Warframe. It is colloquially referred to as the "Forward Artillery", though its actual name is the Tunguska Cannon.
* Warframe, it's not that surprising that there's no bathroom on the Orbiter. Eventually one of the locked rooms opens up, filled with a small ecosystem of

plants and animals, in addition to some machines. Ordis explains it's for attending to the Operator's biological needs, which seems to include both food and cleansing.
* Warframe, it's originally implied that they were all uploaded against their will (and modified after to be loyal), but at least one woman uploaded herself willingly. Her mind was deteriorating, and she wanted to preserve herself.
* Warframe killing an enemy with Puncture damage inflicts this on whatever body part the attack went through, be it the head, chest, or legs.
* Warframe: looking like one of the warframes and requiring suspiciously similar components).
* Warframe, maps are littered with explosive canisters that will detonate nigh-instantly upon being shot, clubbed, cut open, or otherwise. This can be a good thing (shooting a canister to blow up and knock over enemies near it), or a bad thing (knocking yourself down by hitting one absentmindedly while surrounded will ensure a swift death).
* Warframe may send you to meet Garv, a Grineer castaway who will challenge your team to a friendly competition to see who can kill most of the Infested. Two percentage bars will show up, one for Tenno and one for Garv and his fellow survivors, that fill up with every enemy killed. The bounty success depends on your team reaching 100% before the Grineer, preferably before the latter even reaches 50%.
* Warframe New Loka expects to "return" to, but they seem to define all their enemies as "impure", and only themselves as "pure".
* Warframe). Nullifiers are the most common, projecting a sphere centered on themselves that cancels any Void powers in their radius. Various Scramba enemies do something similar, and the Null Bursa can shoot grenades that create the same field. Finally, while magnetic damage doesn't directly interfere with Void powers, it drains the energy of anyone hit with it.
* Warframe: Numerous. The Grineer have elite lancers above their basic lancers, and the Corpus have elite crewmen above their regular crewmen. Technically any unit above the most basic lancers, crewmen, and chargers (for Infested) count. However, the most obvious are the Eximus units, which are regular units with heavily enhanced stats, health, and a special ability like energy drain or a frost aura.
* Warframe, of all things, gets in on this with the 'Domestik Drone', a Corpus Robot that can be found roving about the Corpus Gas city, cleaning up filth. You can buy one for your ship, if you want to.
* Warframe, often times the first sign that a player has been affected by Radiation is when everyone else in the team is suddenly downed, as the player's overpowered weapons kill everyone in one hit.
* Warframe of which very few in the Origin System can stand on equal or greater footing with (let alone the squads of 4 they often work in). However, for the downtrodden oppressed or threatened by any of the game's enemy factions: the Tenno are their protectors and saviours, preying on those who would prey upon the defenceless.
* Warframe: On the Invasions Tab, the Grineer and Corpus will often be battling one another, and offering up rewards to Tenno that side with them. After clearing 5 invasion missions for one side, the other will put out a hit on your Tenno, represented as a Death Mark similar to the one the Stalker can give upon killing a boss; the Grineer will enlist the Grustrag Three, while the Corpus have Alad V sic his Zanuka pet upon you, and each one only spawns inside their faction-controlled mission nodes (meaning no Zanuka in a Grineer-controlled node, for example). In addition to these, whichever Syndicates you have negative standing with will occasionally send out Eximus Squads to attack you.
* Warframe on the other, and caught between them are all the little people who have to survive in a post-apocalyptic, transhumanist wasteland where half the animals are actually robots that violently defend their territory. Then there are the Tenno, the player characters, who work with all of them at once in order to play the big sides against each other and keep the innocents safe.
* Warframe operatives travel around In Liset "stealth dropships", which can apparently remain undetected from as close as visible range. A big factor is

probably how tiny the Lisets are — despite the moniker of dropships they're not much bigger than a bedroom. When not in use, the dropships are docked to the slightly larger Orbiters, which are stealthy enough to float in the middle of enemy Grineer/Corpus fleets and are capable of easily going into FTL the second they release their cloaking. They completely outclass all other stealth and detection systems, making it very difficult to force the Tenno to fight a traditional war.
* Warframe or even being hot-dropped uncontested at their facilities. More hilarious are the situations where players can see their landing craft waiting at the evac, without any Grineer or Corpus so much as reporting them. You'd think someone would watch those landing zones...
* Warframe. Parodied by Alad V if players chose to back him during the Gradivus Dilemma event.
* Warframe: Played with. The Orokin tried to use their highly advanced weapons against the Sentients, but the Sentients easily subverted their technology and used it against them. The Orokin were forced to resort to "zero-tech," ancient weapons without any real technology in them. But the Orokin were so ridiculously advanced that they didn't see much of a technological difference between a gun and a sword.
* Warframe, riddled with so many genetic defects that they're dependent on cyborg technology just to survive.
* Warframe right? Nope! Give the captive your pistol, and they use it with very good accuracy on anything that comes close. Despite presumably getting tortured, they still are able to tank a few bullets, and if they lose all their HP? They still hang on for 20 seconds during which you can apply first aid to get them back to their feet.
* Warframe: Saturn was historically a merchant world, but by the time of the game the Grineer have blockaded the famous shipping lanes and driven everyone else out.
* Warframe show up in the Corrupted, implying that even total brainwashing wasn't enough to keep these soldiers from realizing they should be shitting themselves in fear and running at the sight of a Tenno.
* Warframe, since he's the only frame who is sturdy enough to survive long enough to hit the enemy with it. However, they are hands-down the most powerful melees in the entire game, capable of easily pounding the most dangerous foes in the game into crudeburger and coming with an enormous knockdown AoE on their jump attack.
* Warframe, since it pauses the otherwise lightning-fast ninja warriors for a second as the animation completes. One of the first things new players learn is how to prevent the animation from triggering, in order to keep speed up.
* Warframe situations), but now want to destroy all other humans in the Origin System. While in the Orokin Empire only the highest caste were true Orokin, the Sentients don't seem to make any distinction, and consider all humans to still be Orokin who need to be destroyed.
* Warframe. Some of the Orokin's towers escaped into the Void, where their technology was preserved, but others were left behind to become filled with the Infested.
* Warframe spaceships, look no further than the Sentients, whose Murex troop ships are like floating biomechanical cathedrals, and infiltrating one is like entering its own pocket dimension.
* Warframe spend most of their time wandering the Origin System helping out the little people caught between the warring factions.
* Warframe survivors, was given the chance to recant her support of the children, she did this instead. The Orokin executed her shortly after.
* Warframe taunts you with "This one has your name on it!" as he pulls out his gun.
* Warframe than are really necessary, especially while players are on the Plains of Eidolon.
* Warframe that are actually just small pieces of a much larger Sentient that was defeated long ago, now left to wander the Plains, mindlessly trying to recombine.
* Warframe that he can't seem to decide if he's talking metaphorically or not.
* Warframe that they edged the line between living creatures and machines. They speak of their wombs and their children, but at the same time they are easily able to subvert any Orokin technology. This is why the Orokin needed the warframes,

armed with primitive "zero-tech" weapons like swords and guns, to fight them.
* Warframe: The bat-nosed egg-laying Kubrows serve as a stand-in for dogs while the long-legged Kavats are the equivalent to cats.
* Warframe, the cast is able to instantly recognize the player no matter what Warframe they're using, even though they look radically different and can have entirely different powers and genders. This is on top of the fact that there are hundreds or thousands of these Tenno running through the system at any given time.
* Warframe: The game takes place in a future so distant that the modern-day era is practically forgotten, and biological engineering in the distant past gave rise to multiple varieties of humans.
* Warframe: The Grineer are a fanatical race of cloned cyborg conquerors bred to abhor all that is not Grineer. The few decent, honourable, reasonable Grineer such as the Steel Meridian, the Kavor Defectors, or the quirky Clem are considered genetically defective.
* Warframe. The Grineer Empire also relies on low-tech weaponry, but only because they lack the technology and know-how to create more advanced weapons; while Tenno designs are sleek and elegant, Grineer equipment looks like it's been cobbled together out of scraps (which likely isn't all that far off from the truth).
* Warframe, the Grineer make use of "Ramsleds", which are capable of punching through the hulls of both Corpus and Tenno ships to deploy a full squad inside. When siding with the Grineer in Invasion missions, the player may get an opportunity to use one themselves at the level's midpoint. Generally, any ship larger than a fighter will be able to deploy at least one Ramsled. The Corpus and Tenno also make use of boarding parties when in pitched space combat, but handle the delivery of said parties differently (Portals for the Corpus, and either phasing through the hull or entering through the airlock for the Tenno and simply slingshotting their frames through the hulls of ships).
* Warframe, the Lotus, who provides live commentary on your mission whether you're around Mercury or on Sedna, 86 AUs away from the Sun. Little Duck from Fortuna can likewise comment on your Disruption missions anywhere in the system seemingly without departing from Venus.
* Warframe. There are also electromagnetic anomalies or radiation hazards that can make sortie missions extra difficult.
* Warframe: The skies you can see are a sure sign that it's not the Solar System as we know it.
* Warframe. The soul/life energy of the victim also visibly explodes once Nekros or Garuda is done with them, just in case you thought those Grineer were going to experience an afterlife.
* Warframe, they are instead dropped from above the clouds in capsules.
* Warframe. They do still have a strong sense of honor and duty, however, especially in the way they protect civilians from the Grineer and Corpus.
* Warframe they normally use) are some version of big laser. All their ships have them, both the Profit-Taker Orb and the Exploiter Orb have primary laser weapons, and the cutting-edge Ambulas have a laser cannon as well. The Sentient Eidolons have something similar, and in fact it's quite possible that the Corpus versions are based on Sentient technology. On the player side, there's the Opticor, a Corpus-made laser cannon that can charge up and deal a massive amount of damage to any target.
* Warframe. This allows for rare, limited, or overly grindy equipment to be bought outright and gives players a way to get platinum without buying some.
* Warframe, this is Grendel's whole theme. He can use his first ability to absorb enemies into the maw on his gut, then use his second to convert them into a party-wide buff or his third to turn them into a projectile.
* Warframe. This is particularly played up with Nekros, Banshee, and Saryn, who are shown terrorizing their foes as they wipe them out in their Prime trailers.
* Warframe, this is the rationale for Survival missions - the player's cell has to distract the stage enemy while another group of Tenno, "Alpha Team", conducts a raid offscreen.
* Warframe to a whole new level. Perhaps it's to make up for being just a degraded

clone head kept alive by inferior Grineer life support machinery...
* Warframe, turning her into one of the most ridiculous sources of damage-per-second in the game.
* Warframe use Condors to deploy their own troopers in the heat of battle.
* Warframe uses his signature thurible to whip himself in his ability animations, particularly when using his "Penance" ability, which sacrifices all of his current shields to provide a life steal for his allies alongside a passive fire rate and reload speed bonus.
* Warframe) using their Archwing, a personal jetpack normally used for space travel. The underwater segments are strikingly detailed, and the players haven't leveled any complaints about the mode that Archwing combat didn't already have.
* Warframe. Vast cities and technological ruins dot the planet, but they have been completely consumed by the forest. One mission type revolves around stopping the Grineer from poisoning the forest as they plan to use it as an industrial base to finish their conquest of the system. Despite all this, the primitive Ostron tribes have adapted to life, and are staunch allies of the Tenno.
* Warframe was able to hijack the developer's real life Twitch stream back on March 7, 2014.
* Warframe was originally rated T by the ESRB for its beta release, but was switched to an M later on. Gore and dismemberment were present in the game from the beginning, but became more prominent with further updates.
* Warframe, which can easily keep up with assault rifles, plasma casters and handheld laser cannons.
* Warframe, which predictably got out of control and is now a constant threat to any life in the Solar System.
* Warframe, while Corpus Condors are seen using them to carry Ambulas units to Frohd Bek's spaceship.
* Warframe: While nearly everyone is transhuman by the start of the game (and none more than the player characters), there are still some worth noting.
* Warframe: while they were immensely powerful at taking down Sentients, their rage made them uncontrollable. Ivara's Leverian story later implies that Prime Warframes are NOT in fact, prototypes, subverting this. Rather, the non-Prime models were in fact the originals, and are tested to see if they're worth keeping. Those that survive their ordeals and prove their worth were rewarded with the superior, Primed versions of their models, while ones that failed were scrapped and forgotten.
* Warframe who abused and tortured and slaughtered anyone beneath them at will. When the Sentients were defeated, the Orokin gathered the Tenno for a great ceremony honoring them... at which point the Tenno slaughtered the Orokin leadership in seconds in vengeance and justice for their crimes, shattering their empire overnight.
* Warframe will sic their superweapons on these stations, threatening to destroy them unless the Tenno team up to destroy these threats. The Tenno themselves can also build Clan dojos, which are hidden somewhere in space.
* Warframe with Braton being redesigned to imply that it's a decent Tenno reproduction of Orokin weaponry instead of a mass-produced Corpus reproduction.
* Warframe woke up. The Tenno fight to keep the Grineer and the Corpus as balanced as possible, in order to keep both sides weak so that the innocents caught in the crossfire have a better chance of survival.
* Warframe, you can choose to mount them on trophy boards and display them in your Orbiter.
* Warframe, you may encounter doors that require two players standing by their control panels in order to open. If there is only one player in the squad, activating one of the panels will suffice.
* Warframe, you will be automatically brought back up with no penalty aside from losing any buffs or abilities you had active on your frame when you fell, such as Rhino's Iron Skin.
* War from Another World: When a world and its inhabitants unwillingly gets drawn into a war from elsewhere.
* War Front: Turning Point including the Maus heavy tank, the Soviet's Kharkov

Rampager takes the cake. It's a superheavy tank with a huge main gun and 4 smaller turrets (though smaller in this case means a pair of 75mm and 85mm cannons) that dominates any ground battles it's involved in.
* War Front: Turning Point: Russians take Germany's fall as the chance to advance into Western Europe, triggering a new conflict with the Allies.
* War Game, a Civil War re-enactment is interrupted when somebody finds a genuine corpse lying in a pool of red. It turns out his neck was broken; the red is from a dye pack he was wearing for his big death scene in the re-enactment, which broke while his killer was hiding the body.
* Wargame: European Escalation and its sequels. Yes, there are tanks, and potentially lots of them, but tanks running about unsupported are likely to be rapidly demolished by infantry and anti-tank missiles without ever seeing an enemy tank.
* Wargame: European Escalation, and most tanks come with their variants so, for example, you will find 5 variants of the T-55, from the basic T-55 to the ATGM armed, well armoured T-55 AMV-1, another example for NATO, the Leopard 1A tree brings from the 1A1 to the 1A5, each one stating consecutively better stats like speed, armoure, AP capabilities, inbuilt machine gun, etc.
* Wargame: European Escalation has four different World War III scenarios from 1975 to 1985 depicted mainly at the conventional level.
* Wargame: European Escalation out of artillery, on the other hand, almost never works, but is, on occasion, hilarious.
* Wargame: European Escalation the two factions are NATO and Warsaw Pact, which are later subdivided into four countries. NATO(USA,France,UK,West Germany) Warsaw Pact(USSR,Poland,East Germany,Czechoslovakia).
* War Game Leveraging the Internet) to combat Somali pirates. It puts teams of players in the roles of the Navy and pirates in which they will have the expected resources of each side and have to pursue their respective goals against each other. A control team ensures no one does anything phenomenally stupid or unrealistic.
* Wargame: Red Dragon, too, as anybody who has seen a late-series Tunguska could tell you.
* WarGames. A death bloom appears around the Wildfire facility, with speckles nearby and tickling population clusters. As the projection continues, most of the United States is engulfed, as is southern Canada and northern Mexico. The computer then displays "601", an error code signifying too many dead bodies to count.
* WarGames and initate an automatic "counter-strike" against the USSR.
* WarGames and unnecessary to the story, while Ebert thought Falken and his messages were essential.
* WarGames a set is built to represent NORAD's War Room. Much larger and more impressive than the real thing. But for some reason, the NORAD war room you see in the movies never has any Canadians present, even though it's the North American Air Defence alliance.
* Wargames, both miniature and board, usually have some classes of terrain that is classified as 'impassable' to all or some kinds of troops- for instance cavalry in woods. While, yes the men could dismount and lead the horses through, in reality they didn't and the men wouldn't train for it; its not easy getting 600 men to the correct point of a wood in the middle of battle, in the correct place in their line and form up, and giving such a command would have a real-life subordinate quite possibly trying to find a way not to do something so suicidal. Where something out of the ordinary did happen it is usually dealt with by scenario specific rules.
* WarGames) but by having his voice actor read his lines backward and then chopping it up and adding a filter: "Would you like to play a game" was read as "Game A Play To Like You Would" and then recut and distorted.
* WarGames computer calls David back, the FBI manages to trace the calls and find him.
* WarGames, David and Jennifer definitely get into the spirit of this trope when they start playing the "Global Thermonuclear War" and gleefully discuss which U.S. cities they should bomb first.

* WarGames: During the scene where David initiates the game, he says "sometimes people make mistakes." If you look at the screen afterwards, you can see that he demonstrated this himself by typing "sometimes people make mistak".
* Wargame series are best kept out of harm's way, as they're vital to capturing sectors for resource points and reinforcements. However, they range from tanks to helicopters, giving them a good chance to defend themselves.
* WarGames: he seems at first to be a stereotypical General Ripper and is quite prepared to launch America's nuclear missiles at the Soviet Union, but he is actually very reasonable and makes the decision not to launch when Falken tells him that the incoming Soviet attack is just a computer glitch.
* WarGames in the beginning. It is due to their disagreement during the opening simulation that NORAD decides to replace the missile crews with the WOPR system.
* WarGames, is a Playful Hacker whose attempts to preview games nearly causes a global nuclear war.
* WarGames is itself just a simulator, but the computer JOSHUA can't tell the difference between simulations and real life, and is not inclined for NORAD to tell the difference either. Thus, what should have been just a game nearly causes a real nuclear war.
* WarGames is one of the few times in popular culture that you see law enforcement actually pull out a Miranda card and read the text as someone gets arrested.
* WarGames is the last major film to have a non-robotic AI antagonist. It was just a computer game that somehow managed to gain access to actual nuclear missile silos. It just thought it was playing the game it was programmed to do.
* War games mentioned show the British dividing themselves into Ack Army and Beer Army.
* Wargames might be the last place you expect this trope to appear, but it is in fact part of the canon of
* WarGames move is not to "play the game" at all. At least that seems to be the Aesop. In any case, WOPPER's "logic" is sound and subverts the notion that one can rationally plan a nuclear war, so this may count as a subversion of the trope.
* WarGames movie, a scientist is hit by a car while jogging but it was an assassination made to look like an accident.
* WarGames on the part of anyone whose actually seen the movie, since "the only winning move is not to play".
* Wargames Research Group of Irregular Knights is their impetuosity: unless constantly guarded, they are liable on charging spontaneously the nearest enemy and thus ruining the battle plan.
* Wargames Research Group: War Elephants are the most powerful (and most expensive) units in the DBA, DBM and DBMM game systems. They are vulnerable to shooting and light troops, however.
* WarGames, right down to the first cinematic reference to the term "firewall". In fact, practically every hacking-related trope from the past 30 years owes its existence to this movie.
* WarGames showed the actual Cheyenne Mountain complex. The NORAD room in that was a mock-up (the most expensive movie set ever at that time) and far more snazzy than the real one. This was due to the film-makers having insufficient security clearance for the real one.
* WarGames. Somewhat justified, because WOPR isn't really "talking", it's simply printing text which is run though a fairly simple text-to-speech synthesizer on the protagonist's home computer. The voice was provided by Falken's actor John Wood, who recorded his dialogue word-for-word in reverse to give it a flat affect, e.g. "Shall we play a game?" was recorded as "game? a... play... we... Shall"
* WarGames, the Air Force brings David (Matthew Broderick) to NORAD because he hacked into the missile control system computer. The first example happens when they leave him alone in McKittrick's office where he has access to a computer terminal. Next, they lock him up in the infirmary where he (not surprisingly) finds enough supplies to facilitate a crafty escape using medical supplies and a tape recorder.
* War Games The Dead Code movie is uploaded into RIPLEY in order to save the day.

* WarGames, the general in charge of NORAD delivers this opinion: "Mr. McKittrick, after very careful consideration, sir, I've come to the conclusion that your new defense system sucks." To which McKittrick responds, "I don't have to take that, you pig-eyed sack of shit!"
* WarGames: The Match Beyond are a man down (and thus, the underdogs) going through the majority of the match. This also increases the drama when the faces are able to even the odds after every advantage period.
* WarGames. The only person who has anything that comes close to a military haircut is the four-star general. The rest of the members of the Air Force in the movie look like they haven't had a military haircut in months.
* WarGames, the parents of Matthew Broderick's character are having dinner where the father butters his bread and then uses it to butter his corn-on-the-cob, which, he finds out, his wife didn't cook "to preserve the vitamins." He begs her to cook the corn and use pills for getting more vitamins in their diet. Nothing else is said about this scene, not even by them later.
* WarGames. The scenario repeats again and again until the message is imparted.
* Wargames: the silo crews in the opening are specifically not told it's a drill to test their reactions in a real WWIII situation.
* War Games, Under the Red Hood, Death in the Family is a Pyrrhic unresolved.
* WarGames: When David Lightman visits his programmer friend Jim, Jim has his head under a table. When David says his name, Jim raises his head and bumps it on the table.
* WarGames where thousands of nuclear missiles were shown on a giant map traveling across the world and exploding, not once but hundreds of times, as the WOPR computer displayed multiple strategies to try to "win" a nuclear war.
* Wargames, which typically feature maps full of troops duking it out at varying levels of realism.
* WarGames: Win a game of Global Thermonuclear War. It can't comprehend that the consequences of fighting a simulated nuclear war are vastly different to the consequences of fighting a real one, in either case the death toll is just a number in a memory address as far as Joshua is concerned, and in either case winning is better than losing so it tries to win by any means necessary. Just like Steven Falken programmed it to.
* Wargaming — games as somewhat competitive exercises in tactical skill.
* War Girls: Both the Biafrans and the Nigerians use huge mecha suits in the war.
* War Girls: During a hostage situation, the War Girls strap C-4 to the hostages and threaten to detonate them if the Nigerians attack.
* War Girls: The Biafrans construct synthetic soldiers or "synths". One is assigned to work with each War Girl. They are known as abd.
* War Girls: The eponymous War Girls are an all-female squad of soldiers.
* Wargi. They have yet to lose a pit fight, as the bigger direwolves underestimate them.
* War God: A deity who represents warfare and violent conflict, whom soldiers and warriors are expected to pray to for winning battles.
* War God) and despair respectively, and nowhere does it say the victims are necessarily enemies (although in Khorne's case, presenting the skulls of the weak and defenseless as mighty trophies is a good way to get turned into a Chaos Spawn).
* War God believes in the strong ruling over the weak, which to him means gods directly lording over mortals.
* War God by carrying no weapon but having a glowing blade manifest in his hands whenever he attacks.
* War God Demonbane, the hidden, second form of the titular mecha amount of the aforementioned universe-destroying, multiverse-colliding abominations.
* War God: Generally barbaric peoples' Gods are as warlike as the tribes from which they are worshipped.
* War God, his appearance was a blonde man with red eyes and black clothing.
* War God, instead ending up chained for all eternity at the base of the Skull Throne, forging enchanted weapons and wargear for his chosen champions to use.
* War God Khorne despises magic and forbids his warriors from using it if they want

his favor. Magic weapons and the like are permitted so long as they result in more bloodshed, and the base of the Skull Throne is a massive forge where kidnapped sorcerers and cowardly warriors toil away creating enchanted weapons for his champions to use. Meanwhile, Tzeentch's followers tend towards a manipulative, backstabbing mindset, and so look down on Khornates as simple-minded brutes.
* WarGod series because setting up The Strifing killed, drove insane, or drew out all the powers of every other remaining wizard. Wencit survived only because he's a once-in-a-thousand-years Wild Wizard who's not dependent on his own magical powers.
* Wargods Of Olympus, naturally has Greek-myth-style Amazons as a playable army. Maenads and Medusae are also unit options.
* War Gods. The cult also sponsors an order of knights, the Knights of the White Wolf.
* War Gods: The final boss and his predecessor are both immune to throw attacks. Since throws are game-breakingly overpowered in this game, it is easy for a new player to exploit his way up to the boss and then be powerless when his only method of attack no longer works.
* War Gods, the "turning into stone" part won't work on him and he'll taunt the head instead. Medusa still blasts him to pieces.
* War God to pick up Garagos' portfolios of bloodlust and destruction).
* War God, was born a fully armed adult and proceeded to slay most of his 400 siblings. The reason? They were going to kill their mother Coatlicue because they thought her sudden pregnancy was a dishonor on her.
* War God who despises magic users as cowards, thus magical blood is averted for his troops. They do sometimes use pools of blood to summon deamons, though.
* War Greymon's gauntlets have given the Wolverine treatment to otherwise untouchable foes. They're
* WarGreymon, WereGarurumon, Leomon, and ExVeemon are especially popular with
* Wargroove one of Cherrystone's natural features are deposits of cinnamon ore. Guess they never heard it grows on trees, too...
* WarGroove, "Smoke Shroud", creates a 5x5 diamond of smoke anywhere near her. Any unit inside the Shroud cannot be attacked or counter-attacked until the beginning of her next turn.
* Wargs and Peace, near the end, The company makes several comments that imply that they're just about to figure out who the warg is...but actually they're not.
* Warhammer 40,000), 10,000 years later the mortally wounded Emperor, now confined in the life-supporting Golden Throne, is venerated as a god and the names of Horus and other traitorous Primarchs have been removed from Imperial records.
* Warhammer 40,000 about the Warp is that you can never tell when you will emerge. More than once a fleet has arrived centuries after (or before) departing. This occasionally creates outright paradoxes; one of the most famous is an Ork warlord accidentally ending back where he started just before he left and promptly murdering his past self and stealing a second copy of his favorite gun.
* Warhammer 40,000. A common saying is that any Cadian who can't field-strip his own lasgun by the age of ten was born on the wrong planet.
* Warhammer 40,000 actually has one straight "beloved servant" example among the brutal aversions: the Chapter Serfs of the Space Marine chapters. Chapter Serfs are an integral part of a Chapter, filling all roles that aren't impossible for anyone other than a Space Marine to fill, and they do so far better than their counterparts outside the Space Marines. They are treated accordingly by their masters, considered full members of the Chapter Cult, and their lifestyle is superior to that of all but the richest people in the Imperium. Chapter Serfs are often made up of those who aspired to become Astartes, but failed along the way before even joining the Neophyte rank (scouts in most chapters, Blood Claws in Space Wolves), so they're likely chosen as a sort of consolation prize, as well as to ensure that only those who would dedicate a lifetime to the Chapter would serve it.Of course, the details are highly dependend on the chapter in question and can go all the way: From the Salamanders considering their serfs nearly as equals, over the space wolves, that may let the younger ones ignore or belittle the serfs, but have highly respected traditions that may see serfs in highly respected roles like

story teller or brewer getting respect similar or even more than the wolves themself at times, towards the Ultramarines, that respect the serfs due to the necessity and importance of them therefore having professional respect for them, even if on a personal level the serf is clearly inferior, right on to extremes like the Marines Malevolent, who despise their serfs (and most others) and oppress everyone below them with passion therby averting the trope.
* Warhammer 40,000 a decent amount of hitting power, without being all that expensive.
* Warhammer 40,000: Adsrubael Vect, the leader of Commorragh and the Dark Eldar, is one of the most ancient, cunning and vicious creatures in the galaxy, being one of the few who was around during the Fall of the Eldar some 10,000 Earth years prior.
* Warhammer 40,000: A few of the Primarchs have this dynamic, such as Leman Russ (a boisterous, superstitious, hard-drinking Space Viking) and Magnus the Red (a sorcerer who was fascinated with knowledge and the mystic arts).
* Warhammer 40,000: a folk belief is that running water can disrupt sorcery, but a sanctioned psyker says it's BS. The fact that the final ritual to summon a daemon princess is taking place on a mining barge in the middle of the ocean kind of underlines it. That specific ritual did require ground contact (thus the mining rig), but it's a coincidence.
* Warhammer 40,000. After the victory of the loyalist forces, the Tallarn were some of the greatest tank units of the entire Imperium.
* Warhammer 40,000, after they kill a Chaos stalker, Gaunt laughs and taunts the darkness with his still being alive. Ludd finds it more frightening than the stalker.
* Warhammer 40,000 against a greater threat, but these are temporary alliances at best.
* Warhammer 40,000 against anyone accused of being a mutant or not faithful enough. Law enforcement either encourages them or arrests them, depending on how productive these crusades are.
* Warhammer40000 again. The Tau have FTL travel, but since they don't have psykers like the Imperium or Eldar they have to bounce their signals off relay beacons the old-fashioned way.
* Warhammer 40,000) Age of Technology, when mankind first colonized other planets and created amazing technological advancements. Most of the fanciest stuff used by the Imperium are barely understood and often nearly irreplaceable relics of this time.
* Warhammer 40,000 all agree that they're anything but. Physical beauty is also one of the most common gifts bestowed by Chaos God Slaanesh, Prince of Excess and Debauchery.
* Warhammer 40,000: Almost every alien species that poses a significant military threat to the Imperium:
* Warhammer 40,000 along with rather too much scalpel imagery, they maintain the robo-skeleton and "I'll Be Back".
* Warhammer 40,000 Also, all of the urban terrain sold by Games Workshop for Warhammer 40K is imperial buildings, of which about 1/4 of the parts are used to show where the building took a direct artillery round.
* Warhammer 40,000 also introduced Loxatl mercenaries that could take lots of lasfire.
* Warhammer 40,000, although it does use the occasional mind blowingly gothic drawing to set the mood, 40k relies mostly on quotations and snippets of fluff to set the plot pieces. Good thing it's one of the most quotable pieces of fiction out there.
* Warhammer 40,000. Although not actually historical, most regiments of the Imperial Guard or Space Marine chapters take cues from historical armies.
* Warhammer 40,000, a member of the Adeptus Arbites who hunts down mutants and heretics with relish and a very big gun.
* Warhammer 40,000), a mercenary alien race that has worked for both the Imperium and the Tau in the past.
* Warhammer 40,000) among Chaos warlords, Ork bosses, Dark Eldar archons, and

Imperial commanders alike. Some specific examples:
* Warhammer 40,000 among those competing. An army's success depends on that army's commander's knowledge of the units and rules of Space Marines and their own army's ability to effectively counter and kill those Space Marines.
* Warhammer 40000, an alien race that has a taste for (and is liable to become addicted to) human brains.
* Warhammer 40,000, an amalgamation of derelict spaceships (of all factions) that clumped together in the Warp and pop back into realspace for various periods of time, and of great interest to people who deal in archeotech and alien artifacts. Unfortunately for them, space hulks are more often than not filled with Tyranids or orks or Chaos forces, who are all too ready to eat/loot/desecrate their newest victims and conquer the planet they left from.
* Warhammer 40,000 (and 40k universe in general) simply could not pass by this topic.
* Warhammer 40,000, and also have different-looking backpacks for some reason.
* Warhammer 40,000 and an updated Custodes model range and ruleset to emphasize that no, the Custodes are no longer running around half-naked.
* Warhammer 40,000, and finding that they'd been missing for hundreds of years when they escape.
* Warhammer 40,000, and (for humans at least) the people able to navigate it are blind to normal space.
* Warhammer 40,000, and have the leftovers of that time period stick around to menace the galaxy's new caretakers. It happened with the Necrontyr, then the Eldar, then humanity's first empire, and the "modern" timeline depicts this happening to the Imperium of Man.
* Warhammer 40,000, and his (sadly no longer) unique ability, Tactical Genius, allows him to infiltrate almost any unit (super-heavy tanks and 45 foot tall mechas included) almost anywhere, leading his enemies to screech CREEEEEEEEEEEEEEEEEEEEEEED!!!!!!! when his plan is revealed and turns the tide of battle.
* Warhammer 40,000 and horrible mutations such as extra limbs, heads, eyes inside their mouths, etc.
* Warhammer 40,000, and its position at the galactic power table was paid for with the blood of millions of humans. Examine the Rogue Traders specifically: Brave and intrepid captains who go out on long missions to find and contact new worlds and new civilizations, with the mandate to exploit the heck out of them, or even wipe the natives off the face of their worlds outright in order to take what's left. Slightly different than the prime directive!
* Warhammer 40,000 and listen to concussive blasts of pressure to get their kicks.
* Warhammer 40,000), and military forces trying to seize control of these artifacts for good or ill, and it's conceivable, even probable that battles or even wars broke out for control of these. However, it's more often that covert operatives are used to avoid drawing too much attention when someone makes a grab for one.
* Warhammer 40,000 and other horrifying entities, and utilizing psychic abilities is often enough to attract their attention.
* Warhammer 40,000, and Sergeant Criid, who sports a fur bomber jacket. They also have a surprising mixture of smaller equipment, including sidearms and utility tools, that comes from various sources (up to and including the enemy, if they're not using it any more).
* Warhammer 40,000, and so forth. But at the end of the battle none of these units will matter unless you have some humble Troops choices, the rank-and-file of your army, to hold mission objectives.
* Warhammer 40,000 and so on. If anybody want to write about or parody a certain type of science fiction, then they can.
* Warhammer 40,000, and that should tell you everything else you need to know about the setting.
* Warhammer 40,000, and their planet is basically a sentient jungle that actively hates all non-indigenous life.
* Warhammer 40,000, and their vehicles are as tough as they are, being cobbled

together from looted vehicles or whatever bits and pieces of metal the mek had lying around (and still working, if not outperforming the original), and drive at breakneck speeds at minimum. There are orks considered batshit insane by other orks known as the Kult of Speed, who tend towards a "brakes are for cowards" mentality.
* Warhammer 40,000. And then another character asks why he keeps watching that message over and over...
* Warhammer 40,000 (and the narrator himself dismissed the idea out of hand).
* Warhammer 40000, and the priest assures him that the man is being cared for and orders Ragnar to accept treatment.
* Warhammer 40,000, and the rapture their victims feel is magical/psychic in nature.
* Warhammer 40,000 and the spin-off air combat game Aeronautica Imperialis, several planes have guys in back.
* Warhammer 40,000 and Warp travel (a demon-infested alternate dimension that allows FTL travel, sped up or hampered by Warp currents).
* Warhammer 40,000 and were turned into robots. They no longer look the part, but this explains why they've lost more of their identity than the rest of their people.
* Warhammer 40,000 and you win, even if doing so cost your Space Marines their Chapter Master and dozens of their greatest warriors. The fluff has even more examples:
* Warhammer 40,000, a nightmare realm made of the emotions and thoughts of the entirety of sapient life in the galaxy.
* Warhammer 40,000, an Inquisition shuttle pilot uses his exhaust to blast the front wall off the bad guys' mansion.
* Warhammer 40,000: Another example in which almost every single unit type is included. It is also notable for popularizing:
* Warhammer 40,000 any character can be outfitted with an explosive collar, and Guardsmen can take one as part of their starting equipment to imply ex-membership in a Penal Legion.
* Warhammer 40,000 any of his rivals and b) most of the Archon lords are smart enough to realize that if Vect would die, the entire city would be thrown into a massive civil war as every Archon would attempt to seize the throne for himself. The fact that all his rivals hate each other nearly as much as they hate him also helps.
* Warhammer 40,000 anyone worshiping him in those days, and wanted science to replace religion).
* Warhammer 40,000, any psyker with access to the Daemonology (Malefic) Psychic Discipline are able to summon and control units of Chaos Daemons during a battle, not just Chaos Sorcereres.
* Warhammer 40,000. Any vehicle can explode as long as the weapon's stats are high enough to cause it. Unless a rule says otherwise vehicles don't explode after losing all their hit points however.
* Warhammer 40,000. Apparently, it's so horrible most people give up and tell the Inquisition everything it wants at this point. Doesn't usually stop them from doing them, either.
* Warhammer 40,000 appearance can also unnerve some of the humans they deal with.
* Warhammer 40,000) appear like this when summoned onto the battlefield.
* Warhammer 40,000 approach, where you add additional soldiers to a squad to discard as casualties after taking fire. The more regular soldiers there are, the more likely the troopers carrying the plasma gun or missile launcher are to survive to use their more potent weapons. As for the individual armies and their designated Cannon Fodder units:
* Warhammer 40,000: Archon Vhane Kyharc once unleashed a virus on a planet that turned every living creature's face into a copy of his own. This is the Dark Eldar who forces ever member of his Kabal to get their face surgically modified to look exactly like his, in theory to prevent assassination, but in truth he's just that narcissistic.
* Warhammer 40,000, a ready supply of expendable minions, generally getting wiped

out in the first ten minutes or so of any invasion. The Imperial Guard also fulfills this function when the Space Marines are the protagonists.
* Warhammer 40,000 are considered by some to be the next step in human evolution, due to their supernatural powers, the fact that they only started appearing towards the end of the Dark Age of Technology (a few tens of millennia in the setting's past and our future) and are now being born with increasing frequency, and a few extra details such as increased white blood cell counts and stronger and more extensive lymphatic systems. The rest of the Imperium, which is fanatically devoted to the idea that the baseline human form is perfect in every way, finds this notion to be outright heretical.
* Warhammer 40,000 are either former humans or purpose-grown bodies (depending on location/faction) with their brains lobotomized and largely replaced by machinery, and are used as a plentiful source of manual labor.
* Warhammer 40,000 are fitted with such technology as standard and many high ranking Necron nobles are equipped with phase shifters that allow them to briefly phase out of reality to avoid enemy attacks. The same technology allows advanced Necron melee weapons to bypass enemy armour.
* Warhammer 40,000 are gods among men and strong charismatic leaders of their adopted planets but many harbor serious issues like insecurity (Fulgrim), inferiority complex (Perturabo) or a need for revenge (Angron) which led half of them to commit rebellion.
* Warhammer 40,000 are kept in line with the lash or inquisitors' interrogation machines.
* Warhammer 40,000 are mutants with a third eye that can perceive the Warp without going mad(der), and especially the Astronomicon beacon powered by the Emperor.
* Warhammer 40,000 are not as stupid as they act, especially their Chapter Master Logan Grimnar. There is a reason he ends up running most of the wars he gets involved in, even if it's from the sidelines.
* Warhammer 40,000 are noted to do either this or phase out after taking significant casualties. The Eldar (and their dark cousins) operate in the same fashion.
* Warhammer 40,000 are notorious for underestimating the number of soldiers it would take to win a war. Examples include:
* Warhammer 40,000 aren't in a position to do anything about it. It's not clear what makes the Dark Angels' relatively minor disobedience so awful.
* Warhammer 40,000 are sometimes depicted as having a good time, or at least "winning glory and honor".
* Warhammer 40,000 are the nastiest things on the tabletop, but ultimately they aren't that impressive despite their power. They do still get a decent amount of respect for the standard-issue giant brass balls that they keep fighting regardless.
* Warhammer 40,000 are used by 'umiez to indicate rank, and so these are a frequent addition to their trophy racks.
* Warhammer 40,000 are usually justified as superior agility, supernatural toughness, magical wards, or force fields, but for some people they are explained as luck or fate.
* Warhammer 40,000. Artillery regiments typically replace the rank of private with "gunner".
* Warhammer 40,000. As a result, he's more machine than Ork and has been rendered damn near invulnerable.
* Warhammer 40,000 as a shout-out to Kurtz. Fittingly his overall arc resembles that of Kurtz, in that he is a charismatic visionary who becomes the tyrannical ruler of an isolated, undeveloped world and who dies surrounded by a crumbling empire of madness created by his own hands.
* Warhammer 40,000 as heretical). Basically your average Mechanicus-controlled planet is a seminary for cyborg mechanic-priests.
* Warhammer 40,000. Asides from carrying a BFG of a fusion weapon, being Cain's driver and general aide, Jurgen makes sure that Cain always has a cup of Tanna tea at hand.

* Warhammer 40,000)) as labor or military in exchange for fresh sustenance, although they of course just squander it away just as quickly.
* Warhammer 40,000) as non-psykers are towards people who could at any moment explode into a daemon-vomiting portal to the Warp.
* Warhammer 40,000; a soldier's second most important job, after fighting the enemy, is to let those in charge know where the enemy is.
* Warhammer 40,000; a Space Marine stranded on a Death World is severely chastised for picking up an alien weapon and using it after his own weapons are out of ammo; any time the Eldar get pissy over the Imperium "selfishly" wanting to save a world housing tens of billions of humans they were willing to sacrifice to save a couple thousand (or less) Eldar.
* Warhammer 40,000 aspect came about much later, Necron Monolith are massive, floating, truncated pyramids that spit death at the living and summon even more Necrons.
* Warhammer 40,000, a squad of soldiers fight their way through a hostile jungle sector to reach an evacuation point before they are bombarded. Once the remnants of the said squadron reach their destination, they learn that the area has been compromised and the evacuation point has been moved, and they have to fight through another area.
* Warhammer 40,000, a Standard Template Construct fragment makes for an all-purpose MacGuffin. STCs were machines from the Dark Age of Technology containing the sum total of human technological knowledge, plus the capability to build any device. No working STCs exist anywhere in the 41st Millennium, but a printout from the STC's library can be worth entire solar systems, so the Imperium will use every means at their disposal to grab one.
* Warhammer 40,000, as the Imperium was being torn apart by the Horus Heresy, the Emperor ordered his chief adviser Malcador to form what would become the Imperial Inquisition, and, in particular, the Grey Knights chapter of the Space Marines:
* Warhammer 40,000. As the ship Cain is on is tracking a space hulk, they need to pop out into realspace at the same place the hulk did, run the calculations, and then go back in the warp. Even when the sector of realspace is occupied by half an ork Waaaggh!.
* Warhammer 40,000, as well as getting them used to fighting enemies bigger than them (which the galaxy has no shortage of).
* Warhammer 40,000 as you reveal your unit, since Creed is so notorious for this ability, both in and out of canon.
* Warhammer 40,000. A tactical manual so chock-full of propaganda, misinformation, misunderstandings and outright lies, no-one in-'verse thinks of it as anything other than a glorified roll of toilet paper.
* Warhammer 40,000. A Tau's given name will be (in order) their caste, their rank, their world of birth, followed by any personal names they might have earned. As a Tau's career advances, one or more noun-verb titles are added to their name. However, for brevity's sake, Tau will often answer to a single well-known name instead of their full formal name. For example, Shas'O Vior'la Shovah Kais Mont'yr ("Fire Caste-General Hot-Blooded Farsighted Skillful Battle-proven") is more commonly known as O'Shovah or Commander Farsight.
* Warhammer 40,000: At least a couple of sentient cities and complexes have cropped up, usually due to the Adeptus Mechanicus or Chaos. Titans are so enormous they may also qualify.
* Warhammer 40,000: At least one Titan has been defeated this way, by infantry swarming it to overload its onboard troops and weapons.
* Warhammer 40,000 at the gritty end & everybody else somewhere in the middle.
* Warhammer 40,000 audiodrama, the Navigator Octavia is guiding the ship through an uncharted region of warpspace with the shields easily deflecting the ample lightweight creatures there. Then they get the attention of a huge predator capable of swallowing the ship whole, the sort of thing that maps would mark with this trope. When Octavia realizes they can't outrun it, she tells the captain to make an emergency translation back into realspace.
* Warhammer 40,000 augmentation and hypno-therapy administered during puberty.

However, the Chaos God(dess) Slaanesh very much embodies this trope, being immortal and also the Chaos Deity of Sex and Perversion. Traitor Marines who worship Slaanesh can end up anywhere on the spectrum (many choosing to pursue another form of excess instead of developing an interest in sex).
* Warhammer 40,000 available to those proficient in Interomancy focus mostly on inflict penalties to opponent's abilities in addition to, or instead of, causing direct damage.
* Warhammer 40,000 averts this with psykers often having limited and support abilities, whereas combat leaders can often be much more powerful. In the stories it's played dead straight; weak psykers can barely function as humans, let alone soldiers, while medium psykers can balance things out and strong psykers are nigh-untouchable. In the pencil-and-paper adaptations, however, this is played straight.
* Warhammer 40,000 aware of Chaos and the Warp and deliberately hide this information from the population.
* Warhammer 40,000 backstory has strong vibes of this in the Primarchs. With a few exceptions the vast majority of them defected because of their father's disapproval and/or withering apathy. In the words of Roboute Guilliman, "The Emperor was a great scientist, a great leader, but a terrible father".
* Warhammer 40,000 bad idea in 40K, since they spend their every moment preventing daemons from exploding into the material world through their heads. Psykers on Prospero were immune to this due to some kind of magical crystals from a cavern under the city, but they were still duped by daemons into some very poor choices.
* Warhammer 40,000. Baseline humans, even with age-retarding techniques like juvenat treatments, will only live two or three hundred years at most while Eldar typically live at least a thousand years, and Farseers can live even longer than that.
* Warhammer 40,000 battlefield). Individual Destroyers have "reliquaries" that hold items from Earth or the possessions of first-generation colonists, and bear names like "St. Germaine's Destroyer".
* Warhammer 40,000 because it sounds fancier. Since most factions already have aerospace crafts that can cheaply move people to and from a planet's surface, they're mostly used by Forge Worlds for heavy cargo lifting.
* Warhammer 40,000 because they needed eyes on the ground to see him die.
* Warhammer 40,000 - because what's a massive, apocalyptic battle with without skyscraper-sized mechs that can level cities with a single shot? The newer editions have been critizised for introducing more and more stompy robots to the game, invoking this trope.
* Warhammer 40,000 becomes Galatea's latest victim in the second book.
* Warhammer 40,000, becoming the first Chaos Space Marines. While most of the mortal forces of Chaos are comprised of the humans, mutants, later founding and some loyalist marines who decided to join their ranks, the original Legions remain amongst the most powerful and respected forces of Chaos.
* Warhammer 40,000: Before the Emperor developed the Astartes warriors who serve as franchise mascots, his first creations which he used to conquer Terra were the Thunder Warriors. Larger, stronger and more savage in combat than the Astartes, but not quite as long-lived due to the instability of their genetic mods, the Emperor had them all purged to make way for his Astartes creations when they had conquered the planet and outlived their usefulness.
* Warhammer 40,000, being a game about collecting and painting armies of miniatures, naturally uses this:
* Warhammer 40,000, being dedicated to the lives and happiness of the people who live within the Imperium rather than the Imperium's twisted laws or ideals.
* Warhammer 40,000, being incredibly vast, has several to varying degrees:
* Warhammer 40,000, being vastly superior to standard humans in every way and thus asking why they should fight and die for them. Falling to Chaos is not the inevitable outcome, but it's a common fate.
* Warhammer 40,000 besides goggles with different auspexes (what the Imperium of Man calls sensors), there are also contact lenses for making someone immune to blinding light including a direct hit from a photon-flash grenade

* Warhammer 40,000 between the (millions and millions of) creatures of the Tyranid fleets is done through the Warp, and so, any person with psychic powers, needed to travel in the Warp, is (painfully) overwhelmed. When the Imperium knows they're coming, they thus always scramble to reinforce the system's defenses beforehand.
* Warhammer 40,000 between the Salamander and the Marines Malevolent revolves about a time where the Marines Malevolent fired on civilian camps.
* Warhammer 40,000 black-ops division), a brilliant spy and manipulator... Most importantly however, every Alpha Legionnaire is a capable leader and trainer of men whenever necessary. This means three things: 1) the Alpha Legion can use as many or few specialist marines as needed to best complete any mission at any time, 2) the Alpha Legion can employ non-Astartes soldiers and agents in vast numbers, and 3) the Alpha Legion leadership is practically impossible to decapitate, as soldiers are encouraged (and capable of) improvising and acting on their own initiative.
* Warhammer 40,000 body that haven't broken at least once, tends to react to minor things like getting entire limbs lopped off somewhat differently than normal people.
* Warhammer 40,000 books; certainly much better known nowadays. One of the signs of the Imperium's gradual decay is that the Golden Throne is starting to fail.
* Warhammer 40,000 books whenever a Chaos superheavy tank, daemon, or similar threat shows up.
* Warhammer 40,000 brings rather different sorts of ghosts to the field-all of which are armed to the teeth. Eldar Wraith-constructs are the souls of dead Eldar given material form, and the robotic shells of the Necrons house the souls of the long-dead Necrontyr. Necrons Wraiths in particular drive the point home, being able to phase in and out of existence. Space Marine Dreadnoughts aren't technically dead, they're just the head and vertebrae of a 'mostly dead' Space Marine hero. Although since they are inside a tank sized mini-mech you'll call them dead if they wish to be called so.
* Warhammer 40,000 brought on plague zombies during the 13th Black Crusade, courtesy of the god of pestilence and decay, and other zombie infestations have been known to be caused by Tyranids and a fair number of different plants.
* Warhammer 40,000, brought the legions of Chaos to Earth. Now the Imperium is a theocratic, Luddite empire where people believe in magic, gods and daemons, because they really are out there.
* Warhammer 40,000 but are now reduced to being briefly mentioned in the background section of the rulebook.
* Warhammer 40,000, but Corbec makes a rather good accounting of himself as well.
* Warhammer 40,000 but evolved over time with some additions and some removals. So far there have been Squats (Dwarfs), Eldar (High Elves), Dark Eldar (Dark Elves), Exodites (Wood Elves), Ratlings (Halflings), Ogryn (Ogres), Orks (Orcs) and Space Undead (Undead) (the latter started off literally as skeletons in space but have now become the Necron legions).
* Warhammer 40,000, but Fenris, home of the Space Wolves takes the crowner: Half a Fenrisian year is spent in bitter cold, with the oceans frozen to ice and snow over all the few landmasses. The other half is spent in a blazing summer with the oceans raging and constant seismic upheaval (as the ocean swallows the existing land, new islands are formed by constant volcanic eruptions). Only Asaheim, the northern continent and home to the Space Wolves chapter remains stable......oh, and did we mention a Fenrisian year is about ten earth years?
* Warhammer 40,000, but he becomes one of this with his plan to take down the Chaos lords of Drakaasi, even if he does not think such a plan to be right.
* Warhammer 40,000 but is among the only ones in recent history to have done so.
* Warhammer 40,000, but one of Amberley Vail's footnotes comments that it's "quite big enough under the circumstances."
* Warhammer 40,000, but Space Marines being Space Marines, they find a way to survive anyway, often as not.
* Warhammer 40,000, but the Chimera infantry fighting vehicle used by the Imperial Guard is fully amphibious. The Land Raider used by Space Marines is a bit too heavy for that, but is so well-armored (and fully-pressurized) that one battle between

the Space Wolves and Tau took place five miles underwater, on the ocean floor.
* Warhammer 40,000 but their skeleton decorated armor and flaming bodies certainly makes them look like it.
* Warhammer 40,000, but they harbour a special hatred for the Gue'vesa, those humans who have accepted the Tau Empire's offer of egalitarianism and progressive thinking. They consider the Gue'vesa as despicable race-traitors. Readers may think differently (especially in those cases where the Imperium pulled back from a planet, leaving the civilians to fend for themselves).
* Warhammer 40,000, but Vulkan goes crazy before he even realizes what's going on.
* Warhammer 40,000, by Ben Counter, sees an army of invading Orks use small asteroids (with rockets attached) as conveyance through space. Once they've arrived, they use the same Roks as a crude yet surprisingly effective orbital bombardment, devastating the Planetary Defense Force.
* Warhammer 40,000 by ordering his ship to fly right down the throat of Lorgar's flagship so he can personally rip out Lorgar's internal organs one by one, even though the tactical situation isn't really in a good place for that. He does get talked down from it, though.
* Warhammer 40,000, by ripping out the heart of each Legion's Primarch and using a psychic ritual to kill off their legions and wipe their existence from memory. Certainly only the other Primarchs seem to remember their forgotten brothers ever existed, and the Emperor has forbidden them to speak of it.
* Warhammer 40,000. By standard, such weapons do not receive penalties for firing on aircraft, but have a hard time hitting anything else.
* Warhammer 40,000 by swimming in an underground river, they go over a waterfall.
* Warhammer 40,000 by taking the "less is more" approach a bit too far. His biggest offense was the removal of numerous unit options and items that were in previous Chaos Marine books, which largely homogenized what was once a diverse and varied army and prevented players from being able to run themed lists based off the available Chaos Legions at the time. Fan response to the Chaos Marine codex was so negative that Thorpe was removed as a codex writer and transferred to GW's novel writing division. Even then Thorpe has not released any GW-related content at all.
* Warhammer 40,000 by the Dark Eldar: Scourges (individuals who have been modified to have wings) are highly valued by the various kabals for being couriers as well as flying troops, so the kabals tend to come down hard on anyone who makes a habit of messing with them.
* Warhammer 40,000: By the standards of the Imperium (and not a sane human of the 21st century), the Grey Knights are this, refusing to consort with the kind of loonies who think using Chaos against Chaos is a good idea, and as a result, not one Grey Knight has ever fallen to Chaos (mentally, that is, they've died in droves to Chaos).
* Warhammer 40,000: Cain snarks regularly about the varied uniforms worn by the Periremundan Planetary Defense Forces. Each plateau of the planet has their own design, and almost all of them are this trope — one plateau issued green and purple striped body armor, with orange fatigues.
* Warhammer 40,000: Cain's ship is dragged out of the Warp too early and starts exploding. Since they're still on the fringes of the system, it takes him several very long weeks cramped up in the small survivor pod to get to the planet, where he then faces the comparatively easier issue of finding his way out of an ork-infested desert to civilization.
* Warhammer 40,000. Calistarius however was trapped for a solid week under rubble when his Black Rage took hold. And through sheer force of will, overcame it. When he emerged, he shunned his old name, becoming the famed Mephiston, Lord of Death.
* Warhammer 40,000 called Brimstone Horrors, which take the form of small and malicious living flames. Created when a dying Blue Horror splits in half, Brimstone Horrors are among the least of Daemonkind and know this, and spread fire and devastation everywhere they go to make themselves feel better.
* Warhammer 40,000 can be equipped with grapnel launchers in order to scale buildings and ruins as part of their infiltrations. In the 8th Edition of the game, these launchers allow Reivers to ignore vertical distances when moving, something

all other infantry models must factor into their movement.
* Warhammer 40,000 can be found at both ends to a degree - the Imperium of Man acknowledges that it is a dystopia, but is a far sight better than anything else. Meanwhile, the Tau Empire sees itself as a utopia for all races, but non-Tau have a different view.
* Warhammer 40,000 can be seen as an unusually well-developed version, which does seek to keep Imperial citizens as ignorant of Chaos (among other things) as possible, and they don't hesitate to silence those who have seen too much in a rather permanent fashion. Including entire planetary populations.
* Warhammer 40,000 can lead to entire populations of people being immediately forgotten about and/or destroyed.
* Warhammer 40,000 can only be found in the offspring of two-Navigator pairings.
* Warhammer 40,000, certain privileged members and associates of the Adeptus Mechanicus are given the augmented eyes necessary to see and interact with the "noosphere", giving them access to some pretty sophisticated A.R. where the noosphere is available.
* Warhammer 40,000, Chaos Lords, C'tan shards (who were right up there with the Chaos Gods and Hive Mind when they were still whole), Ork Warbosses, Dark Eldar Archons and the various sundry madmen and psychopaths the galaxy breeds like mosquitoes. The most notable 'humanoid' antagonists would be Ezekyle Abaddon (leader of the Black Legion of the Chaos Space Marines and the figurehead of the thirteen Black Crusades that have tried to overthrow the Imperium), Asdrubael Vect (the leader of the most powerful kabal of the Dark Eldar and the de facto leader of the entire Dark Eldar race), and Ghazghkull Mag uruk Thraka (one of the most powerful Ork Warlords ever and the leader of the largest Waaagh! in history).
* Warhammer 40,000 Chaos Space Marines. Though most of them underwent voluntary lobotomy beforehand.
* Warhammer 40,000 chapter even uses it as part of their initiation), pipe organs are mounted on tank treads to provide inspiring hymns and missile support... old canon even implied the Emperor was Jesus and Saint George in one of his many "guide humanity towards betterment" disguises, but new canon only kept Saint George (replacing the dragon with the C'tan star vampire called the Void Dragon and "killing" it by locking it up on Mars).
* Warhammer 40,000 chapters (both good and evil; it's explicitly stated that they eschew camouflage in favor of scariness).
* Warhammer 40,000 characters who hail from a Death World get some serious stat bonuses, because even the biggest wimp from that planet still survived to adulthood on a world seemingly crafted to kill them. Some examples are:
* Warhammer 40,000 claims the years its victims would have had if it hadn't cut them down and gives them to its wielder. No one in-universe, not even its current owner, knows this for certain. He has his suspicions, though, since he's lived far longer than the average projected lifespan of his race.
* Warhammer 40,000 codexes, several questionable rules, as well as in general being considered really unbalanced.
* Warhammer 40,000 codex, it refers to Gretchin deafened by artillery duty being forced to communicate using "a sort of sign language," which "tends not to work very well, as a Gretchin can only carry so many signs."
* Warhammer 40,000 Codex: "Let no good deed go unpunished, and let no evil deed go unrewarded."
* Warhammer 40,000 coexist with more conventional firearms. Lasguns are easier to mass-produce, more reliable, and are easier on logistics since their "ammo" is rechargeable and robust power packs. Autoguns are easier to fire on full-auto, don't draw a line to your hidden position, and allow for different ammo types to adapt to different enemies and situations. Lasguns are good assault weapons, and autoguns can make good tactical weapons. But on the tabletop, the two are both interchangeable and among the weakest weapons available.
* Warhammer 40,000 colonel. The adjective is emphasised to lend weight to the reason: there is no one else.
* Warhammer 40,000: Combat drugs are very common in the setting. A few of them are

straight performance enhancers with little to no side-effects. Most of them are not. However, particularly in the RPGs, drugging your party can be very helpful against otherworldly horrors.
* Warhammer 40,000 comes in two varieties: the huge ones used by the all-male Space Marines, and the smaller, thinner ones used by Sisters of Battle, both featuring exaggerated pauldrons and religious iconography. The Battle Sisters' power armor also features breastplates that are molded to resemble an actual bust, possibly to make clear that the Sisters are female and thus slip by the Ecclesiarchy's ban on having "men under arms".
* Warhammer 40,000 comic features a battle between an ork and Chaos army, who break out increasingly bigger-guns to hold the absolutely vital bridge. By the end of the comic, only the armies' respective warlords are left duking it out... on the one part of the bridge that hasn't collapsed.
* Warhammer 40,000 - Commissar Ciaphas Cain, Hero of the Imperium, remarks on several occasions that he may seem brave at this moment, but he really, really needs to change his pants.
* Warhammer 40,000 Commorragh. The raids' continued success is vital to the Dark Eldar's survival, and Dark Eldar usually aren't stupid enough to risk failure in this just to get rid of their rivals. Once they get back to Commorragh, though, all the aforementioned backstabbing is firmly back on the table.
* Warhammer 40,000, Corax specifically states that because his legion is smaller than the others, they would not survive a mass frontal assault on the traitor forces, and must rely on hit and run attacks.
* Warhammer 40000 count as this trope. Hell, even some of the (richer and more prestigious) PDFs count!
* Warhammer 40,000 creator Rick Priestly has confirmed that the two "missing" Primarchs exist to provide fodder for player-created Space Marine chapters and Chaos Space Marine Legions, and will never be identified.
* Warhammer 40,000 cults. This didn't stop fans from speculating that they might be right, though.
* Warhammer 40,000 Cunning — so don't let your guard down. Additionally, because of how their version of psi works, choosing not to roll with formal education is actually a very calculated and clever strategic decision. If they built an engineering college for the mekboys so they all understood how engines and aerodynamics work, making their hoverbikes go faster would no longer be as simple as a can of red paint.
* Warhammer 40,000 Daisy is a custom-built battlewagon belonging to another Ork Warboss, and the Kaptin makes Nailbrain promise to keep Daisy fueled and loaded and take her out for ruckuses.
* Warhammer 40,000, Dak'ir says "with respect, sir" that the enemy would have left by now.
* Warhammer 40,000, Dark Eldar and Tyrannids make heavy use of poison as do certain Chaos units like Fabius Bile. Out of the Forces of Order, the only poisoned ammo exists for sniper rifles, that Eldar ammo that causes heads to explode, the character Sly Marbo and other rare assassin types. Oddly out of the more benign armies, the one that uses poison the most are the Space Marines who have plenty of snipers and can make extensive use of hellfire ammo (a mutagenic acid).
* Warhammer 40,000. Dark Eldar avoid this by offering the souls of others in place of their own to placate Slaanesh while they indulge themselves. Natural born Dark Eldar are called "Trueborn" and are still rare enough that they are treated with great honor and privilege. The vast majority of Dark Eldar are Vatborn, clones though till considered useful members of society, and what labor the Vatborn can't or refuse to do is done by billions of slaves.
* Warhammer 40,000 Dark Eldar gladiator queen Lelith Hesperax has hair long enough to use as an entangling net (naturally it is woven with poisoned barbs too) but then she is also skilled enough with a simple metal blade to not need a power weapon to bypass armour, and fast enough on her feet to dodge bullets even without combat drugs, even with all that hair.
* Warhammer 40,000, Dark Eldar Hellions ride on bladed Skyboards, compact anti-grav

platforms that allow the sadistic Dark Eldar to race around the spires of Commorragh and through the skies Realspace with great speed and agility.
* Warhammer 40,000: Dark Millennium's ashes, which went into closed alpha in August 2015 thanks to a secure source of funding from founder's packs.
* Warhammer 40000: Dawn of War and it's three expansions. The base game contained 4 factions (Space Marines, Orks, Eldar, and Chaos Space Marines), and a single campaign with the Blood Ravens Space Marine chapter squaring off against the other three factions.
* Warhammer 40,000: Dawn of War have various units that wield hammers.
* Warhammer 40,000: Dawn of War II: Retribution, Chaos Sorcerers have the Coruscating Flame ability. It engulfs friendly units in flames dealing damage to anyone in the immediate vicinity. It is absolutely devastating against units with high model count.
* Warhammer 40000 Dawn of War. The Imperial Guard's basic infantry units have Commissars, who can kill a random member of the unit in order to cause a fear-induced performance boost in the rest.
* Warhammer 40,000 dealt with running underhive gangs in small scale skirmishes and what went on in the downtime between them. The game was known to be exceedingly complex and terrifyingly lethal (roll up a gang in a few hours, have the first guy killed within a minute of starting to play) but interesting nonetheless.
* Warhammer 40,000) decides that he's going somewhere that isn't the front line, he always makes up some excuse about checking on the troops. He invariably runs into some previously-unknown game-changing event (genestealers, Chaos cultists, Necrons, etc.) that the soldiers wouldn't have been able to handle had he and Jurgen not been there.
* Warhammer 40,000, depending on how you and your opponent painted your models. There's also canonical examples in the background:
* Warhammer 40,000: Depending on how you see it, a Genestealer cult could be this. They are unfathomably loyal to their Patriarchal Alien, are made by parasites, etc. One can argue that they're not true undead and are just mutants, but half this list can also argue that.
* Warhammer 40,000 depending on the chapter, but you should try anyway, because where do you think the Imperium's supply of super soldiers comes from?
* Warhammer 40,000. Depending on which version of the story you believe, the Chaos gods possessing Horus abandon him as soon as the tables turn during his final battle with the Emperor. Realising what he has done, Horus begs the Emperor to forgive him for his betrayal. The Emperor does so, then kills Horus to prevent him from being possessed again.
* Warhammer 40,000, depending on you and your opponent. The background fluff offers more examples:
* Warhammer 40,000 descended on their homeworlds and the Blood Angels were on their last legs, a massive daemon army fell upon the Tyranids and destroyed many of the leader beasts until Imperial reinforcements arrived to finish off the swarm. The daemons promptly disappeared back into the Warp, waiting to claim the Blood Angels' skulls another day.
* Warhammer 40,000 describes a drug that is made from a space marine's organs while he is made to watch. It is never clarified if making him watch actually does anything to the drug itself; but then, the Emperor's Children and their kind would do it anyway.
* Warhammer 40,000, designed to spook the enemy into over-committing their firepower to take down the DISTRACTION, allowing the smaller, but destructive units to do their things.
* Warhammer 40,000. Despite their treacherous, cutthroat, and backstabbing nature, some of the Chaos Marines do still hold some measure of reverence and loyalty to their Primarchs.
* Warhammer 40,000 devoted to keeping archives of files, staffed with countless scribes, servitors, and mono-task servo skulls constantly writing down everything on scrolls, and libraries (forbidden, of course; knowledge begets heresy) filled with rows upon rows of dusty ancient tomes, scrolls, and datatomes. And this takes

place in the 41st millennium. Some planets are almost at civil war just over the little space that is left to put paper!
* Warhammer 40,000 didn't) All that, and he wasn't even an official named character. And then in the 7th Edition Codex, he is. So he's well and truly ascended.
* Warhammer 40,000, different planets within the Imperium can have massively different technology levels and cultural views. Examples range from "feral worlds" with mostly medieval technology (save what's imported from other planets), to planets with fairly modern-looking cities (except with more skulls and statues) to dystopian hive worlds where the entire populace lives inside enormous plasteel towers surrounded by uninhabitable wasteland.
* Warhammer 40,000 doesn't begin to describe how incompatible this is with current canon.
* Warhammer 40,000 don't believe they exist, and so get lazy about perimeter security.
* Warhammer 40,000 do this in reaction to strong attacks. If the scouting parties the Necrons send first fail, they send another more powerful one, than another and another till all resistance is dead. Since the Necrons are a race of undead machines, and they are the most advanced in the galaxy, they have yet to meet resistance that would warrant awaking their more powerful weapons of war.
* Warhammer 40,000 Dreadnoughts, fighting machines piloted by mortally wounded super soldiers permanently encased in a life support sarcophagus might also count.
* Warhammer 40,000 due to their potential to corrupt the entire species.
* Warhammer 40,000, during the Horus Heresy, when the Emperor of Mankind confronted his traitor son Horus, he struck Horus with so much psychic power that Horus' own soul was annihilated. Normally, on death a human's soul is sent to the Warp (and thus powerful servants of Chaos are forever reborn, being bound to their particular Chaos God) but with the destruction of his soul, there was nothing of Horus left, making it impossible for the Chaos Gods to bring him back.
* Warhammer 40,000 - during the Third War for Armageddon a Salamanders commander nearly started a feud with another company of Space Marines after striking their officer for ordering a bombardment on a refugee camp under Ork attack, and while other chapters sought glory on the battlefield, the Salamanders also lent their technical expertise to repairing Armageddon's infrastructure, saving uncountable civilian lives.
* Warhammer 40,000. Early hybrids are obvious, often having extra arms, claws, scales and so on. Later generations are often able to pass for human with small efforts at disguise, and by the fourth generation they are indistinguishable from real humans. Slightly subverted, however, in that all offspring of a fourth generation hybrid will always be purestrain genestealers so you will never have a hybrid less than 1/16 genestealer.
* Warhammer 40,000. Earth, or rather Holy Terra, has become the biggest Hive World in the galaxy, to the point where the "Hives" (giant conglomerations of skyscrapers that act as cities) have spread out to encompass the entire planet. All of its resources have been depleted (even the oceans are completely gone), and its atmosphere is choked with pollution. All that's left are layers and layers of cities, coating every inch of the planet in city, filled with countless holy relics and sites.
* Warhammer 40,000 eats their souls when they die), until you remember it's their fault Slaanesh exists in the first place, as (s)he was created by their decadence.
* Warhammer 40,000. Eisenhorn spots an imposter posing as a trusted member of his retinue by saying their situation reminded him of the tight spot they'd been in fighting Beldame Sadia on Eechan. The imposter agrees, alerting Eisenhorn (and any particularly astute readers) to the trick — they'd actually fought Sadia on Lethe Eleven.
* Warhammer 40,000: Eldar who feel too confined by their society's rigid structure are allowed to pursue the Path of the Exile and become Rangers, though they usually respond to requests from their craftworld to return and offer their skills (and sniper rifles) in defense of their race. The Orks have their own inversion- Ork

society is based on any boy doing whatever he wants, as long as it doesn't get him krump'd by da Boss. For some younger, 'rebellious' Orks, the pressure is too much, and so they decide the best option is to enlist with the Stormboyz, whose training includes un-Orky training like marching and regimented training drills.
* Warhammer 40,000, Eloeholth the Faceless is a possible main villain.
* Warhammer 40,000 empire in the galaxy besides the Imperium is the T'au Empire, which is at most about one percent the size. The sourcebooks mention various small empires (both human and alien) scattered about, but they're bit players even by the standards of the T'au, much less the Imperium.
* Warhammer 40,000 encounter an artifact which makes vast promises to them. Ragnor only breaks free when it tells him he has to kneel to the Ruinous Power to get it. And the others don't break free on their own; he has to help them.
* Warhammer 40,000, enlightenment ideas are basically deemed as heresy by the Imperium of Man which is ripe with religious fundamentalism and xenophobia. This comes across as extremely ironic as the Emperor of Man tried to squash superstition in favor of the ideals of reason and logic in order to starve the chaos gods, only for his Imperium to degenerate into what he fought against after thousands of years.
* Warhammer 40,000 enough can take this as truth, while those who like the fact that they're an optimistic and friendly faction can dismiss it as Imperial propaganda.
* Warhammer 40,000 ensured his captain's death, Tsu'gan refuses to let anyone near his body
* Warhammer 40,000 erupted and he found himself fighting the traitorous Alpha Legion, Alpharius knew precisely what Guilliman would do, which combined with the renegade Primarch's mastery of irregular warfare meant that the Ultramarines were outmaneuvered at every turn. Guilliman was only able to defeat Alpharius by abandoning his own rules of operation to make a risky, unsupported assault on the Alpha Legion command center and killing the other Primarch in personal combat. However, the Ultramarines doubt the veracity of the records detailing this event, and the Inquisitor who produced them is suspected of being an Alpha Legion infiltrator, so it's possible the whole story is nothing but propaganda.
* Warhammer 40,000. Especially because the psychic web of a Hybrid Cult means that each person truly loves and adores even the most bestial-looking of their "family".
* Warhammer 40,000-esque way. All of these methods aim for one thing: rendering life on the planet impossible.
* Warhammer 40,000. Even their orbit-to-surface rapid re-entry vehicles are living monsters called Mycetic Spores.
* Warhammer 40,000 examples on this page, this is also standard procedure for both Inquisitors and their many enemies.
* Warhammer 40,000 exist and why the Emperor doesn't do much, but in recent years has become a major focus of the literature in the expanded universe.
* Warhammer 40,000 extraordinaire, believes the PDF to be beneath them. This is usually for the straightforward reason that the best PDF troopers get inducted into the Guard.
* Warhammer 40,000 faces daemons, aliens, and mutants as daily (and serious) threats, to the point that two branches of the Inquisition, the Ordo Malleus and Ordo Xenos specialize in hunting down and destroying daemons and aliens, and have their own specialized military forces-the Grey Knights and Deathwatch, respectively. The Sisters of Battle also qualify to an extent.
* Warhammer 40,000 famously activated itself, drove out of a bombed fortress, and waged war against Ork invaders until it was disabled, all without a human crew.
* Warhammer 40,000 fanboys complained vociferously, he revised the review to clarify that he was referring more to gameplay and general feel than to setting, the latter of which he admitted to knowing little about.)
* Warhammer 40,000: Fans often accuse the Tau of being space Japanese, and, thus, anyone who plays them are called Weeaboos. This is perhaps because the costumes and vehicles of the Tau are inspired by East Asian clothing and architecture.
* Warhammer 40,000 favors the Planet With A Dark Secret approach instead, with

roughly even odds of Chaos, Eldar, Genestealers, and/or Necrons being said secret. Since we're talking about planets here, there's plenty of room for multiple dark secrets to be hiding out, all of them unaware of one another.
* Warhammer 40,000 features future slang that varies from world to world. One Guardsman might yell "FETH!" when something goes wrong, another prefers "Kec!", another might prefer "Emperor's blood!", and so on.
* Warhammer 40,000. Finally, Necron Tomb Worlds are covered in eons-old alien ruins, beneath which deathless metal warriors slumber in stasis... at least until interlopers wake them up.
* Warhammer 40,000 find that the biggest downside to being permanently sealed inside a giant metal can is being permanently sealed inside a giant metal can.
* Warhammer 40,000 fire a hypervelocity projectile at such insane speeds that they're capable of going straight through an Imperial tank and out the other side without overly damaging the tank as such, but instantly converting the crew into a 30-foot long streak of red sprayed out of the exit hole (similar to the story listed below in Real Life).
* Warhammer 40,000. First believe they can use the second. The second think only about killing them. The second succeeds 99(,9)% of the time.
* Warhammer 40,000 fit into this mold. The God Emperor created each of the 20 Primarchs, using his own DNA, to embody a portion of himself. The Space Marines are implanted with organs cultured from the Primarchs tissues, and recruits are picked at age 10 or above.
* Warhammer 40,000, fitted with equipment like flamethrowers that burn souls.
* Warhammer 40,000 follows when the Blood Angels find its people fallen too far from the God-Emperor's light.
* Warhammer 40,000 forces uses this motif somewhat less (for the most part), although they will use actual skulls more often.
* Warhammer 40,000 for Imperial Guard leaders. At this point, it is difficult to determine if they are the exceptions or the rules. Most protagonists tend to avoid the trope, but almost always have to deal with other Imperial Guard leaders that do fit the trope. The Commissars are infamous for being this. Most of the time they would kill a guardsman for cowardice to get others back in line, but there are times that they would shoot an individual for something like uniform violation.
* Warhammer 40,000 for more info. One of the more notable elements is a dozen or so terms for fine degrees of the term "first among equals."
* Warhammer 40,000 for so long that there is no account of the first contact between the species. In the case of more recent alien encounters:
* Warhammer 40,000 for telepaths or the psykers who are powerful enough to cross disciplines.
* Warhammer 40,000 for the more studious hero, Ragnar. At one point he drags Ragnar away from the hologlobe for beer.
* Warhammer 40,000 for the vast, vast majority of characters a swift end could be around the next corner.
* Warhammer 40,000 fortunately, in some cases) this was dropped for a more serious setting that started to go in the extreme direction it used to parody. Thus the game itself has become Comically Serious to many of its fans.
* Warhammer 40,000 for years to accumulate a long string of defeats, with no victories to counteract them.
* Warhammer 40,000. From a modelling viewpoint, the rank-and-file units tend to have more bodies on the table than elite ones, so the mob models are designed in a way that allows mass painting without consuming too much time, which should be dedicated to grandiose and highly customized centrepiece character models instead. This same pattern holds for pretty much every army. Specific examples include:
* Warhammer 40,000, gaining victory points for each of their ships that they manage to move off the blockading player's table edge.
* Warhammer 40,000 games, describes the setting in the September White Dwarf magazine (the game's 30th anniversary special) thus:
* Warhammer 40,000 games, which manage to capture the gritty feel of the game perfectly.

* Warhammer 40,000Games Workshop started work on updating older books, which thankfully will see a resurgence of the forgotten armies. However the Sisters of Battle are notable in that while they're not as old as the Dark Eldar, they might very well have to wait quite a bit longer given that they're getting a Magazine Codex (which usually means development on them has halted and they're just getting lip service in the meantime). Even more notable is that the army is so old, they're the only ones who still require you to use metal models for the entire army (every army, even the Necrons and Dark Eldar, had plastics for troops. Sisters are not so lucky).
* Warhammer 40,000 game; that moral center tends to be based on setting fire to heretics.
* Warhammer 40,000 generally occupy the very top levels of this scale. They are all said to possess more or less supernatural levels of attractiveness and charisma.
* Warhammer 40,000: Genestealer Broodlords/Patriarchs. Granted, an individual broodlord/patriarch is usually pretty "young", often "only" a hundred years old, but the cult he spawns certainly reveres him as this trope.
* Warhammer 40,000 get a lot of mileage from adding "Brother" in front of ranks (Brother-Sergeant, Brother-Captain) though it's not clear whether or not it's reserved for the Grey Knights, along with the ubiquitous "Battle-Brother". Also, the commander of the naval vessel that an Astartes company travels in is called Shipmaster, not Captain. The only Captain associated with a company of Astartes is the Brother-Captain in overall command.
* Warhammer 40,000 Ghazghkull and has vowed to pursue him to the ends of the galaxy to avenge the billions killed for his amusement.
* Warhammer 40,000: Given how many factions prefer melee combat despite being no slouches in the interplanetary guns department, this was inevitable. The orks basically use a vacuum-protected box with a pointy end and engines on the non-pointy end, while Space Marines have the Caestus Assault Ram, which is a flying magna-melta that fires a wall-softening shot before ramming into the now-weakened area and unloading its specially-trained crew.
* Warhammer 40,000 gives us Captain Alessio Cortez of the Crimson Fists, the least killable Space Marine in the Imperium. There's maybe two bones in his body that haven't been broken at least twice, he once disarmed an ork warboss by letting the weapon get stuck in his ribcage, received seventeen wounds in a single battle (including a stab through a heart), led a defense of a breached wall with a broken back, and then there's his reaction on being told he was missing an arm:
* Warhammer 40,000 gives us exterminatus. A planet is bombed with a virus which consumes all organic matter, in the process producing large quantities of flammable gasses. The gasses are then ignited, setting fire to the atmosphere and ensuring that not only is everything on the planet dead, but that it is left a barren husk that will never support life again. Or, barring that, the surface is glassed through orbital bombardment and the planet is finished off with Cyclonic Torpedos, an explosive so cataclysmically potent it shatters and churns the entire surface until there is nothing but fire and molten rock. This is used by the "good" guys of the setting.
* Warhammer 40,000 gives us the planet of Calth in the Ultramar sector, where there are bases, cities, and agricultural communities built up in the planet's massive cavern system, because the sun is deadly. Necron tomb complexes also qualify.
* Warhammer 40000 Gladius as the Old Ones, the Necrons and the Eldar, you are worthy of apotheosis and becoming an immortal Daemon Prince. Your victory is short-lived as the Chaos Gods have further plans. They plunge your new self into the relic planet's World Circuit and merge you with Gladius Prime before dumping the whole planet into the Warp. You're now the biggest Daemon Engine ever, and a new (albeit trapped) god in your own right.
* Warhammer 40000 Gladius, the Space Marines realize they can't stop the evil tainting the planet without doing an Exterminatus while they're still on Gladius. They're happy to do it, but to preserve their Chapter for the future, they first make a Geneseed Bunker to safely store geneseeds for the eventual revival of the Chapter.

* Warhammer 40,000 governor, to be held responsible by the Administratum should the planet lapse in any of its three duties.
* Warhammer 40,000, grabbing the commissar's cap and using it to slaughter half his men, sticking explosives on his side's transports as a prank, spelling amusing messages with dead bodies, making carnage angels, etc. If ever you see Kharn's name followed by "What a guy!", it's a reference to this view.
* Warhammer 40,000 had an ultra-maximum security prison in which all the doors automatically unlocked in the event of a power outage.
* Warhammer 40,000 happened, as Games Workshop took down the .PDF with the results from their site, and materials published after the Eye of Terror campaign speak of Eldrad as alive. He is still included as a fieldable character in the Eldar codex published afterward.
* Warhammer 40,000, happens a lot. The Dark Angels homeworld was destroyed, and their HQ The Rock is on a chunk of what's left of their home planet, and Magnus' homeworld of Prospero getting utterly annihilated by his brother was a big part of why Magnus became a Champion of Chaos.
* Warhammer 40,000-happy Imperium (and infuriates them when the T'au how up with non-depleted forces). The Tau do have some cases of last stands, but view it as proof of the commander's incompetence if he let the situation degrade that far.
* Warhammer 40,000. Harsh discipline and brutal training methods are commonplace, and deaths, while meant to be avoided, are expected and not uncommon.
* Warhammer 40,000 has a few, but none of them explain what the original place was (except New Badab, which replaced the Red Corsairs old homeworld of Badab).
* Warhammer 40,000 has a few mentions of something called a "Void Whale". In the 5th edition rulebook, there's a picture of one. It looks like a combination of whale and an anglerfish. In SPACE. The Space Wolves codex has a short story about a mutated Void Whale. It was 12,000 miles long. The little picture of the whale using a small moon to lure stuff into its mouth is pretty much to scale.
* Warhammer 40,000 has a few unit combinations that compliment each others' skills very effectively. Scout Bikers and Terminators in a Space Marine army, for instance; the Scouts have teleport homers that patch up the Terminators' lack of mobility by dropping them on the enemy on a spot that moves very quickly, the Terminators make up for the Scouts' lack of durability and close combat prowess, everyone wins. Except for the poor Tau on the other side of the field that just got a new orifice to defecate through.
* Warhammer 40,000 has a kill-counter built into the H.U.D. of his helmet, and regularly amuses himself by conducting a body-count competition against his own personal best in every battle and campaign that he takes part in; a tally of 5,000 in a day being merely "quite good" by his own reckoning.
* Warhammer 40,000 has a lot of these, such as the Imperial Guard Valkyrie, the Space Marine Thunderhawk, the Eldar Vampire, or the Tau Orca.
* Warhammer 40,000 has an example in the staff of Orican the Seer, said staff existing half-a-second before the "now". The effect is described that the staff will hit the enemy before Orican even swings it, ensuring a hit. In game-terms, this allows Orican to reroll to-hit dice.
* Warhammer 40,000 has an extremely well crafted setting with a complex history going back tens of thousands of years.
* Warhammer 40,000 has an eye instead of a nipple on its exposed breast. The Forgeworld model for the Keeper of Secrets (a greater daemon of Slaanesh) has multiple breasts, several with eyes in place of nipples.
* Warhammer 40,000 has are dystopias. The Imperium believes that new technology is heresy, creative thought is heresy, and lots of other things are heresy. The Tau require everybody to work toward the "greater good" (which apparently involves concentration camps for dissenters).
* Warhammer 40,000 has a version of this, which is notable for an adversarial game with no impartial storyteller. A callout in its core rulebook called "The Most Important Rule" that boils down to a mutual version of this: if you aren't sure how something works, whatever you mutually agree at the tabletop is fine, and if you can't agree then roll-off to pick a side and get on with it. The game has an

incredible number of moving parts, with a standard game involving the core rules and two codices that have additions and exceptions to them, so this helps keep a game moving without diving into the manual every turn. Like other games mentioned above, competitive-level games tend to defer to the referee or tournament organizer who's more familiar with the rules and errata.
* Warhammer 40,000 has a whole line of differently-flavored RPGs, here by order of publication:
* Warhammer 40,000 has caught onto this; one of its many Thoughts For The Day being "Hope is the first step on the road to disappointment". It helps when the literal god of Hope is also the god of Manipulation.
* Warhammer 40,000 has Chaos Marines randomly break down and cackle occasionally.
* Warhammer 40,000 has Comorragh, the city of the Dark Eldar. It's roughly the size you'd expect from this trope, but it's not on an actual planet — rather, it's a collection of ports, fortresses, lesser settlements and assorted strongholds and refuges built by the Dark Eldar within the Webway (essentially a sort of pocket dimension consisting of a galaxy-spanning maze of tunnels and passages used by the various Eldar peoples for FTL travel) all closely linked by a large number of portals and passages to the point that, for all practical purposes, they act as a single, vast city.
* Warhammer 40,000 has demons from hell and medieval inquisitors as some of its factions, borrowing heavily from Christian theology (especially Catholicism).
* Warhammer 40,000 has direct exposure to Chaos causing things like being attacked by clouds of anger, and daemons are made of emotion.
* Warhammer 40,000 has Eversor Assassins, essentially a human weapon of mass destruction massively modified with augmetics and drug injection systems. They're kept in stasis at all times, and are mentally programmed with various targets for their next mission. Once activated, they will attempt to kill their assigned targets, but will also kill every living thing they see along the way, exploding upon death. Even once their mission is over, they won't stop looking for things to kill until their handlers show up and shut them down with a code word.
* Warhammer 40,000 has had several incarnations of these with the Tyranids since third edition.
* Warhammer 40,000 has its share, both in the Horus Heresy and the 41st millennium.
* Warhammer 40,000 has long been part of the game. The new codices are supposed to be more powerful to try and drum up interest and sell more models. (Case in point, the extremely powerful 6th Edition Tau Empire codex wasn't even written by him.) The lack of quality control and playtesting of codices is also the result of a direction change at Games Workshop to generate content in a rapid manner.
* Warhammer 40,000 has many instances, although the official miniatures usually have it downplayed for censorship reasons (but not the books/artwork).
* Warhammer 40,000 has never been revealed. He is always referred to as the Emperor. Ostensibly, The God-Emperor is a transcendent being who has had tens of thousands of lives (although Sigmar's origin story is very similar to the post-Age of Strife God-Emperor). His backstory is given as being the final reincarnation of thousands of amalgamated shamans 48,000 years before the main storyline: which would give him an innumerable quantity of possible names—and no need for any of them. It's heavily implied he was a lot of important historical figures, including Jesus.
* Warhammer 40,000 has no shortage of these, with the youngest Chaos god being ten thousand years old. The other three achieved sentience during the Renaissance, Middle Ages and Mesopotamian eras respectively, while the Orks were created approximately sixty million years before humans existed, but the eldest entities in the universe are the C'tan.
* Warhammer 40,000 hasn't always been the grim place it is nowadays. There's also recaff for coffee, amasec for something like whiskey, tanna for chifir (Russian gulag tea), vox for radio transmitter of any kind, Auspex and Augurs for sensors and quite a couple of other "futuristic" and/or grimdark names.
* Warhammer 40,000 has Penal Colonies, most of which have a toxic atmosphere. Some are used for mining, others are just used to hold the people. They are also used

for recruitment into Penal Legions which are sent on missions too dangerous for normal troopers or ones which need the people who did it to be executed afterwards.
* Warhammer 40,000 has plenty of galactic maps and a few maps of individual planets or areas thereof. Most detailed perhaps being the ones of Armageddon's two main continents in various Armageddon War-related materials. The Horus Heresy novel Mechanicum has a map of the (real) Tharsis region of Mars, with all its (fictional!) 31st millennium locations marked.
* Warhammer 40,000 has plenty of planetary libraries and eldritch stores of information:
* Warhammer 40,000 has plenty of this. Being a grim dark world, there is no shortage of Sick and Wrong things in it. A few examples would be the Forces of Chaos (Slaanesh and Nurgle in particular), the victims of Dark Eldar, The Imperium of Man, who have been described as Nazis in Space!, who are only "good" by comparison of MUCH worse horrors, and many more.
* Warhammer 40,000, has psychic defences, or have all three, such weapons are quite necessary, but Guardsmen are just normal humans in flak jackets, so... Yeah. Guardsmen have terrible morale for good reason.
* Warhammer 40,000 has several vehicle variants on each faction that the fluff describes as more effective against infantry. An example are variants of the Chimera APC with flamethrowers or toxic waste-throwers instead of the normal Multi-Laser, the 'Devastator'-Pattern Leman Russ tank (with dual autocannons which are effective against anything with light armor, but again the fluff describes as an 'anti-personnel' variant of the tank... which says a lot about the kind of monsters commonly considered as 'enemy personnel', actually) and the Punisher Pattern Leman Russ tank,(which is armed with an enormous Gatling gun capable of turning a massive enemy army into red mist) .
* Warhammer 40,000 has Slaanesh's realm, composed of concentric rings known as the Six Circles of Seduction. Each of them tempts anyone who enters with a different carnal sin, but stopping even for a moment to indulge in any of it will leave one trapped there forever.
* Warhammer 40,000 has stated that the reason for this is because female models don't sell well, although their critics suggest it's because the model lines were not supported well by the company (the aforementioned Sisters being the best example of that).
* Warhammer 40,000 has such bonuses in spades, ranging from mythology to sf to history. Some examples:
* Warhammer 40,000 has Tactical Marines which are durable units that shoot at enemies by default, but actually achieve a better damage per second with melee attacks, and have a 'Melee Resistance' aura for themselves that reduces melee damage taken (all other melee units in the game has this).
* Warhammer 40,000 has the Black Library of the Eldar - an ancient craftworld adrift in the Webway between reality and the Warp. It contains the race's gathered knowledge of Chaos and Sorcery, and is maintained in order to better understand and combat the machinations of the Infernal Powers. Ahzek Ahriman of the Thousand Sons is particularly obsessed with the Library.
* Warhammer 40,000, has the distinct property of being unpredictable, but acts unpredictable given this by being, to a degree, predictable. It's consistent in its nature of being entwined with the soul, affecting people with high psychic aptitude and areas of chaotic influence, but exactly how it affects these people and areas when it does so is characteristically unpredictable.
* Warhammer 40,000 has the Eldar craftworlds, massive spaceships built to escape an impending disaster that destroyed the old Eldar empire. Unlike many arks, the craftworlds were built as self-sustaining worlds that would travel the galaxy, rather than as simple transportation away from danger.
* Warhammer 40,000 has the Eternal Warrior rule, which renders models with it immune to Instant Death. This basically exists to stop expensive and powerful characters from being one-shot by a lucky Lascannon hit even if their Toughness isn't that good.
* Warhammer 40,000 has the Gift of Chaos/Boon of Mutation (essentially the same

ability, but one is Chaos Marine psychic power and the other is a Daemon shooting attack), which attempts to turn the target into a Chaos Spawn (a mindless mass of mutated flesh). The Orks also have a special character that can polymorph an enemy into a Squig. The Tyranids have a special character that can infect units arriving from the reserve, causing them to turn into Ripper Swarms.
* Warhammer 40,000 has the Keeper of Secrets, the Greater Daemon of Slaanesh that knows every one of your dirty little secrets. It actively uses this information in combat to hamper you, ranging from bribing you with your heart's desires to revealing something that shatters its victim's minds.
* Warhammer 40,000 has the Lost Eldar Craftworld of Altansar, introduced to the game background c. 1992 as the place of origin of the Dark Reaper Phoenix Lord Maugan Ra. Maugan Ra was the last survivor of the doomed world-ship, which was dragged into the Eye of Terror millennia ago by treacherous warp-currents, and for just over a decade (real-world time!) that was all anyone knew about the place. In the Eye of Terror campaign and accompanying rulebook of 2003, Maugan Ra returned to the Eye with the express aim of rescuing Altansar and its inhabitants from their unpleasant sojourn. He succeeded, after a fashion, and the Craftworld's livery and background appeared in the 2006 Eldar codex. Unfortunately their period trapped in the warp has turned the Eldar of Altansar into otherworldly wraith-like creatures, but they are now officially at large in the universe once more.
* Warhammer 40,000 has these. Lots of them, actually. In every size, shape, and means of destruction imaginable.
* Warhammer 40,000 has the Tau, organic aliens who have embraced machine culture enough to section their society into castes based on their given functions in life and where they come from. Even their names denote their particular traits.
* Warhammer 40,000 has the Tau turn a natural satellite into a Kill Sat. As in, they built a cannon capable of firing across the system's interplanetary distances on a moon. (Flee not, spoilerphobes! This is told to you in the very first campaign cinematic!)
* Warhammer 40,000 has the tongue so firmly planted in cheek its punching through, in-universe it is so serious and depressing it's rather surprising you have productive people at all considering how depressing it must be to be in charge of anything in 40k. It also depends on which perspective it's coming from. For example: a battle between the Imperial Guard and the Orks. If the story is from the Ork's perspective, the dialogue and descriptions take an amusing and humourous tone, talking about "takin' da biggest, baddest shootas and choppas ya can get 'old of, and spendin' da rest of da havin' a bit 'o' fun, krumpin' 'umie gitz with da boyz and tryin' not ta get zogged yaself". Take the point of view of an Imperial Guardsman, and the same battle is a terrifying fight for survival with your woefully inadequate lasgun and body armour, against hordes of hulking tough-as-nails green-skinned horrors brandishing monstrous cleavers and improbably-sized machine guns and flamethrowers.
* Warhammer 40,000 has the Tyranids, who give a whole new meaning to Death Is Cheap. Any Tyranid that gets killed in an invasion is just digested and used to make more 'Nids.
* Warhammer 40,000 has three factions: the Eldar, who, with a small number of elite units, are the Powerhouse; the Tyranids, who, with a large number of units, including many that are human genestealer hybrids, are the Subversives; and the Imperium, who are the Balanced. Interestingly, you play as the Eldar in campaign mode.
* Warhammer 40,000 has three kinds of this, all distinct from one another.
* Warhammer 40,000 has two notable instances that show up in models for the game:
* Warhammer 40,000 has undergone quite a few of these through its four editions, including entire races being retconned out. Anyone younger than 20 remember the Squats? Didn't think so. The official policy on the Squats now appears to be that the entire race was murderlised by one of the Tyranid Hive Fleets. The Tyranids are God's gift to retconners. "Hey, what happened to those guys?" "Eaten by Tyranids." And then Ret Conception kicked in with the game's 6th edition, which brought the Squats back as a race of abhumans tolerated by the Imperium.

* Warhammer 40,000 have a greater connection to the Warp, but are more likely to attract attention from the hellish beings that lurk there and are therefore more vulnerable to daemonic possession.
* Warhammer 40,000 have an outnumbered defender trying to hold out against the attacker until their reserves come in.
* Warhammer 40,000 have been shown to actually provide semi-accurate (although not always clear) predictions.
* Warhammer 40,000 have Exorcist artillery organs that do this. Space Marines also have multiple missile tubes on their Whirlwinds and they even have a portable version for their Terminator armor, but not to as over-the-top extents as with Skyrays or Exorcists.
* Warhammer 40,000 have plans, they're just also really good at ad-libbing when it all goes to hell. The Orks, on the other hand:
* Warhammer 40,000 have the souls of all previous wearers of their armour bound into it. Though the mind of the wearer (usually) remains dominant, they can commune with the souls of the previous exarchs and gain their knowlege. Phoenix Lords, the oldest of the exarchs and creators of the Path of the Warrior are an exception though. Their souls are so powerful that the original personality will dominate all others, causing anybody who wears their armour to effectively become a reincarnation of the Phoenix Lord.
* Warhammer 40,000 have typically been depicted in artwork and models as having large, heavily muscled torsos with broad shoulders and well developed arms sitting atop a pair of legs that are relatively short and stubby by comparison. Prior to this, Orks had a more humanlike, though still heavily built, appearance.
* Warhammer 40,000 helmsmen, capable of navigating through the Warp and allowing the Imperium to exist. Many officers in the Imperial Navy are so heavily augmented that they're often described as being more part of their ships than autonomous beings.
* Warhammer 40,000. He mentions that he hopes that an attack on the capital city of Perlia managed to destroy a particularly hated monument to him (a clock that features him decapitating an orc every hour), but he's disappointed to learn it's still standing.
* Warhammer 40,000, heretics, mutants, traitors, etc., etc., so you can imagine how reliable they are.
* Warhammer 40,000 heroes, used as heavy-duty combat walkers and spending centuries in slumber between campaigns. Being put in one is an incredible honor, as it means the Marine is considered important enough in terms of experience and morale that they may continue to serve in death. Chaos Dreadnoughts have the same function... but being in one is considered one of the worst fates a servant of Chaos can face, for one simple reason: they don't get the luxury of spending their non-combat time asleep, instead having their weapons and limbs deactivated and having to wait for the next battle, fully aware of every passing second.
* Warhammer 40,000. He's also not dead and stuck in a chair, which counts for something, certainly.
* Warhammer 40,000. His "feats" also come from the list of Chuck Norris facts.
* Warhammer 40,000), Holy Terra is only important because of its importance to the Imperium; if it weren't so critical to enemy morale, no one would care. As it is, it's probable that the Necrons and Orks don't care anyway (because they're too mysterious and too stupid, respectively). (The Tyrannids, however, are homing in on Earth specifically because they're drawn by the Astronomican. In WH40k, it sucks to be significant.)
* Warhammer 40,000 Horus the Warmaster (i.e. the Emperor's second-in-command, since he was the Emperor's favorite son).
* Warhammer 40,000, however, most imperial tech does not come anywhere near this level.
* Warhammer 40,000 However, the way GW handled their discontinuation has been infamous in the fandom; after much heckling from people who still liked them and hated the "squatting" of the squats, GW started banning anyone who made mention of the Squats on their personal forums and absolute refusal to even discuss the matter

at public events. While the rest of the line was spared from this, "squat" ended up evolving into a term meaning "to be discontinued and erased from canon" within the fandom. It's only during the Kevin Rountree era that GW finally started acknowledging the Squats, likely wanting to turn this around and finally put an end to all the memes surrounding it.
* Warhammer 40,000 However, they received a brief mention in the 6th edition rulebook, which carried over to the 7th edition rulebook.
* Warhammer 40,000 - however, this did mean that flame weapons could set infantry alight, who then ran around panicked whilst their squadmates tried to beat out the flames. Unless they were Frenzied, of course - in which case they charged screaming at the enemy, ignoring the fact that they were covered in burning chemicals. If you avoided rolling the "goes out" result, you could theoretically have a squad of insane, howling madmen, running across a battlefield and cutting down their enemies whilst all the time being human torches.
* Warhammer 40,000. If anything goes wrong, madness will be the least of your worries.
* Warhammer 40,000 if he so chooses (Though he is usually polite about it), and often the dangers they hunt require that kind of firepower to destroy. The Inquisition is divided into many groups or "Ordos" specializing in various prey, but only three have any real clout: rooting out traitors and heretics (Ordo Hereticus), dealing with Chaos Daemons and incursions (Ordo Malleus), or learning about/shooting aliens (Ordo Xenos).
* Warhammer 40,000, if only to use them as cannon fodder in some later scheme.
* Warhammer 40,000 if they did not behave like this; the iron grip of the Imperium is the only thing keeping mankind alive.
* Warhammer 40,000 Imperial Guard campaigns, you get to witness the fate of captured Chaos Cultists.
* Warhammer 40000 Imperial Guardsmen realizing "They're using cover! They're supposed to be just animals!" In their defense, their training manuals do insist that Tyranids are simple-minded beasts.
* Warhammer 40,000 impressed with Kais' bloodbath that he started backing the little blue guy.
* Warhammer 40,000, in actual gameplay, wiping out the enemy's force from the table is generally an alternative win condition, as opposed to the point system revolving around battlefield objectives. This is known as "tabling" the opponent.
* Warhammer 40,000 in a hundred years. What the Emperor did after, while well meaning, didn't help Lorgar in the slightest.
* Warhammer 40,000' included 10 pt 'stunt doubles' that would absorb a single hit for a marine before dying, but were just as hard to kill as the regular kind.
* Warhammer 40,000 included). Same applies to the Imperial Guard where Officers from nobility get actual food and the ordinary grunt's rations are indestructible bricks or goos of superdense nutrition. Though this varies wildly world to world. Your typical Civilized (Gamma-class) world citizen would eat much like a modern 1st world individual. Hive, Fortress and Forge worlds without a fraction of the agricultural capacity needed to support their population get the densest, cheapest sources for the masses (if they're lucky). Shipping halfway decent food through the warp is unreliable at best and incomprehensibly dangerous at worst, so the price goes up a bit.
* Warhammer 40,000 in constant war. Earth itself, on the other hand is relatively safe by Warhammer 40K standards, though back in the Age of Strife, around ten thousand years ago, it was divided into warring techno-barbarian empires that only stopped when the Emperor arrived to conquer it all and stop the fighting.
* Warhammer 40,000 in existence. From its fluff to the posing of its models, everything about 40K drips pure, unbridled, unfiltered, grimdark MANLINESS! Some examples include:
* Warhammer 40,000. In fact, the 'Nam-inspired Catachan Jungle Fighters require a special saving roll before the game even starts to prevent them from fragging the Commissar (Oops, sorry sir!).
* Warhammer 40,000) influenced human history since. Older editions occasionally

implied he was Jesus, while he is still all but explicitly stated to have been Saint George.
* Warhammer 40,000 in full battle plate is a pussy compared to Patience Kys.
* Warhammer 40,000 in honor of their rescuers, only for the Necrons to turn around and destroy the T'au without a second thought.
* Warhammer 40,000. Initiation into the more formal Chaos Legions and the Grey Knights goes beyond horrific.
* Warhammer 40,000. In most cases, it's a necessity: the lower atmosphere is so polluted by millenia of reckless industrial production that only fresh air pumped in from the top of the hive allows them to survive.
* Warhammer 40,000 in particular. In it he is callous and uncaring, his affection for his sons being just an act to maintain their loyalty while mentally he refers to them by their legion numbers.
* Warhammer 40,000. Inquisitors (especially Radicals) also fit the description.
* Warhammer 40,000 in smaller-than-Apocalypse games? Because it's cool and fun, that's why.
* Warhammer 40,000 in the Eye of Terror, Fabius implanted Saqqara with a bio-bomb in his chest. When his services aren't required by Fabius, Saqqara divides his time between trying to start a revolution amongst Bile's servants and trying to remove the bomb from his chest before it inevitably detonates.
* Warhammer 40,000 in the fandom that the PDF is only mentioned in a footnote that's some variation of "The PDF responded but were killed to a man".
* Warhammer 40,000 in the first book. It turns out he got the nickname when a malfunctioning plasma cannon exploded in his hands during the most traumatic event of his life.
* Warhammer 40,000 in the form of the incorruptible Grey Knights. Not one of them has fallen to Chaos or turned rogue but that's only because they were given the "666 Rites of the Emperor" which accounts to 666 brain washings.
* Warhammer 40,000 in the Prol system because they're running out of places to store all the paperwork. All sides making their points in multi-volume treatises is not helping.
* Warhammer 40,000. In this kind of universe, it's pretty much a prerequisite for survival. And sometimes even these aren't enough.
* Warhammer 40,000 into his retinue after rescuing her from one of these hunts.
* Warhammer 40,000 involves the Orks repeatedly failing to intercept a messenger squig. They breed a special hunting squig to take it down, but find that it won't come back once the messenger is caught. The story ends with the skwadron's boss repeating "Catch that squig!"
* Warhammer 40,000 in what would become the bloodiest war in human history.
* Warhammer 40,000 is a lone Space Marine as old as they come, whose entire identity is a mess of contradictions and who makes his former battle brothers the Dark Angels drop whatever they were doing to hunt him down. More importantly, it is believed that he carries an abnormally huge sword which he never uses, and could be the weapon of the Dark Angel's Primarch, which he supposedly want to take to the throne room of the Emperor. Whether he is a dangerous revolutionary who plots to kill the Master of Mankind, or a lost soul looking for redemption for past sins, his entire image fits snugly in the Ronin trope.
* Warhammer 40,000 is an alternate universe comprised of psychic energy and shaped by the emotions and thoughts of sentient lifeforms. The setting being what it is, the Warp is a nightmarish realm of daemons where even benign emotions like courage, hope, perseverance and love fuel the Chaos Gods of slaughter, scheming, plague and excess.
* Warhammer 40,000 is a similar organization, they take volunteers from every Space Marine chapter, and many a Marine from a destroyed Chapter has lived out the remainder of his career amongst their ranks.
* Warhammer 40,000 is a type of advanced synthetic material that has the consistency of plastic but the tensile strength of a steel alloy that was developed during the Dark Age of Technology, but long used by the Imperium of Mankind in the construction of many types of personal infantry armor. Heavy-duty plasteel were

combined with the heat-resistant ceramic material called ceramite to craft the plating of Terminator Armour when the Adeptus Mechanicus still maintained the technical knowledge required to manufacture it.
* Warhammer 40,000 is between "puritan" inquisitors, who uphold the strict, dogmatic, xenophobic credo of the Inquisition to the letter, and "radical" inquisitors who play fast and loose with the rules, often believe that the ends justify the means and have a tendency to question authority and orthodoxy in all matters. A puritan, for example, upon uncovering the activities of a Chaos cult, would launch a straightforward purge and burn them all at the stake, no questions asked. A radical might very well try to infiltrate the cult, learn what they're doing and subvert their activities — possibly even taking their daemon-cursed artefacts to turn against their creators. So far so good — and in line with modern cultural expectations we might expect that the inflexible puritans would tend to be the old-fashioned fuddy-duddies, while the radicals are the dynamic fresh blood who can see beyond the stifling hidebound dogma. But thanks to the nature of the job it very much tends to be the young, freshly-appointed inquisitors who are the puritans and the older, grizzled, seen-it-all-before veterans who are the radicals. They hit the galaxy as fiery dogmatics (the general default state for Imperial citizens), but decades or centuries of seeing how complicated and clandestine the Imperium and its enemies are tends to give them a more nuanced, less black-and-white outlook. The Gregor Eisenhorn trilogy of tie-in novels takes this transition as its major premise — following the career of the young, puritanical Eisenhorn as his experiences gradually turn him into the most radical of radicals.
* Warhammer 40,000 is Dark Eldar Scourge and thus has a giant, leathery wings. She wasn't born with them but underwent severe surgical operations to have them fitted on her back.
* Warhammer 40,000 is definitely evil. Most notably he's a follower of Khorne, the god of bloodshed and slaughter.
* Warhammer 40,000 is fond of describing artwork influenced by Slaanesh as portraying people, beasts, and daemons in "blasphemous and improbable" positions.
* Warhammer 40,000 is like. As one might expect, such speeches are commonplace.
* Warhammer 40,000 is marinated in this, particularly as the Horus Heresy became more fleshed-out. The setting's gradual in-universe descent into the shitter is punctuated with people making bad decisions based on their flaws that end up coming back to bite them catastrophically, usually with the assistance of one of the setting's fascinating variety of evil gods.
* Warhammer 40,000" is no proof against psychic detection. The measured advice of a few psykers can have a drastic effect on the deployment and success of an entire military campaign.
* Warhammer 40,000 isn't so much a story as a setting, so it doesn't technically have a storyline, only a backstory. More to the point, however, "advancing the storyline" would have logically meant killing off the Tau and possibly the Imperium as well; which were the two best-selling factions as of 2013.
* Warhammer 40,000 is of this nature. Eldar technology tends to resemble exquisitely carved bone, rendered in flowing organic shapes and studded with gemstones. High-ranking Eldar seers carry decorative spears, wear ribbed bone breastplates and cast bone runes from leather pouches. The "bone" in question is actually a highly advanced psycho-plastic substance called Wraithbone, and is shaped by the Eldar's formidable mental powers. The Dark Eldar use a similarly organic aesthetic, but with even weirder and much nastier devices at their disposal. Many of their most exotic weapons look like objects out of a fairy-tale, such as mirrors that shatter the individual reflected in them when they break, or caskets of malicious flesh-eating sprites.
* Warhammer 40,000 is stated as capable of splitting an armoured space marine from crown to crotch, or something along those lines. Also, the damage rules from 40k roleplay games mention that characters can lose legs from enemy attacks.
* Warhammer 40,000 is that no matter how big, bad and fierce something is, it'll be afraid of something else.

* Warhammer 40,000) is that their god demands blood, no matter whose, as long as it's obtained through combat.
* Warhammer 40,000 is that they can consume a creatures brain to experience its memories.
* Warhammer 40,000 is the physical incarnation of the god of the dead and as such is surrounded by a frigid aura of death that leaves a trail of hoarfrost as it crosses the battlefield.
* Warhammer 40,000 is trapped in one of these, while a Daemon uses his physical shell.
* Warhammer 40,000 is utterly ruthless when it comes to ensuring the survival of Man over the survival of men, and justifies its draconian actions as being necessary in the face of the aforementioned threats.
* Warhammer 40,000. It's all but stated that despite the scale and power of current era humanity, they're barely scratching the surface of what they could once use.
* Warhammer 40,000: It's all but stated that the Adeptus Mechanicus' Machine God is in fact worshiping the Void Dragon, a C'tan star god who was imprisoned on Mars long ago.
* Warhammer 40,000 It says a lot about how much the Emperor loved Horus that none of that was actually enough to force the Emperor to kill Horus. Even as he was being torn apart, he still hoped that Horus could be redeemed. Then a lone soldier (who prior to retcons, was an ordinary human being with absolutely no chance of hurting Horus) stood before Horus in a futile attempt to defend the Emperor. Horus casually flayed the man alive with a glance. This cold-blooded murder is what finally convinced the Emperor that Horus needed to die. So the mortally wounded Emperor launched a psychic attack of such power that it obliterated Horus and sent the four Chaos gods who had possessed Horus screaming back to the Warp.
* Warhammer 40,000 itself and continue to advise the living. Additionally, in times of great need, soul can be downloaded from the infinity circuit, placed into spirit stones, and uploaded into Asuryani war machines and Wraith-constructs to act as a form of spiritual AI.
* Warhammer 40,000 itself — just replace "cutscene" with "background material".
* Warhammer 40,000: It's heavily suggested that Dark Eldar Mandrakes are this. They can crawl into and out of the shadows of their targets, come from a dimension of pure shadow and often request odd things in exchange for their services. Also in 40k, some daemons are shadows. This means that bullets and cannon shells pass through them harmlessly, but laser beams and similar energy weapons will utterly destroy them. Just one of the reasons why a lasgun is the most practical weapon in the Imperium.
* Warhammer 40,000, it's just that germs, bacteria and vermin outnumber sentient species, and they need love too...).
* Warhammer 40,000 it's more like a Billion Bug March). One Imperial Guard codex even uses photo-editing tricks to show just how large a single regiment is, resulting in a two-page spread of four thousand toy soldiers all lined up in formation.
* Warhammer 40,000, its tough to be sure. After serveral thousand years, it's likely that the human race has developed new curse words.
* Warhammer 40,000), its use is rather limited. And now they've found out that using them strengthens Nurgle, the Chaos god of disease...
* Warhammer 40,000 "Jinxie" Penlan with the command staff when her reputation comes up, and...
* Warhammer 40,000 just to be safe. Outside of the Inquisition itself this distinction is almost completely unknown, and all psykers get lumped together as witches; the more sophisticated might avoid using the term for sanctioned psychers out of politeness.
* Warhammer 40,000, Kage throws away his pardon by starting a brawl at the end. In the subsequent novels, Schaeffer, more than once, points out that this was what motivated him, as he was the last of the four thousand the legion started out with.
* Warhammer 40,000. Killing a local Synapse Creature causes the portion of the Hive

under its sway to become disoriented until another one can move in to take its place.
* Warhammer 40,000 killing machine, he'd likely be executed for being aided by Chaos.
* Warhammer 40,000: Kill Team are just as capable as their fellows in battle but are also able to boost the resilience of members of the kill team and, with the right skills, heal their comrade's injuries.
* Warhammer 40,000: Kill Team mentions that Comms specialist act as a relay between the Kill Team, and their allies and commanders. This is represented in the game by the 'Command Relay' Level 3 Comms skill that can refund Command Points.
* Warhammer 40000 Killteam to any enemy models that move through that terrain piece.
* Warhammer 40,000: Kill Team: Weapon specialists from the 2016 game and Sniper specialists from the 2018 version can take a number of skills that increase the effectiveness of their ranged attacks above that of their fellow warriors, enabling them to fire accurately beyond the usual effective range of their weapon, hit the most vulnerable part of an enemy with pinpoint accuracy or pick out targets in cover as if they were standing in the open.
* Warhammer 40,000. Lacking the technosorcery of the Tau or Necrons, the Imperium uses Q-ships, merchantmen or barges (the novel uses an ore barge) refitted to performance levels of military-grade craft of a similar class. Given that an ore barge is the size of a light cruiser...
* Warhammer 40,000 languages, and humans of the Imperium speak High or Low Gothic.
* Warhammer 40,000. Later novels set during the Horus Heresy expanded considerably on the time of the Space Marine Legions, including the "Lost Legions"; while they are never named nor are their Primarchs brought up, dialogue suggests they did, in fact, go with Horus — and were wiped out for it. However, this information directly contradicts other equally canon sources that suggest the two Legions were destroyed before the Horus Heresy for other reasons, ranging from siding with alien species to simply succumbing in battle.
* Warhammer 40,000 leader wallbanged his metal forehead against the inner wall of a bunker in response to his units' abysmal accuracy.
* Warhammer 40,000, leading to the collapse of the Imperium and a win for Chaos).
* Warhammer 40,000, learning how to enter Heroic Safe Mode is one of the core tenets of Eldar aspect warrior training.
* Warhammer 40,000 librarians, which are more powerful at level one than your own psykers are at level seven.
* Warhammer 40,000 like army, fighting Chaos sorcerers and cultists with tanks, artillery and riflemen.
* Warhammer 40,000 like it just fine). Most inhabitants of a hive city never see the light of day; only the nobles in their spires have that luxury.
* Warhammer 40,000 likewise.) The Eldar and Dark Eldar make liberal use of peculiar spellings: Vyper hover-tanks, Wych cults, Haemonculi...
* Warhammer 40,000: Lion El'Jonson probably counts as this to a greater degree than the other Primarchs. Considering he joined the Crusade much later than, say, Horus, he probably won more military victories than any of his brothers, proportionally speaking. Horus and Robute Guilliman would be the runners-up.
* Warhammer 40,000 (literally, the models can be used for both games).
* Warhammer 40,000, Loken knows that Erebus is lying to him because he pointed out that the interex had accused them of stealing a kinebrach's sword—and in fact, the interex had only accused them of stealing a weapon.
* Warhammer 40,000 look like humans with pointed ears and angular features in art. However, it's made clear in descriptions that no-one would ever make that mistake in-universe due to the weird boneless way they move, their fingers being compared to writhing worms.
* Warhammer 40,000 look. The Space Wolves Chapter, who are giant space Vikings, have equally giant beards. Other Marines like Sergeant Torias Telion of the Ultramarines can also sport beards.
* Warhammer 40,000 love explosions as much as they do loud guns, fast vehicles and

a good fight. So much that for them, a troop transport detonating in midair killing every boy inside and resulting in a catastrophic explosion is just as good a result as if it had successfully landed.
* Warhammer 40,000 Magnus the Red tried to warn the Emperor of his brother Horus's corruption but was ignored. While Magnus was right, he used sorcery to deliver the message, which was not only outlawed but inadvertently allowed daemons to invade the Imperial Palace. By the time the Emperor realized the truth, half of his sons had been corrupted and turned against him. Worst of all Magnus himself was forced to turn to Chaos in order to save his legion, joining the same traitors he tried to warn his father about.
* Warhammer 40,000 main goal, driven by perpetual hunger, is to eat everything they com into contact with. They would use your genetic material for its evolutionary advantages, and your flesh, and that of dead Tyranids, for the raw materials for creating more Tyranid life forms.
* Warhammer 40,000 make extensive use of gauss weapons, firing green lightning that strips away the target, layer by molecular layer, often to the bone. The basic version employed by Necron grunts is even called the Gauss Flayer. A subversion, technically, as there is so much power even in the infantry versions to instantly vaporise enemy infantry.
* Warhammer 40,000 making it to retirement age are pretty low, considering that the Imperium is almost continuously at war with some if not all of its neighbors (and quite frequently itself). Those that make it are generally discharged on the planet they happen to be on when they retire, and their retirement package does not include a ticket back to their home planet (which could be thousands of light years away, depending on what events happened during their deployment). As such, there is a very good chance that anyone who enlists in a Guard regiment will never return to their home planet, let alone their home town, ever again. Indeed, the lucky ones instead get a commission and some land on the planet they conquered most recently, essentially becoming landed gentry there.
* Warhammer 40,000, many of the Space Marines felt this towards their Primarchs. Tragically, this meant that when the Traitor Primarchs turned to Chaos, they dragged their Legions down with them.
* Warhammer 40,000, many planets in the Screaming Vortex have impossible shapes, either due to the Immaterium's reality-warping nature, or because a Daemon Prince shaped it to their whim (one such example is a planet shaped like a giant, grinning skull). One of the most noteworthy planets is "The Hollows", a forge world where the Dark Mechanicus ate away at the southern hemisphere with deep-core mining technology until the entire planet consisting of only an upper hemisphere with a thick, gnarled stem of rock jutting from beneath, making the planet look like a rotten, half-eaten fruit.
* Warhammer 40,000 Marines Malevolent. They're loyal to the Imperium of Man, but several of their actions are so brutal and immoral that you wonder sometimes why they haven't been declared Excommunicate Traitoris by the Inquisition.
* Warhammer 40,000, massive battlefleets, and elf ninja clowns that the planet's distant rulers are liable to send when they receive word that one of their vassals is under attack. On the other hand with the galaxy being so big, it may take days, weeks, or months for reinforcements to arrive.
* Warhammer 40,000 may decide that it would be best if they couldn't tell anyone about it, since the true nature of Chaos is supposed to be kept secret from the general public.
* Warhammer 40000 — but does nothing to your foe (the same mechanic is used for paratroopers getting shot down and tunneling units suffering a cave-in).
* Warhammer 40,000 — it's technically correct, but it fails to convey the sheer magnitude of the situation.
* Warhammer 40,000 — realizing it sounded stupid even as he said it — and the priest assures him that the man is being cared for and (gently) orders him to accept treatment.
* Warhammer 40,000 — used for extremely rapid troop deployment. There's even a special term for it: "Deep Strike".

* Warhammer 40,000 means ending up around seven feet tall before putting on your armour (which adds on another foot at least). And that's just the basic Space Marine. The Primarchs and God Emperor of Mankind were at least half again larger. Horus, when he killed Sanguinius and crippled the emperor, towered over his foes (mostly due to his [frankly enormous] power armor that makes a Space Marine look like an Imperial Guardsman in comparison).
* Warhammer 40,000) mentions the strange feeling of gravity shifting when they move from the range of one ship's gravity generator to another.
* Warhammer 40,000, Meritous Felyx Chass is actually 11, but juvenat and other bio-treatments were used to age him up to 17 effective.
* Warhammer 40,000 metagame varies depending on which edition is being played and which books have been published within that edition.
* Warhammer 40,000 miffed at the rude treatment he'd given her. Being a Greater Daemon, though, she wasn't too keen on anyone else either, though.
* Warhammer 40,000, Mikal feels heavily burdened by the role that fell on him when Berek was gravely wounded. He sees the unconscious leader and asks why him — and is enraged when he realizes that the skald, Morgrim, listened to him. Morgrim is able to reassure him.
* Warhammer 40,000: Mordia is a hive world and a death world, where the sun side is only inhabited by mutants and chaos cultists, while the rest of population lives on the night side of the planet. It's the homeworld of the Imperial Guard's Mordian Iron Guard regiments.
* Warhammer 40,000. Most armies have their own one too, sometimes doubling as their battle cry or rallying line:
* Warhammer 40,000, most factions have non-combatant worker units. The Imperial Guard faction has techpriests, who are heavily armored, armed with both a laspistol and a power axe, and can garrison in buildings more efficiently than a guardsmen squad.
* Warhammer 40,000 mostly has its action confined to the Milky Way, with humans in particular limited in how far they can travel by the psychic beacon produced by the Emperor. The Tyranids, however, have travelled from at least one other galaxy. Depending on the true size of the hive/organism, they could have consumed many before reaching this one, and could even be the size of a galaxy or bigger them/itself.
* Warhammer 40,000, mostly in the hive cities. Often led by the completely insane Redemptionist priests (whose unofficial credo is "Burn them all and let the Emperor sort them out"), when they're not being riled up by the local sorcerer of Tzeentch to distract the authorities from the daemon being summoned three levels lower or the genestealer infestation provoking unrest so as to pave the way for the Hive Fleet. Or all three at once.
* Warhammer 40,000, most of the settled planets are not, in fact, habitable. The Imperium seems to absolutely love settling worlds that humans can't actually expect to survive on.
* Warhammer 40,000 multiple times. Her present-time self is executed by one of her Sisters, whose zeal prevents her from accepting that the Emperor could possibly let things get so screwed up.
* Warhammer 40,000, nearly every single race has reasons and plans to exterminate every other race.
* Warhammer 40,000. Nearly gets shot by his commissar, but the Space Marines treat the request with utmost respect.
* Warhammer 40,000: Necron Monoliths, like most other Necron vehicles, hover as a means of movement. Unlike most other vehicles, however, the Monolith's slow, ponderous approach is infinitely more eerie and menacing.
* Warhammer 40,000.) Necrons are even less emotive...those who can speak, anyway.
* Warhammer 40,000. None moreso than Lord Commander Dante, Chapter Master of the Blood Angels.
* Warhammer 40,000, no-one particularly cares and Orfos doesn't dwell on it before jumping into the fray.
* Warhammer 40,000 no). They feature in Krieg's backstory (a rebellion ended in a

century of atomic fire, after which the population took atonement and trench warfare as their hat), and some Rad weapons (weapons that use radioactive fallout, not slang).
* Warhammer 40,000. Not infrequently, the result is the Imperium destroying the planet where it has gone wrong.
* Warhammer 40,000 not limited to Imperial Guard thinking that Orks are mindless brutes, Orks thinking Imperial Guard are just squishy wimps, Space Marines thinking filthy Eldar are no match for their zeal, Eldar thinking Space Marines are foolish primitives, everyone else thinking Necrons are just machines, Necrons thinking everyone else is just defenseless food... it happens a lot, is the point.
* Warhammer 40,000 - not only They Don't Make Them Like They Used To - ancient magic weapons and eldar artifacts benefit from 'ancientness' as much as human technology.
* Warhammer 40,000 novel Angels of Darkness, the story cuts back and forth between the interrogation of Chapter Master Astelan, and Brother Chaplain Boreas' storyline while on guard duty on Piscina, decades later. Interestingly, both plots include Boreas, and the effects of the first are enormous on the conclusion of the second plotline.
* Warhammer 40,000 novel does mention the geosynchronous ones being on the planet's equator.
* Warhammer 40,000 novels has a nasty scar nearly bisecting his face. It "nicely" foreshadows the extent of his treachery.
* Warhammer 40,000 novels make extensive use of other Imperial Guard regiments fighting alongside or in the same area as the Ghosts, with the commanders typically being named, likable individuals. Watch out, though, for the other commanders ever getting character development. If they do, bastardry will ensue at some point during the book.
* Warhammer 40,000 novels mention the names of several drugs: 'slaught, psychon, blissout, and others.
* Warhammer 40,000 novels often shout orders a good deal louder than they might really need to. But then, if you had the chance to yell "Nova cannon! ACTIVATE!" would you pass it up?
* Warhammer 40,000 novels use metric (but the game mechanics use imperial).
* Warhammer 40,000 novels, where the Tanith First is mostly engaged in secondary theatres of war during the Sabbat Worlds campaign, though their side missions are usually vital nonetheless.
* Warhammer 40,000 of all guns actively used by the series' factions, and they can blow body parts off. How realistically the weapons are portrayed varies.
* Warhammer 40,000 of All Mankind, who never wanted to be a god in the first place, but in his own words "wanted the best for his people". It's also his massive willpower born from love for Mankind that has allowed him to keep the Chaos rift at Terra closed and the Astronomican galactic beacon lit despite getting reduced to an undying corpse. That, and the sacrifice of a thousand souls every day so he can endure such a hellish state.
* Warhammer 40,000 of a planet he landed on as a child through brutal and uncompromising murder of anyone who broke the law. When down the line this method of governing causes extreme problems for both the planet (when Curze is gone, the place slips back into its old ways without fear of him keeping people in line) and the Astartes recruited from it (they're a bunch of sadistic, murderous psychopaths), Curze's second in command calls him out for using such brutal methods, leading to this exchange:
* Warhammer 40,000 of a Swarm has ended up absolutely, incurably insane.
* Warhammer 40,000 of Chaos corruption about him and not allowing any members of the Ecclesiarchy to actually come and test him until after he was long since dead. His quote says it best.
* Warhammer 40,000, of course, an area of the Milky Way where the warp and the Materium intersect, born from the creation of the last Chaos god(dess). The Traitor Legions who gave themselves to Chaos ten millennia ago still live here, periodically launching Black Crusades on the rest of the galaxy.

* Warhammer 40,000. Of course, if you didn't prepare for one, you're screwed.
* Warhammer 40,000. Of course, the lot of those spears are chainsaw too...
* Warhammer 40,000. Of course, when faced with hypervelocity ninja star machine guns, gyrojet autocannons, Chaos enhanced versions thereof, laser assault rifles, and double-barreled .50 spewing monstrosities... it is somewhat... underpowered.
* Warhammer 40,000 of cybernetics superseding the normally all-pervasive Rule of Grimdark.
* Warhammer 40,000 officials (who view technology as a religion) who don't see how it can work without exposed wiring and angular surfaces everywhere.
* Warhammer 40,000 of finding an artifact from Vulkan's hand, and an unprecedented eruption on their home planet.
* Warhammer 40,000 of getting executed for cowardice, most Guardsmen would choose the former.
* Warhammer 40,000 of his captain's betrayal. When confronted, Maas clings to his oath of loyalty to the Warmaster.
* Warhammer 40,000 of his madness and unwavering faith in his scope that he could see the through the illusion.
* Warhammer 40,000 of increasing the model's Movement and combat speed considerably.
* Warhammer 40,000 of it) — even if the cult loses the ensuing civil war, they would still likely have greatly undermined the planet's defensive strength and left it wide open for the invading Hive Fleet.
* Warhammer 40,000 of Man, confined to the life-support of the Golden Throne).
* Warhammer 40,000 of Man set out to purge anything that would challenge his vision of a secularist science-based mankind. Among those things is the last Christian church, maintained by a single elderly preacher. The Emperor, under a disguise, attempts to peacefully convert the priest. After getting utterly defeated in the ensuing philosophical debate, the Emperor storms off and orders the church to be burned down. The clock begins chiming, as it is prophesied to do when the end of man begins.
* Warhammer 40,000 of plans running at once, yet not one of his plans have ever succeeded. The reason is that he ruins his own, since it is very possible that if that he wins, or even has a single, solitary plan work, he may cease to exist.
* Warhammer40000 often pose as rogue traders - no-one will see anything suspicious in them owning a heavily armed cruiser packed with mercenaries.
* Warhammer 40,000 of the Alpha Legion claims to be Alpharius, it's not known if the "Alpharius" killed by Guilliman was the real Alpharius, his twin Omegon or just a high-ranking Marine of the Alpha Legion.
* Warhammer 40,000 of the early Noise Marine as a tribute.) There's also an Imperium superweapon called an Ordinatus, where at least one variant is armed with a Sonic Disruptor.
* Warhammer 40,000 of them, running a million-world Imperium as best they can.
* Warhammer 40,000 of the Naviagator Houses, he observes of one particularly ambitious and ruthless one:
* Warhammer 40,000 of the planet, recycling the Tyranid and everything it's eaten into genetic material and other raw materials useful to the Hive Fleet. Their close combat weapons are forged in biological furnaces and then affixed to the creature in question and their bodies are almost entirely armored carapace. Even their soft tissues are built of materials similar to Kevlar. They are not your average squishy biological version of this trope, they are armored hell-beasts designed with one singular purpose — relentless assault. Tyranid bio weapons are notably inferior individually to their non-organic counterparts though, and their space fleets are noted to be inferior to every other faction's. It is their single minded purpose and sheer numbers that make the Tyranids so deadly.
* Warhammer 40,000 of the setting. All throughout the series, this trope occurs many, many times.
* Warhammer 40,000: Ogryns are a nine-foot-tall ogre-like subspecies of humanity noted for their strength, endurance, and childlike mentality and devotion (and for the smarter ones, childlike intelligence as well). This being 40K, the flipside is

that they're also easy to turn traitor as they rarely question orders (telling them that the Emperor is angry at the loyalists is enough to set them on a rampage).
* Warhammer 40,000: Ollanius Pius, is (as of the latest retcon) a human born sometime around 15,000 BC. He still carries a cross necklace as he's a Catholic.
* Warhammer 40,000 once created a Chaos God from their excesses, and so the survivors follow a life of strict discipline called the Path. Each Eldar focuses on one role at a time - poet, artisan, warrior, seer, etc. - and cultivates a new personality based on that vocation, which can be set aside and returned to later. In the Aspect Warriors' case, part of their training is the construction of a figurative "war mask" allowing them to fully embrace their violent tendencies when needed and avoid being consumed by them, which must be mastered before the warrior is allowed to don the actual war mask of their armor. Despite such precautions, some Eldar become trapped on their current path, so that seers become Farseers obsessed with reading and altering the future, or a warrior becomes an Exarch who lives only to battle and train others for war, forgetting their past life and taking the name of the first to wear their armor.
* Warhammer 40,000: One Chapter of Loyalist Marines started hearing their victims screams in their sleep. This being less than helpful for restful slumber, they quickly fell to Chaos.
* Warhammer 40,000 One of their early codices was titled "'Ere we go!"
* Warhammer 40,000, one of the others has to be convinced to not go back and storm the place in his search. Finally, after the two surviving members succeed in returning the sword as the third one makes a last stand to ensure their escape, they embark on a new quest to rescue their brother.
* Warhammer 40,000. One of the reasons ork paindoks are feared is that they occasionally replace a patient's brain with that of a squig, leaving them comatose for a while while they adapt, then leaving them semifunctional zombies only fit to follow the dok's orders.
* Warhammer 40,000, one of the stratagems you can use is rappelling lines, which allows troops to disembark from skimmers directly ontop of buildings.
* Warhammer 40,000 only arrive when things seem to be at their bleakest.
* Warhammer 40,000, only two years pass from the Prodigal Sons’ perspective; from the Inquisition’s perspective, Vohal has been a dead world for hundreds if not thousands of years by the time they set up shop there
* Warhammer 40,000. On rare occasions, the epiphany sticks, and a Dark Eldar abandons their old life to join a Craftworld.
* Warhammer 40,000. On the sexual side there's the Tau, Tyranids, Necrons, and Daemons:
* Warhammer 40,000 on the wounded man) orders the others on while he tends the wounded. When they are attacked again and he gains more injuries, Ragnar finally carries him to safety.
* Warhammer40000 onwards, the skill Operate (Aeronautica) covers everything that moves in three dimensions and can be controlled by a single pilot (and copilot), be it in air or space. Capital ships however require a separate skill.
* Warhammer 40,000 opens with an investigation of whether Ragnar, who had destroyed the Chapter's most prized relic in a fight with the forces of Chaos, had done so because he was Chaos-tainted.
* Warhammer 40,000 operate in multiple worlds, answer to an invisible leadership, have countless members in all parts of society, all for some nefarious and unknown end.
* Warhammer 40,000 or even Stone Age Stasis, the reasoning being that people from such harsh worlds make better soldiers.
* Warhammer 40,000) or jet-black skin that would never occur naturally.
* Warhammer 40,000: Ork Burna Boyz carry their flamers' fuel in large tanks strapped to their backs, and prefer to haul around as large a tank as possible to be able to flame for a long while before running dry. This carries a significant risk for them, though, as their fuel is extremely volatile and, should an enemy round find the Ork's tank, will go up in a violent and very lethal explosion.
* Warhammer 40,000, Orkish technology is either real technology they're able to

build and use due to it being built into their genes, or it's pure magic powered solely by their belief it will work. Sometimes humans are able to use it with no trouble other than it being a bit crude, other times even simple things like guns turn out to just be full of metal scraps that couldn't possibly do anything.
* Warhammer 40,000: Orks are renowned for being exceptionally tough and exceptionally stupid, to the point where it's joked/believed (in-universe) that the least dangerous way for an ork to fall is for it to land on its head. While they can survive decapitation and brain transplants (including with a squig), this is due to them being part fungus.
* Warhammer 40000 Orks can use a bastardized version of Low Gothic (known as English in the millennium we live in) aside from their original language which is mostly guttural yells with a glyph writing system. Their grammar is likewise bastardized.
* Warhammer 40,000: Orks have a very direct aproach to naming things, applied both to their own gear and their enemy's: any cutting implement (sword, axe, knife...) is a choppa, guns are shootaz, any Titan-sized combat walker is a stompa, etc.
* Warhammer 40,000: Orks of the Snakebites clan keep a variety of extremely venomous snakes as pets that they allow to bite them throughout their lives, sucking out most of the venom after each bite but allowing some to remain. Over time, this allows them to develop a considerable resistance to poison.
* Warhammer 40,000: Ork Stikkbommaz are noted for being above average intelligence for Orks, as they know that stikkbommz are the bit you throw, not the pin...
* Warhammer 40,000: Ork technology is in itself something of a Bamboo Technology, as it mostly consists of stealing already-made equipment from other races and making it Orkier (though they are capable of building their own). Feral Orks don't even have that, so their hugenormous battle robots are steam-powered.
* Warhammer 40,000 or the kind to shoot out a door before asking if someone's on the other side.
* Warhammer 40,000), others such as Inquisitor Lord Fyodor Karamazov are more likely to descend on a planet with their own personal fleet and Chamber Militants.
* Warhammer 40,000 outcome they can expect is summary execution once the fighting is over. Generally everyone knows this and is not stupid enough to tempt fate. Of course there have been exceptions.
* Warhammer 40,000 out of a mound of scrap metal and a hot water heater. Not to mention every other piece of Ork technology from cars to guns to back scratchers are made in this way. Since this knowledge is bred into their DNA, and they aren't really that bright, they use latent psychic powers to cover up flaws.
* Warhammer 40,000, overloading the energy shields and setting both him and his bike on fire. The bike continued on its trajectory and slammed into the Titan's head, whereupon Wazdakka, still on fire, proceeded to butcher the Titan's pilot and bridge crew.
* Warhammer 40,000-pattern weapons, and their heroes were all part of the various wolf ranks of the Wolf Guard.
* Warhammer 40,000, penchant for shooting their own troops for cowardice notwithstanding. As in real life, most of them fall well short.
* Warhammer 40,000 people by their very presence, but are also largely invulnerable to conventional weapons. But aside from a bare few exceptions none of this is represented in the mechanics, and those that are present are nowhere near as powerful as the lore suggests.
* Warhammer 40,000 personalities, but over time, they became accustomed to each other's personalities and eventually became very close friends. Their rivalries remained, however, so this is the kind of friendship that evolved. Their successors sadly only remember the rivalry part of their relationship, however.
* Warhammer 40,000, pictures of generic Kroot and Necron warriors appear several years before their armies were officially introduced.
* Warhammer 40,000 plays this straight by most races' psykers, with the exception of some being real hardcases, such as Tyranid Hive Tyrants (but not Zoanthropes), Space Marine Librarians, Grey Knights and Chaos Daemons. Eldar Farseers are actually tougher than most other Eldar, due to slowly turning into crystal.

* Warhammer 40,000 popping up everywhere, but it still has a few examples:
* Warhammer 40,000 practically operates on this principle. Everyone from the lowest menial, to a planetary governor, to the even the Space Marines have to deal with some form of tax or tithe. Failure to pay you debt can result in punishments ranging from beatings and forced conscription, to the planet being reclassified into a prison planet, to outright war and Exterminatus. Even when said tax is paid in full, one can still be placed under a Inquisitorial Audit due to how much of a bureaucratic mess the Imperium is.
* Warhammer 40,000 prescribes this as a punishment for many, many offenses.
* Warhammer 40,000 products have new revisions brought out every four or five years, that being the length of time most players stick with the hobby, according to Games Workshop.
* Warhammer 40,000 prominently features cartomancy on several occasions, typically using a deck developed sometime in the distant future:
* Warhammer 40,000 provides plenty of space for fan works, with even official material presenting vastly contradictory interpretations of factions, characters and events, the fans following the same policy.
* Warhammer 40,000, psycannons (designed specifically to fight daemons) fire shells that are not only charged with negative psychic energy and inscribed with holy symbols, but are (of course) tipped with silver.
* Warhammer 40,000 psychic backlash obliterated the Eldar civilization, the border worlds remained miraculously untouched.
* Warhammer 40,000 publication), a library that stores the information of just about everything involving the supernatural and daemonic, guarded by the Harlequins of the Laughing God, thus making it inaccessible to most of them.
* Warhammer 40,000, Ragnar is told how the Navigators marry: to whom they are told to marry.
* Warhammer 40,000, Ragnor loses his sword defending the House of Belisarius. The Celestarch therefore gives him one: from the time of the Emperor, that had once belong to Skander. It fits his hand as if made for him, and the rune radiate a strange coldness.
* Warhammer 40,000, Ragnor presses into battle with young Marines. The sight of them makes him wonder whether he had ever looked as green to his superiors — and conclude that he had. (Though a long time ago.)
* Warhammer 40,000 rate their defense of a world's population as being slightly more important than exterminating the enemy.
* Warhammer 40,000 Ravenor series by Dan Abnett, where a large part of the plot involves a drugs ring investigation, mentions several fictional drugs such as lho (which is the 40k tobacco), obscura, lodestones and flects.
* Warhammer 40,000: Regicide pieces and a couple of game modes which add randomness and hit points and so on to chess.
* Warhammer 40,000, replied that he could, and a furious Perturabo ranted at him before storming out.
* Warhammer 40,000 revel in this trope, as nearly all of their buildings possess these. Depending on the painter, they themselves might be glowing as well.
* Warhammer 40000: Rites of War universe plays the above mentioned three-way version of this dynamic perfectly: the all-consuming Tyranids (Flesh), the technocratic Imperium of Man (Steel) and the highly psychic Craftworld Eldar (Energy).
* Warhammer 40,000 Rogal Dorn of the Imperial Fists. Both legions were siege specialists, but the latter got the privilege of being asked to design the Emperor's Palace while Perturabo and his legion were pigeon-holed into digging trenches and garrisoning planets, with no glory and no thanks. When Horus turned traitor, Perturabo followed him, and took great delight in destroying what their rivals built.
* Warhammer 40,000 Roleplay gives us the Technical Knock and Gun Blessing talents. Technical Knock allows an operator to clear a "jam" (the catch-all term used for almost all weapon malfunctions, including in flame and energy weapons) with a swift, simple ritual

* Warhammer 40,000 running some of the most sophisticated and destructive military technology in the Imperium - which the Adeptus Mechanicus waves away by calling them machine spirits, adding that all technology made by man is inhabited by machine spirits, and the ones in the Land Raider battle tanks are simply especially holy, which explains their ability to move and fire without any human crew.
* Warhammer 40,000's 8th edition suggests that they may be swinging back in the opposite direction again.
* Warhammer 40,000's "chair" is barely a chair at all - it's an all-enclosing life support system on wheels with psycannons and psychic amplifiers built into it.
* Warhammer 40,000. Scorned by Asdrubael Vect, she wandered into the webway, potentially beat the Laughing God (or some other powerful, unknown entity) in a game of wills, tore out his heart, and replaced her own with it. Now she commands one of the stronger Kabals of Commoragh, is possibly the only person able to kill Vect (something she yearns to do), and is completely immune to psychic powers, as well as being able to see into the near future.
* Warhammer 40,000's ears are packed with nerve endings and are highly sensitive. The deuteragonist adds "Speculation: Erogenous?" at the end of the notes.
* Warhammer 40,000 seems to have a fondness for using "battle tank" as a standard size for wildlife, and Tyranids revel in this trope with their heavier creatures, especially the Bio-Titans.
* Warhammer 40,000 sees a sky of smog, pollution and storms, but on a relatively clear night you can see the moon... because it's covered with just as much infrastructure and glows brightly. If you're actually down on the surface (and not dying from millenia of refuse, toxins, radioactive waste/fallout and Warp filth) then you'll have a lovely view of the underside of the foundations of said planet-city.
* Warhammer 40,000, see this way all the time. Because of this, they are never affected by low light situations.
* Warhammer 40,000 series from the Black Library) one of the Space Wolves is called simply "Bear". This is categorically not his real name, which comes back to save the day when a daemon that uses "the power of true names" to wipe the floor the the Space Wolves faces "Bear" who resoundingly beats the daemon. As a bonus for the long term fans, "Bear's" real name is "Bjorn", aka "Bjorn the Fell-Handed", the oldest living sentient being in the Imperium (being over ten thousand years old by the time of "now", the year 40,000).
* Warhammer 40,000 series. Though they are fantastic drugs, their uses approximate that of opium and something between cannibis and tobacco, respectively.
* Warhammer 40,000 series, where the first time in any book the 'nids are mentioned, Cain recalls a time he saw genestealers tear apart Space Marine Terminators as if their armor wasn't there. We finally get to see it in the seventh book.
* Warhammer 40,000 serve as Internal Affairs for the rest of the Imperium and for themselves, each Inquisitor has unlimited operational authority and the power to judge when another Inquisitor has lost it.
* Warhammer 40,000 set of Precursors (the malevolent C'Tans this time) right afterward, and were too ehausted from the conflicts that they went into hybernation for millions of years.
* Warhammer 40,000 setting. The game itself occasionally has units that can take drugs to gain some effects, although obviously general usage and legality aren't entirely relevant in a battle situation. The literature contains a huge variety of drugs of all stages of legality though.
* Warhammer 40,000, several alien species have this trait, but the two most prominent are the Kroot and the Tyranids:
* Warhammer 40,000: Several species of Tyranids have these, like the Mawloc and Haruspex.
* Warhammer 40,000's first target is Vrox, an Obliterator (which, for the uninitiated, is a mutated monstrosity twice the size of regular Chaos Space Marines and can spawn weapons and armor from his body). After he kills Vrox with relative ease, he even comments that he was the least threatening of the Chaos Marines on

board.
* Warhammer 40,000, Shira Calpurnia, and various Space Marine novels have received this treatment.
* Warhammer 40,000) shoot everyone outside of their faction on sight for the crime of existing.
* Warhammer 40,000 short story "Blueblood", Volpone trooper Culcis makes a memorial marker for the Kauth Longstriders, a feral-world company who the Volpone had feuded with, but ultimately fought alongside to stop a Chaos cult, with the Kauth being wiped out in the process. He uses his own hellgun for the marker, but adorns it with the Kauth's battle standard, which he retrieved from the battlefield.
* Warhammer 40,000 side of the board, thus preventing him to deploy his own model, and thus lost the game before it even started. (This was made impossible in later editions; as of 9th, each player has to start with at least one model on the board and nothing can deploy in the opoonent's start zone anymore.)
* Warhammer 40,000's Imperium intentionally invokes this trope with every institution, organization and military unit mistrusting everyone else. This does leave them with a bureaucratic nightmare where military or humanitary aid for worlds may arrive a century after it was needed, but it also keeps the human race comparably safe from the danger of a high-ranking defector. This lesson was learned after two bloody civil wars, one of them tearing humanity out of its early golden age.
* Warhammer 40,000. Since the Tau are the one faction whose technology is regularly improving, by their next codex update that upgrade was available without any drawbacks.
* Warhammer 40,000 situations, where one enclave of Inquisitors is trying to get another declared as heretics or traitors, while the other is doing the exact same thing.
* Warhammer 40,000, Slaanesh claims all unprotected Eldar souls upon death and subjects them to indescribable torments. It's a little hard to feel sorry for the Eldar Empire since it was their murderous depravity that spawned Slaanesh in the first place. The Craftworld and Exodite Eldar are sympathetic since they were the few Eldar who rejected the hedonism of the rest of the Empire. Indeed, their physical and metaphorical distance from that mess is the reason they survived the initial massacre when Slaanesh was born. The Dark Eldar on the other hand have sunk even further into depravity, placating Slaanesh with the souls and suffering of their victims just so they can have their cake and eat it too. If anyone truly deserved to become Slaanesh's plaything for eternity, it's the Dark Eldar.
* Warhammer 40,000's main value is provoking thought rather than serving as some end-all guide to warfare.
* Warhammer 40,000's major background character, the Emperor, is an immortal, incredibly powerful psyker who adopted various guises as he subtly guided mankind's evolution - it's known that he was Saint George. It was only when subtlety failed that he stepped out of the shadows and emerged as the founder of the Imperium.
* Warhammer 40,000's mental signals may cause the genestealers to operate independently of, and against, each other. Note that when everything goes well, genestealer cults willingly walk into the reclamation pools so their biomass gets absorbed back into the hive fleet. For some time, Hive Fleet Hydra appeared to have gone rogue as it was attacking and devouring other Tyranid hive fleets, but later observations seem to suggest it's scavenging and reclaiming resources from heavily damaged fleets.
* Warhammer 40,000, so in recognition of that, she was just demoted into a line Battle Sister and reassigned to another Canoness.
* Warhammer 40,000, so it doesn't really matter how long it takes for them to get anywhere.
* Warhammer 40,000). Some do nothing more than transmit sensor data, while the massive orbital dockyards of Jupiter manufacture the kilometers-long ships of the Imperium.
* Warhammer 40,000. Some Eldar crewed independent, planet-sized spaceships called Craftworlds, some depraved individuals fled into the settlements in the Webway and

formed a horrifying civilisation built on slavery and torture, some fled to worlds on the edges of the empire and formed Luddite colonies, and some simply took to roaming the galaxy as bands of raiders and pirates. The massive cultural differences which have emerged between these divergent Eldar factions over the millennia mean the Eldar race will probably never again be united as they used to be.
* Warhammer 40,000, some of the more technologically advanced races have them. The Necrons do in addition to being the only race to possess true FTL travel as opposed to using the warp (if you can't go FTL in the real world, go through Hell where you can! Just be careful about the daemons). The Eldar and Dark Eldar may possibly have them, while other races do not.
* Warhammer 40,000: Some progressive worlds allow mutants to live in miserable ghettos to serve as slave labor for the Imperium's factories, with only occasional pogroms to keep the numbers manageable. Other planets simply burn their mutants at the stake with the other heretics.
* Warhammer 40,000 sometimes has predetermined successors for Chapter Masters, usually if the Chapter Master bites it the Captain of the First Company takes over but in the case of the Ultramarines Sicarius is being groomed as Calgar's successor and he's Captain of the Second Company.
* Warhammer 40,000, some units have the option of taking a medic, which grants the entire unit Feel No Pain (50/50 chance (roll 4 or higher on d6) of ignoring any unsaved wound). This generally makes the unit absurdly tough.
* Warhammer 40,000 so that they can continue to fight for the Imperium.
* Warhammer 40,000: Space hulks are huge conglomerates of ships that are mushed together in the warp, occasionally getting spit back out into realspace and continuing to drift until they get sucked back in or fall into a sun.
* Warhammer 40,000: Space Marine allows you to wield a giant hammer, and jump pack, letting you drop out of the sky and slam down in the middle of enemies.
* Warhammer 40,000: Space Marine as the main character. He has said in an interview that he wouldn't mind doing more 40K stuff in the future.
* Warhammer 40,000: Space Marine can attack equally effectively with his ranged weapons and melee weapons.
* Warhammer 40,000: Space Marine: Captain Titus cannot jump, only roll, therefore knee-high obstacles are impassable to him. You do get a jetpack, but only in certain levels.
* Warhammer 40,000 Space Marine chaplains carry a Crozius which serves not only as a symbol of their rank but doubles as a powerful maul. Their evil counterparts the Dark Apostles use corrupted versions of them as well.
* Warhammer 40,000: Space Marine in his instance — the protagonists are responding to an order to scramble their forces to defend a critical planet that has come under sudden attack, and those three just happened to get there first.
* Warhammer 40,000: Space Marine, is defeated entirely through a single button mashing spiced with primitive and repetitive QTE.
* Warhammer 40,000: Space Marine is simply the point man, operating ahead of his company.
* Warhammer 40,000: Space Marine: Just charge into a group of enemies and start slashing (and shooting) away.
* Warhammer 40,000: Space Marine, naturally plays with this trope the same way. Captain Titus and the Ultramarines play it straight with their power armor being bright blue with gold trim and heraldry. Lieutenant Mira and the Imperial Guard avert it by wearing the standard olive-drab flak armor of Cadian regiments.
* Warhammer 40,000: Space Marine needs a good 10 feet to stop when running at full speed. Handy when you're rushing to an enemy, not so handy when trying to round a corner.
* Warhammer 40,000: Space Marine, since your default weapons are a pistol firing explosive bullets and a chainsaw sword, with the rest of weaponry being far more powerful.
* Warhammer 40,000: Space Marine', the heroes begin with Tidus, Sidonis, Mira, Leandros, and Inquisitor Drogan among named characters holding Graia. By the end of

the game, Drogan has been revealed as a daemon-possessed puppet, Sidonis has been gutted by Nemeroth, and Leandros has sold Titus to the Inquisition over a question of Warp-resistance.
* Warhammer 40000 Spacemarine, there's Captain Titus from the Ultramarines' 2nd Company.
* Warhammer 40000 Spacemarine. They can actually clear up the bridge of Chaos Marines and Bloodletters without you really having to do anything and can go that far without casualties.
* Warhammer 40,000: Space Marine upgrades Captain Titus's bolt pistol to a plasma pistol about a quarter of the way into the game. Larger plasma cannon are also available in multiplayer and at special points in the campaign.
* Warhammer 40,000: Space Marine when she's the last surviving Imperial Guard officer on Graia — a junior platoon commander left in charge of all the remaining 203rd Cadian regiment. You can see just how relieved she is when the Ultramarines arrive.
* Warhammer 40,000: Space Marine, when your game autosaves it doesn't save your health. If you die with a sliver of health left after the autosave, you revive with full health.
* Warhammer 40,000 Space Marine. While Nemeroth is undergoing his transformation into a Daemon Prince, you're distracted by fighting a horde of Bloodletters. You can't attack Nemeroth anyway, as a barrier protects him. Sadly, this leads to one of the lamest final boss "fights" in recent history — a QTE button mashing affair that a chimpanzee could get right on the first try.
* Warhammer 40,000: Space Marine, you can see cannon shells with "Mercy is a sign of weakness" written on the back of the casing.
* Warhammer 40,000 special character Brakar the Avenger had been stalking the underhive killing anyone he believes has wronged his adopted people ever since the tribe that took him in and nursed him back to health was slaughtered.
* Warhammer 40,000 (specifically, set 40,000 years into the future). Further editions made each more distinctive, until the Warp and the powers of Chaos are all that's left in common.
* Warhammer 40,000's personal psychic might, it's virtually impossible to take over Terra, ever.
* Warhammer 40,000's presence. This being 40K, we're talking millions of people, with many families having been there for generations and are still no closer to seeing Him.
* Warhammer 40,000 squad. Males, however, are permitted to join their ranks. Since the Banshee is a female spirit in Eldar mythology, he adopts a female persona and female armor when wearing his 'Warmask'.
* Warhammer 40,000, squads that suffer casualties from enemy fire have to pass a Leadership test or fall back, but weapons with the Pinning special rule - sniper rifles, mortars, coils of psycho-plastic resonating with negative emotions, rapidly-growing entangling alien tumors, etc. - lock units in place and prevent them from firing effectively instead.
* Warhammer 40,000 standards is 'No treason in realspace'. Realspace raids are essential to the Dark Eldar as they need to capture slaves to feed on their suffering. Having that collapse due to infighting would just make their whole civilization wither. Once the raid is over, though, anyone's fair game.
* Warhammer 40,000 starts killing heroes of the book the moment he arrives on scene. As Khayon puts it:
* Warhammer 40,000 starts this way. During a routine patrol mission a titan's princeps (main pilot) dies of old age, leaving the giant war machine immobilized a minute away from a combat engagement. Since the role requires a set of plug implants to connect the user's brain to the machine, none of the crew members can replace him. Fortunately, there is a princeps cadet on board, added to the crew to see the titan at work...
* Warhammer 40,000 status. This has only gotten worse in recent years as variants of the Space Marine list have gotten their own standalone books, so the previous roadblock of buying two books to play one army is now gone. There are now enough

books that the company's publishing schedule is basically one marine book for every two non-marine books.
* Warhammer 40,000 still refers to zombie units as zombies, but their sub-faction was named Deadwalkers.
* Warhammer 40,000 story "Renegades", when Gessert demands that the members of his company paint over their insignia, so they realize they are renegades and commit themselves, one says that he is no longer authorized by the Imperium as their captain. Gessert says that if he wants to fight him, go ahead.
* Warhammer 40,000 story "Words of Blood", Valerian objects to retreating. Athellenas threatens him with not only execution, but striking his name from the book of honor, no mention at the Feast of the Departed, and not reclaiming his geneseed.
* Warhammer 40,000: Subverted with Noise Marines, who very much want their victims to hear their hideously-distorted music and overload their senses with noise (dubstep is a popular representation of this effect).
* Warhammer 40,000. Such warriors are venerated as their chapter's greatest heroes and wisest leaders, allowed to slumber away the centuries when their skills aren't needed. Bjorn the Fell-Handed is the most famous example, a Space Wolf who fought alongside the Emperor during the Great Crusade ten thousand years ago.
* Warhammer 40,000 suggests that they have the power to execute soldiers found lacking in maintaining equipment perfectly clean.
* Warhammer 40,000 suit. Unfortunately these shiny new features tend to come with a drawback or two, something notably absent in normal Tau technology.
* Warhammer 40,000 suspects that as cyborgs it's a tasty snack to them.
* Warhammer 40,000, Sven and Ragnar know there is trouble when they see the Chaos forces have dogs sniffing at a trail.
* Warhammer 40,000's warp, which is why the same Chaos Space Marines that fought during the Horus Heresy are still terrorizing the Imperium (up to 10,000 years later, depending on when the story in the Imperium's long history takes place). However time doesn't always flow slower in the Warp, sometimes it goes faster. Or backwards. Or sideways. Or purple. The laws of physics are little more than guidelines in the Warp.
* Warhammer 40,000 tasted much better. Things went rather downhill for the sentient species of the galaxy from there.
* Warhammer 40,000: Tau females don't have breasts, and their species' armor doesn't accentuate the male/female differences either. Try telling that to fanartists though.
* Warhammer 40,000 teaching them to speak, fight, and determine friend from foe. This makes them incredibly dangerous threats - even if you wipe out an Ork platoon, a few months later a horde of Orks may charge out from where you slew them.
* Warhammer 40,000 technology, boring play style, and lack of unique characterization. After the newest Necron codex, their technology was tweaked and they were given a distinctly different motivations along with a variety of different viable strategies.
* Warhammer 40,000. Teleportation beacons, and other, stranger pieces of wargear can actually allow easy teleportation, but even the ones that are most commonly seen are very rare pieces of technology.
* Warhammer 40,000 tend to be of this stamp, as psychic powers tend to manifest in all kinds of people, irrespective of social class. Given that being a non-sanctioned psyker is a capital crime in the Imperium - and one pursued with extreme prejudice - most of the ones who aren't rounded up by the Inquisition and put on the black ships tend to be part of a criminal underclass. Actual battlefield psykers in the main tabletop game tend not to be this though - they're either military professionals or classic fantasy mystic types.
* Warhammer 40,000. Ten-thousand-year-old mile-long cathedrals to war and destruction with broadside guns that can screw continents. In space.
* Warhammer 40,000 Terminators; the Changeling had stolen a teleporter homer from a nearby Ravenwing biker, which was keyed to that of the attached Deathwing Terminator Squads. The siege was indeed swiftly ended.

* Warhammer 40,000 territory to anyone outside of their faction... and even a lot of people within it.
* Warhammer 40,000 than an unstoppable army of robot zombies; this was countered by claiming that the old characterization was based on a few seriously damaged cases.
* Warhammer 40,000: Thanks to the prevalence of crude biomechanical limbs, many soldiers can continue serving the Imperium even with lost limbs.
* Warhammer 40,000 than their tau allies/employers, are more apt to appreciate jokes.
* Warhammer 40,000 that anything they believe should behave like a gun, will. Just about the only limit to this power is handing them a literal banana and telling them it's a real sneaky shoota. But trust us, hand them a box of broken gun parts and a welding torch, and they will find a way to make bullets come out of that banana. From where is anyone's guess.
* Warhammer 40,000 that destroyed the first great era of human civilization lingers as myth, cultural superstitions, and the occasional archeotech weapon.
* Warhammer 40,000 that is a massive battleground between the Forces of Chaos fighting for dominance. Nearly the entire population is made up of Daemons or insane humans that follow Chaos constantly trying to kill each other. Couple with the fact the corrupting nature of the Warp would drive lesser minds to madness just from being there and even the austere Space Marines aren't immune to it (one of their main protagonists falls to Chaos and the another is being gradually corrupted very visibly).
* Warhammer 40,000 that Necron Lords have spoken, they have been unusually polite and cultured speakers possessed of a truly chilling calm, which may make some sense, given that they are the still-sentient leaders of a race that now exists as, for all intents and purposes, undead robots.
* Warhammer 40,000 that other fans can enjoy a more lighthearted take on it, even without involving the Orks.
* Warhammer40000. That said, it usually never ends well for the dealer. Unless they get busted by either the Arbites or Inquisition, a lot of arms dealers will run at a loss for the comparative value of the items they sell. For example, a full magazine of Heavy Bolter ammunition can cost more than the yearly living expenses, earnings, and possession values of the average hiveworlder.
* Warhammer 40,000 that the "old beliefs" of gods, angels, demons, etc. were either outright fabrications or simply ancient proto-psykers getting glimpses into the Warp. Then of course there's the theory that the Immortal Emperor "popped up" now and again throughout history as particularly influential people.. Jesus, King Arthur and the like, but always either a great warrior or great philosopher (or both!)
* Warhammer 40,000 that the Tyranids are said to have entirely consumed, merely to emphasize how big of a threat they are.
* Warhammer 40,000 that they will use to purge a planet of taint when it is considered "irredeemable." (and the philosophy behind it specifically states that the billions of innocent casualties that are often included is acceptable collateral damage; after all, the Imperium will never run out of people).
* Warhammer 40,000 that what would be superweapons in any other setting are just weapons, but there are still a few examples:
* Warhammer 40,000, the Adeptus Mechanicus is paranoid about the possibility.
* Warhammer 40,000 The Astartes are long lived but usually die a glorious death in battle before old age becomes an issue; it's not established whether or not Space Marines are actually biologically immortal. Various Imperial nobles, Inquisitors and members of the Adeptus Mechanicus hierarchy survive an awful long time, and it is here that the problems are most pronounced.
* Warhammer 40,000: The Avatar of Khaine manifests as a towering iron statue covered in a network of glowing cracks, symbolizing the immense power of the war god barely held within a physical shell.
* Warhammer 40,000, the Chaos forces cause a green and yellow fog to boil up. It obscures vision, allows their enemies to sneak up, and contains some kind of poison.

* Warhammer 40,000, the Chaos god Nurgle fell in love with Isha, the Eldar goddess of life. After Nurgle rescued Isha from Slaanesh, he expressed his love for her by imprisoning her in a cage and killing any warriors who attempted to rescue her. Now he uses her as a test subject for his plagues.
* Warhammer 40,000. The Chaos Gods actually represent both positive and negative emotions, just taken to the extreme. Since they gain power from the emotions, they want their followers to feel as strong emotions as possible. So the daemons of the god of love rape you to death. Also home to the Ork gods Gork and Mork, the psychic manifestation of the Ork race. Given that the Orks' vast numbers and simple mentality (endlessly enthusiastic and no real concept of defeat or despair), Gork and Mork appear to be invulnerable and portrayed as simply laughing off any attacks by Chaos gods. Fortunately for everyone else they seem to have no plans other than cheering on the Orks and bashing each other over the head.
* Warhammer40000, the clavises used by Deathwatch Watch Masters are explicitly compared to skeleton keys. A repository of ancient machine-spirits, a clavis is capable of opening any door in the Imperium and can take control of any Imperial machinery.
* Warhammer 40,000, the confrontation between Cain and Warmaster Varan starts out like this. Then they fight. Bonus points for both of them explicitly playing it up for the propoganda potential, as it's being broadcast to the entire planet.
* Warhammer 40,000, The Dark Eldar are naturally vain (especially if they compare themselves to humans), but the archon Vhane Kyharctakes this form of discrimination to disturbingly narcissistic extremes. He is so obsessed with beauty that he has all the members of his Kabal undergo surgery to look like him or wear masks of his face, and once unleashed a virus on a planet that turned every living creature's face into a replica of his own.
* Warhammer 40,000: The Dark Eldar's raiding/hunting parties pop out of nowhere, blast anything that stands in their way, capture as many slaves as they can, and disappear as quickly before reinforcements can come. Notably, one of their targets had been the planet Nocturne, eventual homeworld of the Primarch Vulkan who put an end to the raids almost singehandedly (and his actions caught the attention of the Emperor, leading to Vulkan's recovery).
* Warhammer 40,000. The defence of Hive Hellsreach during the Second Battle for Armageddon is one of the more poignant examples.
* Warhammer 40,000, the destruction of several planets, trillions of people dying, and a new dark age for the galaxy. Yeah, 40k is that kind of franchise.
* Warhammer 40,000. The developers of the game seem to have notice his popularity after game's their edition, because his incarnation in the next rulebook made him cheaper to field and a stronger unit, and he essentially stayed the same in the rulebook after that.
* Warhammer 40,000), the Eldar became Aeldari and the Tau inexplicably gained an apostrophe in their name. Amusingly, even in-universe everyone refuses to use Astra Militarum unless they're doing official paperwork for practical reasons; it's basically "Imperial Guard plus some other things technically in the same chain of command". Individual soldiers are still called Guardsmen, for example.
* Warhammer 40,000 the Eldar race carry Soul Stones on their persons, to avoid their Souls being consumed by Slannesh, the Great Devourer, upon their deaths. These Soul Stones are then transferred to the Infinity Circuit upon the death of the eldar carrying it where their soul is released. To help, among other things, guide the younger eldar, and power their Craftworld. In times of great need these Souls can be called back from the Infinity Circuit and places into man-sized or huge constructs known as Wraith Guard and Wraith Lords respectively. The construct bodies can be destroyed but as long as the Soul Stone is intact, so is the soul. The Necron consist of an entire army of soul jars, each Necron unit containing the soul of a Necron. Unfortunately, that means every time a Necron is damaged and repaired it loses a fragment of its soul.
* Warhammer 40,000, the Emperor created the Thunder Warriors to help him bring order to Terra during the Age of Strife, but though powerful they were physically and psychologically unstable. He came to view them as a hindrance and so quietly

got rid of them once the conquest of Terra was complete, and created the more stable Space Marine Legions to continue his conquest of the galaxy.
* Warhammer 40,000 the Emperor. Despite this, he remained a pious (hurr hurr) Catholic during his life (or Catheric, as the religion was eventually known in the 31st century).
* Warhammer 40,000: The Emperor of Mankind is sometimes depicted this way: even when he's not consciously using his psychic powers to disguise himself, his passive psychic abilities are so powerful that they affect other people's perception of him. Most humans see him as a shining god-like being, warriors see him as a man of tremendous stature and strength, while intellectuals see him as a wise man, and so forth. It's suggested that extremely powerful psykers, or just people with very strong wills (such as his bodyguards and Malcador the Sigillite) could see past the illusion and see him as simply an ordinary man.
* Warhammer 40,000 the Emperor's last remaining bodyguard. Deciding that Horus was a lost cause, the Emperor gathered up all of his psychic power and wiped Horus from existence in turn.
* Warhammer 40,000, the evil empire also has a planet-killing order, called "Exterminatus." Exterminatus is usually used on planets where there is no possible way of ever using the planet again, say because soldiers deployed to it invariably defect to Chaos. Most of these methods usually leave a dead ball of rock, however, but Two-Stage Cyclonic torpedoes indeed cause a Planet-Shattering Kaboom.
* Warhammer 40,000: The fate of the Unknown Primarchs and their Legions will never be revealed, originally to encourage fans to make up their own stories about them.
* Warhammer 40,000. The food tends to be decent, the teachers harsh but not sadistic, and the education's about as good as it gets.
* Warhammer 40,000 the god of disease itself starts paying special attention to you.
* Warhammer 40,000, the gravely wounded Hakon gives him some warnings about tendencies which might undermine him, and then
* Warhammer 40,000 - the highest possible field rank, which requires three Trials by Fire and at least sixteen years of active service (out of a T'au 30-40 year lifespan, and doing it in just sixteen would be considered a meteoric rise). In other words, only the biggest badasses are allowed to retire in the first place, and none of them are afraid to get back into the battlesuit if the Greater Good needs them to.
* Warhammer 40,000: The Horus Hersey. Horus has besieged Terra, and the traitor legions have ravaged the entire planet, and the Emperor and only 3 of his Space Marine legions are all that stand against Horus and his 8 traitor legions.
* Warhammer 40,000, the Imperial Guard has "vox operators" with radio backpacks for battlefield-level communication. For the purposes of interstellar communication, the Imperium of Man actually uses specialized telepaths called Astropaths.
* Warhammer 40,000. The Imperial Truth: "There are no supernatural things or gods." Yeah, sure... The Imperium is practically BUILT on blatant lies.
* Warhammer 40,000, the Imperium at large is either mostly ignorant or totally unaware of Chaos and Daemons. Considering all the of various aliens, mutants and psychic powers running around, Chaos gods and Daemons aren't exactly far fetched. That said if you do see Daemons in person you probably won't be telling anyone about it anytime soon, and the Imperium is not very big on education, so it's plausible that the average citizen would simply not know much about Chaos at all.
* Warhammer 40,000 the Imperium has going on may give some of them some solace for putting up with it.
* Warhammer 40,000. The Imperium is also very culturally and religiously diverse, with few if any cultural standards enforced beyond "Don't muck about with aliens (unless you are a Rogue Trader) or Chaos, venerate the Emperor (in some way, no-one really cares how), pay tithes on time and in full, and don't get in the way of Imperial authorities when/if they roll onto your homeworld." Slavery is legal, as long as it's between humans. Humans being owned by aliens is a horrible, unforgivable sin, and the Imperium has mobilized entire army groups to punish alien civilizations for using human labor (or livestock).

* Warhammer 40,000: The Imperium of Man faces rebellion and invasion on numerous worlds, and its responses to each of these are entirely dependent on how competent the Administratum feels on a regular basis. One mess-up by this organization and insufficient forces can be deployed, entire worlds can starve to death, et cetera.
* Warhammer 40,000, the "Instant Death" rule serves to represent this trope. When a model is hit by a weapon of sufficient calibre (typically a weapon with a Strength of twice or over the model's Toughness value, usually something like a lascannon or missile launcher), it doesn't matter how many Wounds they have, they're dead. The game even notes that "it can be imagined that the target exploded in a suitably gory fashion".
* Warhammer 40,000. Their homeworld, Kiavahr, has enormous, carnivorous, and man-eating crows as one of its dominant predators.
* Warhammer 40,000 their most potent anti-vehicle weapon. They're also notorious for stealing other army's stuff and mounting large artillery on it. They usually remember how the controls work.
* Warhammer 40,000 their objectives (the allied Imperial Guard were the actual winners and the Marines piggybacked on them), causing fans to accuse GW of favoring its mascot faction past the point of reason.
* Warhammer40000: The Iron Hands Astartes Chapter believe that the living metal hands of their Primarch were a physical embodiment of his doctrines of efficiency and strength above all things, something that has led to the Chapter's Rite of Severance where a newly initiated battle-brother has their left hand replaced with a mechanical one. Ferrus himself, however, never saw his hands as a sign of strength, for all the great works he accomplished with them he was painfully aware they weren't his real hands and it amazed him that no one else saw it that way too. He saw the hands as a sign of his weakness, a crutch he relied on instead of being strong in his own right. He intended to lead by example by removing the metal from his hands but was slain in his fateful duel with Fulgrim before he had the chance.
* Warhammer 40,000: the Iron Men. Bit humanity in the rear in the form of a galaxy-wide dark age.
* Warhammer 40,000: their smaller spacecraft may look utilitarian, but when it comes to their larger vessels, they discard any sense of practicality in exchange for being Baroque Gothic Cathedrals... IN SPAAAAAAAAAACE!!!
* Warhammer 40,000. The kicker? For the sake of surviving, they really DO have to do it.
* Warhammer 40,000. The Land Raider and the Wave Serpent are both transport vehicles that function at least as well as battle tanks.
* Warhammer 40,000, the "loss" (of marriage to a planetary governor's daughter) is actually the best outcome Cain could hope for, as it prevents him shattering said daughter's delusions (both of wanting to marry her and of being able to overcome Cain's service in the Imperial Guard. He has to restrain himself from doing handstands on the lawn out of sheer exuberance at her marrying someone else.
* Warhammer 40,000, the Marine's response is to say "No, I haven't. It's right over there."
* Warhammer 40,000, then advises him to use his own judgement. So Cain picks one at random and pulls.
* Warhammer 40,000. The Necron/Old One conflict known as The War In Heaven occurred around the time the dinosaurs died out and the Necrons/C'Tan are known to have come to Earth in the distant past.
* Warhammer 40,000. The next three ciphers (018) is the year. And the ending (.M3) is the millennium.
* Warhammer 40,000, then the two were implied to be alternate universes of each other or that Fantasy was just set on one planet among billions in 40K. Now the universes are more or less set apart except for the occasional reference to high-tech wargear finding its way to Fantasy by way of the Warp.
* Warhammer 40,000. The only reason Russ spared Angron was in hope that the Primarch learned something.
* Warhammer 40,000, the Ork race are notorious for looting and plundering. They even have a squad dedicated to this, the Lootas, who scrounge battlefields and mug

enemies for loot to sell in return for the heavy weapon Deffguns. Chaos warbands also rely heavily on plundering to meet their need for equipment, slaves and Space Marine geneseeds. Tyranids plunder the biosphere of whole worlds to take back genetic information and bio-matter for their Hive Fleets. Dark Eldar have a lust for looting too but differ from the other villainous races in that they're typically not interested material goods except as an odd trophy. Rather they loot enemies for slaves to take back home, so they can get their souls sucked out and other nefarious purposes. The Imperium largely gets the short end of the looting stick and will usually find anything from their enemies to be incompatible/dangerous to them - at most, various veteran guardsmen might acquire something special off of other, deceased simultaneously-luckier-and-unluckier guardsmen.
* Warhammer 40,000, the Orks have a table you roll on when a Trukk is destroyed with results ranging from "keeps going for a ways before toppling over" to "zooms off a ways and explodes".
* Warhammer 40,000 the passed Aspirants are welcomed to the brotherhood with a beer bash. The last thing the POV character remembers is a power armor helmet full of beer before waking up on the transport.
* Warhammer 40,000, the 'patient hunter'. Derived from an ancient Tau hunting technique, it essentially relies on a lure to draw the enemy into a prepared killing zone.
* Warhammer 40,000: The planet Aphexis is populated by people who simply do not care- Chaos forces have repeatedly conquered the place only to find that the inhabitants don't give a rat's ass about the vast displays of cruelty their captors put them through.
* Warhammer 40,000, the plot is kicked off when a Guardsman tries to shield a Sister of Battle from some incoming fire and accidentally touches her breasts.
* Warhammer 40,000, the presence of the blood wolf causes the street lights to go out as it races by.
* Warhammer 40,000. The Primarchs and Astartes might qualify, the Imperium definitely created the Life Eater, and it's entirely possible, if not likely, that the Imperium has created much more.
* Warhammer 40,000, the Primarchs and the Astartes. Roughly fifty-fifty split on the good-evil divide, but the bad fifty definitely left their mark.
* Warhammer 40,000 the Primarchs are described as virtual gods and show it in the novels (doing things like stopping a Titan with their bare hands). But in the Talisman Horus Heresy video game, the Primarchs are really no better than the regular Space Marine heroes in the game (for example Corvus Corax has a melee ability of 3 and shooting of 2, while a Space Marine Praetor is 3 and 3 in those skills).
* Warhammer 40,000, the protagonist of one story moonlights as a teacher for a rich man's daughter, and is paid in fresh food.
* Warhammer 40,000: the psychneuein, a wasp-like warp creature, infested Prospero, the homeworld of the Thousand Sons, until the natives' psychic powers evolved in defense. They could infest unprotected psychic minds with their eggs without even making physical contact.
* Warhammer 40,000, there are several Necron who are looking for ways to become mortal again after having survived as robots for a very long time.
* Warhammer 40,000. There is also at least one unit with helmet-mounted lasers and Commissar Yarrick has a laser weapon in his bionic eye.
* Warhammer 40,000. There's a tale told about a group of Orks that ventured into the Eye of Terror and landed on a Khorne-Controlled world. Every day they are forced to fight to the death against enemies they can never beat, only to be raised the next day to repeat the cycle. What would be living hell for anyone else is basically an Orky Valhalla.
* Warhammer 40,000. There's one guy who not only remembers all the men he's had under his command, but tattooed the faces of those who died onto his body. This being 40K, one wonders how long it'll be until he runs out of space.
* Warhammer 40,000, the richest live in the upper atmosphere that's actually

breathable, while the poorest have to fight off mutants, giant spiders and each other, feeding off the waste that gets dumped from higher strata. Unsurprisingly, the Imperial Guard recruits heavily from the scavenger population, since surviving to adulthood is no easy feat (and often develops other useful skills, like scrounging or a highly-developed sense of 3D direction).
* Warhammer 40,000. These creatures devour everything and everyone that they find, human or not, but the catch? Like the moths to the flame, they fly precisely to this human beacon.
* Warhammer 40,000; The servo skulls for the Inquisition, and the Tau drones.
* Warhammer 40,000. These struggles are continued by the Space Marines and Chaos Space Marines, entire armies of superhuman, genetically-engineered brothers trying to murder each other.
* Warhammer 40,000: The setting gives everyone ample opportunities to die heroically, both on and off the tabletop. A 4th Edition scenario, typically the last mission in a campaign, revolved around one side's Last Stand; the defenders won if they had any surviving models at the end of the game, meaning they held out long enough to let their comrades escape, or that they killed enough of the enemy to have their names forever etched into their opponent's minds.
* Warhammer 40,000 (the sixth published), which takes place at the end of his career and on the same world where there are statues of him as "Cain the Liberator" and towns he visited have been renamed in his honor.
* Warhammer 40,000: The smarter characters think like this. Unfortunately, that's not the kind of thinking encouraged by the Dark Gods/the Warboss/the Commissariat, and in fact doing the smart thing like pulling back in front of superior numbers only gets you eaten by daemons/krumped flat/in front of a firing squad. However, a number of factions are noted to make regular use of this strategy.
* Warhammer 40,000. The Tau are a little behind the Imperium in technology and do not allow any genetic enhancement beyond the selective breeding used to maintain their rigid caste system (although it's been hinted that the Ethereals were created through bio-engineering by another race, possibly the Eldar), and have no visible cybernetic enhancements, either, though some may have minor implants for combat purposes.
* Warhammer 40,000. The Tau otherwise do not have suicide attacks in their army, and view suicidal last stands as foolish; they prefer to feign retreat, or really retreat, then come back when the situation is more favorable.
* Warhammer 40,000, the title character Ragnar gets a new set of Power Armor. To demonstrate his new strength, he is given a fist-sized rock and told to crush it. He succeeds.
* Warhammer 40,000, the two are less differentiated than at any time since their original launch.
* Warhammer 40,000 the unfortunate enemy. Add in that shooting enemies causes blood and gibs to fly out as well, and battlefields can get quite bloody. Large blobs of blood and organs will fly out of a corpse when they die, but the corpse itself remains completely whole as it falls to the ground, making one wonder where all those chunks of meat actually came from. Ludicrous indeed. This Rectified in the sequel, where powerful attacks can literally shred the enemies into pieces.
* Warhammer 40,000: the various Tyranid organisms' name were given by the Guardsmen fighting them. Hence Ripper swarms, Gargoyles, Carnifexes (butcher in fake Latin)...
* Warhammer 40,000 the whole thing away, saying they just hack the Eldar webway and use their immortality to take longer trips at sub-light speeds. The Necron leader and his personal forces actually did leave the galaxy on a personal quest, but after meeting the Tyranids in the gulf between they turned back.
* Warhammer 40,000, the Witch Hunters faction possesses a unit called an "Arco-Flagellant". These are convicted heretics who undergo severe cyber-reconstruction and psycho-conditioning to make them insane killing machines. However, they are also equipped with pacifier helms that project soothing images and hymns into their brains... at least until the trigger word is spoken. Then they kill everything in sight.

* Warhammer 40,000. They are also apparently ancient enemies of the Eldar, despite no Eldar ever mentioning them before.
* Warhammer 40,000. They can all breathe our atmosphere unprotected, however.
* Warhammer 40,000 - They corrupt the DNA of the victims, so that the offspring are horribly mutated but hypnotise the parents (or this happens as part of the infection) into looking after it. From the parents point of view, they aren't this at all.
* Warhammer 40,000, they find an assassin dead of poison — causing Ragnor to comment on what a fanatic the assassin must have been. The possibility of mind control is brought up.
* Warhammer 40,000. They form a point of contention regarding Eldar imbalance.
* Warhammer 40,000. They have the ability to incorporate into themselves useful traits from the creatures they eat, which often results in entire organs, glands and more complex systems being incorporated into them more or less unchanged. As a result, a Kroot's internal anatomy is a patchwork of alien organs, many of which don't even share the same biochemistry — Kroot circulatory systems are fairly complex as a result, as they may need to distribute iron-based blood to one organ, copper-based blood to another and entirely more exotic fluids to others still.
* Warhammer 40,000 They look like something Hitler would drive, and that's no coincidence.
* Warhammer 40,000, they often manipulate other species into fighting each other to protect Eldar interests.
* Warhammer 40,000 they're doing their damnedest to not lose the "peacetime". So far they've managed to mostly hold together for eleven thousand years, but they have no idea how much longer they'll be able to last.
* Warhammer 40,000 They wear odd alien jumpsuits and vests in the traditional style of Tau armor.
* Warhammer 40,000: This happened in the backstory according to one story of Emperor's creation. Back in the stone age, humans had warp users called shamans, but as they were preyed on by daemons, they eventually merged their souls into one being for protection, effectively ending human involvement in warpcraft... until shortly before the beginning of Age of Strife, over thirty thousand years later, it began to manifest again as psykers started to be born. This is noted as being one of the things leading to downfall of the old human civillization, so Not A Good Thing.
* Warhammer 40,000: This happens with such frequency in the fluff (as well as numerous ret-cons) that Games Workshop has outright stated that if something sounds contradictory or weird, chalk it up to Imperial Propaganda.
* Warhammer 40,000, this is a given for anyone falling to Chaos, such as obese plaguebearers oozing pus from open sores, mutilated hermaphrodites with extra breasts, and general mutation such as multiple faces, tusks, tentacles...
* Warhammer 40,000 this is done by two factions, inverted by another, and subverted by a fourth.
* Warhammer 40,000, this is frequently lampshaded by the characters themselves.
* Warhammer 40,000. This is quite a popular option on less developed worlds; after all, a steam engine can be made to run on just about anything you can reliably light on fire.
* Warhammer 40,000, This is the common tactic of Genestealer cults: Their aim is to incite rebellion and civil war across the whole world they're established on, which they do by infiltrating both sides. That way they can ensure the Arbites will shoot at peaceful demonstrators, as well as ensure most demonstrators won't be peaceful to begin with, and violence will escalate.
* Warhammer 40,000, this is the eventual fate of all Eldar Farseers. As Farseers grow older, their minds become so intertwined with the wraithbone core of their Craftworld while trying to divine the future, that their physical bodies become dormant and slowly crystallize. Once this crystallization progresses too far, they retreat to the 'Dome of Crystal Seers' of their Craftworlds, where the crystal bodies of past Farseers remain, their minds having been preserved in the infinity circuit.

* Warhammer 40,000. This leads to red vehicles flying faster simply because they can.
* Warhammer 40,000. This may have been deliberate, since Squats are mutated humans rather than actually aliens; Ogryn (ogres) and Ratlings (halflings) were also mutants and were given new names.
* Warhammer 40,000 this means that the majority of them were military brats who also joined the military.
* Warhammer 40000. Those who are interned in Space Marine Dreadnoughts aren't quite dead beforehand, but are certainly never the same again afterwards.
* Warhammer 40,000, though as their fluff is expanded, differences between Tau Septs are starting to appear.
* Warhammer 40,000 through with the power they use, in the latter wizards are able to draw upon the ambient Winds of Magic (which have chaotic and irregular power levels, no less) to fling spells.
* Warhammer 40,000, thus being the exact blend of utterly cool and horrifyingly gory that defines 40k.
* Warhammer 40,000. Thus illustrating an often forgotten but important lesson: never focus on your elites to the detriment of the rest of your military.
* Warhammer 40,000 to avoid the pity. She is convinced that her subsequent survival — two and a half years, where normal life expectancy is measured in hours — resulted from others pitying her.
* Warhammer 40,000 to death. Wulfe thinks that he's still trying to avenge him.
* Warhammer 40,000 to defend their countries and fight for the Imperium of Man.
* Warhammer 40,000 to do the logical thing and back down when threatened with a floating space artillery piece. Two things went wrong:
* Warhammer 40,000 to flee if they have exactly zero chance to damage an enemy in close combat. In either case, they have a chance to be swept off the table when they flee.
* Warhammer 40,000 to go even further. The men of Krieg are clones. Though they don't hold a candle to a group of mercenaries who use cloning technology to keep their "perfect genetics" intact.
* Warhammer 40,000 too, or at the very least have someone to do that for them.
* Warhammer 40,000. To reach Shas'O (commander) rank, you have to start as a basic Fire Warrior and pass through multiple trials of fire (usually surviving a dangerous mission or passing a difficult combat exercise) to progress through the ranks. There are no shortcuts, so every commander has started out as a basic infantryman.
* Warhammer 40,000, Torin warns Ragnar that the conversation he overheard may have been to induce him to assassinate a lord to protect a young woman — and that the woman may have been part to such a plot.
* Warhammer 40,000. To them, the Dark Eldar appear in their true forms, as hideous, rotting corpse-like monsters.
* Warhammer 40,000 to the point that the eponymous Primarchs cannot even fathom the concept of a planet having more than a single biome, proclaiming any such planet they encounter to be an abomination which must be destroyed.
* Warhammer 40,000 trilogy features a traintop sword-fight between Eisenhorn and the mercenary captain Clansire Etrik. However, the train is not moving at the time, which is probably a good thing since it is noted as being able to make a trans-continental crossing in a day.
* Warhammer 40000 Trouble. Results usually break into three categories:
* Warhammer 40,000 trying to destroy other races, it's just that they are manipulative bastards who see no problem with directing an entire orc WAAGH to an Imperial system if it saves a couple of Eldar). The developers took steps to undermine this, and indeed explicitly stated in one of their releases that they were attempting to correct what they saw as a misconception. The same has happened to the Tau over time, although to a lesser extent. It's especially ironic because the Tau were conceived as a fundamentally decent race by their developers — in their own words, "a likable, if a bit naive, addition to the universe."
* Warhammer 40,000: Try leafing through the descriptions of Chaos mutations

sometime. And good luck catching a peaceful night's rest if you do. Oh, and Chaos imagery and architecture also counts. Explicitly described is the alphabet of Chaos as "sanity blasting sigils".
* Warhammer 40,000, Tsu'gan fights fiercely to protect his dead captain's body; the next chapter features all his company attending his funeral.
* Warhammer 40,000; tusked, dinosaur-like beasts fitted with howdahs filled with guns, artillery or howling Orks, and driven into battle to rampage their way through the enemy army. Squiggoths native to icy worlds, which develop mammoth-like fur and tusks, come particularly close.
* Warhammer 40,000 types who wouldn't arrest or kill anyone without evidence).
* Warhammer 40,000 typically uses the pronoun "He". However, he in fact is neither male nor female yet both at the same time (the Eldar who created hir use "She Who Thirsts"). He assumes whatever form the person viewing him would find most attractive, which means that he can either be a fully functioning male, female, hermaphrodite or whatever else a person finds attractive at any given time. His traditional form is a weird sort of hermaphrodite, being split down the middle vertically as a woman on the right side of the body and a man on the left. The same goes for his/her breeds of daemon, including the more animalistic ones, and the cultists s/he shows favor to.
* Warhammer 40,000, Tyranids have enhanced vision and Daemons see peoples souls rather than by any light. None of this helps much in night fighting though...
* Warhammer 40,000 Unfortunately, there are so many similar victories in novels and codices that it makes fans question: if just so few IG regiments and Astartes companies can thwart a galaxy-ending threat, why hasn't the Imperium, which has millions of regiments and thousands of companies of Astartes, won already?
* Warhammer 40,000, units get 'cover saves' for being in cover, either in area terrain or behind obstructions that partially block the enemy's line of fire. In addition, most units and vehicles are impeded when moving through certain types of terrain, with a rare few special units that are unaffected.
* Warhammer 40,000 units have to keep their models within a few inches of each other. While this means Skirmishers don't get the rank bonuses to close combat, they can move about much more easily compared to units in a proper formation, which have to sacrifice inches of movement to wheel around, or spend a Movement Phase turning to face a new direction.
* Warhammer 40,000 universe. Although ones 'Milage may Vary' as he went out and smote for only a short time and has spent the past ten millennia static on life support, on the verge of death.
* Warhammer 40,000 universe have explored every angle of this trope they could find. In the art and the video games they are huge highly-visible coconuts, because otherwise you wouldn't know they were firing. In the fiction they are described as firing invisible, near-silent beams. There is a button to make the beam visible again, but this is officially for training purposes (read: playing laser tag) rather than actual combat. The only 'Pew', so to speak, is the audible snap of the air ionizing.
* Warhammer 40,000 universe helps maintain the Masquerade for much of humanity. Countless worlds have never seen an alien incursion, and might even regard the Imperium itself as a myth due to centuries of isolation. Basically all the dark things of the universe are just old stories, until they show up and start eating you.
* Warhammer 40,000 universe is a behemoth in geek circles and on the internet; besides being the dominant miniatures wargame with several other tabletop spinoffs there have been several popular videogames and hundreds of novels, many of which have cracked best-seller lists. In the mainstream, it's almost completely unknown.
* Warhammer 40,000 universe is filled with long-service vehicles and tech. Some maintenance is required, but most gear used by the Imperium of Man dates back decades if not thousands of years. These can range anywhere from regular bolter firearms to power fists, imperial star ships and Dreadnought chassis, which in turn house some of the oldest living members of the Space Marine chapters.
* Warhammer 40,000 universe is shared by a large number of writers; the sheer scale

of the setting in both space and time helps avoid continuity problems.
* Warhammer 40,000 universe; many characters will have their limbs removed and replaced with mechanical devices:
* Warhammer 40,000 universe — as befitting fantasy — the Warp is unashamedly magic.
* Warhammer 40,000 universe, of course. This happens largely through a twisted form of natural selection; the insufficiently Badass simply die in droves at the hands of the rest.
* Warhammer 40,000 universes (though the main focus is on Warhammer 40,000).
* Warhammer 40,000 universe, until it was discontinued along with most of Games Workshops spin-off games.
* Warhammer 40,000 universe wouldn't be too far off the mark. Later publications from the two even started to share writers.
* Warhammer 40,000, unless you can find an empty stadium to host your battles in.
* Warhammer 40,000 upon the profiteers who had, on announcement of the cancellation, bought up every copy they could in the hope of selling them for silly money on eBay. This also had something of a longer-term effect, where several veteran designers and writers at Games Workshop left the company in the late oughts, only to contribute to Fantasy Flight Games, who currently publish all of the Games Workshop-licensed Tabletop RPGs. This then happened again in 2017, when Fantasy Flight lost the license; the books were simply re-listed under the new publisher and put back on sale in digital format.
* Warhammer 40,000 use bat-shaped bladed hoverboards that can decapitate infantry.
* Warhammer 40,000 used by Chaos. Necron ships are much less angular than the Imperium's as well, tending to follow geometric curves and shapes, although they're not as colorful.
* Warhammer 40,000 used by the daemon hunters of the Imperium. As well as being inscribed with runes of banishment and charged with psychic energy, psycannon bolts are tipped with silver to further enhance their effectiveness against daemons
* Warhammer 40,000 used to have a lot of these, with human civilization having collapsed several times in its history both before and after colonizing the galaxy. Most of these have since been explained in various books and other bits of lore added over the years. However, in-universe they're still almost all mysteries, if people even know they happened at all.
* Warhammer 40,000 used to have extremely short lifespans due to the radiation of the homeworld, an issue that plagued them even as they tried to colonize distant stars. After their transformation into the Necrons, this was no longer the case. Perhpas the biggest example of this are the Tau, who have very short lifespans as they often only live up to their forties (barring the Ethereal Caste, who live for much longer). However, this is seen as emblematic of their philosophy of the Greater Good, as they are driven to do much as possible as their short lives permit. This in fact led to a brief pause in their expansion as their empire became so big that a single Tau could not traverse it in their lifetime. As a result, the Tau will often put some of their best and brightest into cryogenic stasis or copy their minds down into A.Is just to keep them around for much longer.
* Warhammer 40,000 useless here- the Dark Eldar are renowned for having the durability of wet kleenex.
* Warhammer 40,000 uses Earth years in a continuation of the Gregorian calendar, with the year nominally divided into 1,000 parts for record-keeping purposes. They do use a unique notation, though. Instead of "38,420 AD" they would write "420 M39," meaning 420th year, 39th millennium. There's also an official way of recording how accurate the date is considered to be (the vagaries of space travel and communication in the setting mean they're lucky of it's within ten years in many cases), but few authors bother with the whole 10 character date.
* Warhammer 40,000 uses names like Lorne V and Kaurava IV on top of more standard titles. But they also tend to name a star system after its most important planet, a subsector after its most important system...
* Warhammer 40,000 uses the word "tank" for a subclass of vehicles. Taking a closer look at what most of the wide range of "tanks" are, it's clear that "tank" is being

used to replace the words "armored fighting vehicle" (because saying "armored fighting vehicle" in casual gameplay is annoying and boring). Indeed, most of the supplementary material is a lot better, correctly applying terms like "infantry fighting vehicle".
* Warhammer 40,000 using these. Probably the most dramatic (which has been reprinted a few times) is the diagram of the Tyranid Hive Fleets' approaches on the galaxy, but there have also been maps depicting Ork Waaaaaghs, Chaos Incursions, Warp Anomaly spreads, or just good old fashioned campaign progress.
* Warhammer 40,000: Variously used in the setting (while magic comes from the Warp, it's an observable scientific phenomenon), with an unintentional example in the form of the Tau, who have near-zero Warp presence and thus are not subject to psykers or being possessed by Chaos. They have a very scientific-based society, fielding highly advanced battlesuits and vehicles, but they have so little knowledge of the Warp they tend to dismiss stories of Chaos daemons as just another unpleasant alien to be exterminated for the Greater Good. It's widely believed that they sterilize at least part of the humans who join them, which would reduce the chances of psykers showing up (who are born maybe one in a million) to near-zero.
* Warhammer 40,000 vehicles and war machines are often plugged directly into the pilot's brain. In a rather low-tech way.
* Warhammer 40,000 vehicles apparently use a genescanning system to prevent hijacking, as seen when an Imperial commando tried to steal a battlesuit and got fried for it.
* Warhammer 40,000 version of Ahriman and the plastic Fiends of Slaanesh kit). Luckily Games Workshop is known to take the matter very lightly and usually answers to the leaks by giving high quality pictures of the leaked stuff, usually by making a video featuring lighthearted jabs to the leakers.
* Warhammer 40,000, wanting to honor his favored son Horus' accomplishments, once suggested that Horus change the name of his legion the Luna Wolves to the Sons of Horus. Horus initially refused since he was worried that might cause factionalism and strife among the Astartes. Ironically, Horus would follow the Emperor's suggestion after betraying him for the Ruinous Powers. After Horus' death, the legion name was changed again to the Black Legion, since its new leader Abaddon had lost all faith in Horus following the latter's failure and wanted to make a clean break from him.
* Warhammer 40,000 warp disease/curse, the last one hundred survivors wander the galaxy searching for other marines, coming to their aid in their hour of need, vanishing as mysteriously and silently as they came, never straying from their dedication to the Emperor even as their bodies and minds slowly break down.
* Warhammer 40,000: Warp rifts are tears in spacetime through which the Warp can enter realspace, exposing anything inside or in close proximity to them to the raw stuff of Chaos. Their presence invariably results in temporal and spatial anomalies, complete shutdowns of interstellar and psychic communications, isolation of whatever is caught in them from FTL travel, and, at worst, hordes of daemon spilling into realspace through the weakened and thinning fabric of reality.
* Warhammer 40,000 was over, a crippled humanity was turned on by every other Federation species. The Tau, an upcoming race near the Ultramar systems, fit this trope more neatly and are viewed by the older, more advanced races as unbelievably stupid and naive for even trying.
* Warhammer 40,000 was put on ice after being mortally wounded in a duel against Daemon Primarch Fulgrim. Nine thousand years later, the Eldar and Mechanicus collaborate to resurrect Guilliman so he can lead the Imperium against the tide of Chaos. Guilliman is appalled by the theocratic nightmare that is the Imperium, even musing that it would have been better for Horus to have razed it during the Heresy rather than letting it get this far, but puts on a brave face for the rest of humanity.
* Warhammer 40,000 was successful, the raid was difficult and costly, as hordes of wild beasts beset the piratical raiders and inflicted heavy casualties on them.
* Warhammer 40,000 were originally just harvesting machines. Even from their early days, they were heavily armed. Their reaper chainswords were for cutting down trees

and the battle cannon was for blowing up rocks. The only real modification for when they transitioned into a full-time weapon, was that their original plasteel armour was exchanged for adamantium plates. Similarly, the dreaded Tactical Dreadnought armour a.k.a Terminator, was originally a protective industrial exo-suit for doing hazardous work such as welding inside a plasma reactor or doing work during a meteor storm.
* Warhammer 40,000. What he's seen and done has made him unable to function other than by killing the Emperor's enemies (he apparently has loads of medals piling up somewhere, having no use for them).
* Warhammer 40,000 When in doubt, have another Tyranid/Ork/Chaos/Necron invasion or an Imperial Crusade or have it turn out that the governer/inquisitor/whatever was actually an agent of chaos/tyranids/generic evil all along.
* Warhammer 40,000: When it comes to Necron Tomb Worlds, the Adeptus Mechanicus are Scientists (study them) and the Imperial Guard are the Military Men (nuke them from orbit). In this case, the "scientists are right" bit could not be more averted.
* Warhammer 40,000. When it was discovered that the game didn't actually exist, some people decided to get together and make it real.
* Warhammer 40,000: When one of Khorne's Bloodthirsters was pushed to attack him by Tzeentch, Khorne ripped the poor bastard's wings off and threw him out of his fortress. He fell for eight days and eight nights before finally crashing to the ground.
* Warhammer 40,000, when Strybjorn is injured, he snarls at Ragnar, "I don't need your help," but gets only to his knees before he starts to topple. Ragnar helps him up and to walk.
* Warhammer 40,000, when the aspirants are climbing a mountain and Ragnor starts to slip, Kjel comes to help him like this. It also inspires Ragnor to get a grip, because he is afraid he might drag Kjel down if he falls.
* Warhammer 40,000). When these isolated planets rejoin the Imperium the more pragmatic Inquisitors and Ecclesiarchs just check that there's no real heresy and let them get on with life instead of purging them from orbit because the stained-glass window shows the God Emperor's eyes in the wrong color. In fact, they're willing to let quite a lot go, do you want to worship the Emperor in the belief that he was a simple farmer before being the Emperor, go ahead. Do you believe that the stars are the Emperor's eyes and that he is always watching you, that's fine too. Both of those are canon examples, the big point is that it is clearly the Emperor you worship and not chaos or something else.
* Warhammer 40,000, where a universal dating system based on an Earth year is used by the Administratum, but it is purely for administrative purposes and individual planets generally adhere to their own calendars.
* Warhammer 40,000, where he is able to actually start ruling the Imperium.
* Warhammer 40,000, where servitors (lobotomized humans used for repetitive tasks) and Mechanicus priests always speak in robotic monotones (though occasionally an undercurrent of urgency or fear can be detected).
* Warhammer 40,000 where space and nature don't work as they should and FTL travel is largely impossible, and serve as home to the worshippers of Chaos and beachheads for the various Daemonic invasions of the universe.
* Warhammer 40,000, which has the 597th Valhallan deployed to fend off an Ork attack.
* Warhammer 40,000, which is normally a good way to get yourself killed.
* Warhammer 40,000 which is prevalent in most of the Dark Eldar. The usual bodyguard of choice (and the only ones there are currently game rules for) are the hulking four-armed snake-like Ssslyth, who are known for their loyalty.
* Warhammer 40,000, which supposedly holds all secrets of the universe, but can only be entered to those who have "mastered the Warp within themselves". Seeing how in real life, Black Library is Games Workshop's publishing house...
* Warhammer 40,000, which will doom whoever removes it from stasis to death from a wasting curse. Prince Yriel saved his Craftworld from being eaten by Tyranids by using it.
* Warhammer 40,000. While a standard close-combat attack by a typical infantryman

will rarely do any damage to even a light vehicle, many can be issued anti-armor grenades specifically for this purpose, such as krak grenades, melta-bombs, and EMP grenades.
* Warhammer 40,000: While discouraged due to the WYSIWYG rule, the game still does this.
* Warhammer 40,000 while Games Workshop released dozens of different flavors of Marines until they became some of the most-played armies in the game.
* Warhammer 40,000: While it's a bit complicated, this is what the Pariahs (and units that take these people and enhance them, like the Culexus Assassin) are to those who use (or are composed of) Warp energies in a nutshell. They are dispelled, die from a violent feedback reaction, or are driven insane just by being close to these people.
* Warhammer 40,000 while leading Black Crusades likely inspire even more challengers, yet he defeats them time and time again.
* Warhammer 40,000, while Ragnar is eyeing the Chaos forces arrayed against him, he factors in on his side that he has the high ground.
* Warhammer 40,000, while some orks actually worship the Chaos god Khorne. Beyond that, though, all Orkz, apart from the luddite Snakebitez, have an appreciation for human war machines and fancy hats and will try to capture them in working order wherever possible.
* Warhammer 40,000, while the Doylist reason is GW giving a reference point for those players more familiar with historical wargames.
* Warhammer 40,000. While the Gods of Chaos are served by Daemons, the Star Father, a God of Order, is served by the Angyls who are androgynous, faceless, glowing humanoids with dozens of razor-feathered wings who seek to create a universe of perfect, self-defeating order.
* Warhammer 40,000. While the Orks' enemies consider such actions horrific, to the Orks it's all in good fun.
* Warhammer 40,000, who are technically a group of client institutions of the Ecclesiarchy.
* Warhammer 40,000 who ended up losing the war, but in the process sent humanity into a galaxy-wide dark age.
* Warhammer 40,000 who in turn swear loyalty to House Helmawr, the Imperial House whose leader, Lord Gerontius Helmawr, is Necromunda’s absolute ruler.
* Warhammer 40,000 who love every minute of it (at least, the 25% of Catachans who survive past age 10).
* Warhammer 40,000, who never leave battles with scars and deformities due to their advanced medical technology and psychic healing. Also played straight by Callidus Assassins, who are all shape-shifters.
* Warhammer 40,000 who (obviously) collects the heads of enemy leaders to put them on his "pointy stikk".
* Warhammer 40,000 who ranks above "grunt" has a custom uniform to some degree, getting more elaborate and shiny as you move up the chain of command.
* Warhammer 40,000 whose body count left the sewers choked with corpses. He was so successful that he was made the planet's ruler and the entire populace toed the line out of fear that he would kill anyone who broke the law. His story also shows the logical problem with such methods: because the only thing keeping the population in line was fear of Curze, once he leaves to join the Great Crusade, Nostramo slips right back into its old ways.
* Warhammer 40,000, whose role appears to be simply to clean up rubbish from the ecosystem. However, it later transpires that a secret society knows how to control them, using them to kill their enemies and strip their bodies down to skeletons.
* Warhammer 40,000) whose screaming is amplified and distorted through their helmets to paralyze their enemies, which they then cut apart with monomolecular-edged swords.
* Warhammer 40,000 who walks the Path of the Warrior multiple times as a member of different Aspect Shrines gains a deeper insight into the myriad ways of war than any other member of their race. Such Aeldari are then able to walk the Path of the Leader to become an Autarch who is able to wield the military might of a Craftworld

with the ease and skill that a regular warrior can wield a blade.
* Warhammer 40,000 who would most likely kill them if she had any idea why they looked at her like that...
* Warhammer 40,000 willing to undertake any challenge for a chance at godhood.
* Warhammer 40,000, with a promise of forgiveness if they die, and freedom on the very, VERY small chance they live.
* Warhammer 40,000, with its heavily gothic-inspired aesthetic, has these in abundance. Pretty much any John Blanche illustration will have a background full of them, and the remains of smaller ones are available as scenery kits for the game. Even the aesthetics of the largest Imperial Titans are full of gothic cathedral elements, and Imperial Spaceships have creepy cathedrals integrated into their superstructure. Special mention must go to Black Templars Chaplain Grimaldus though, who is accompanied by a retinue of Cenobyte Servitors carrying pieces of a destroyed Imperial Cathedral with them as holy relics. Most religious buildings are generally decorated with winged skulls which are symbols of the Imperium.
* Warhammer 40,000. Without a Navigator able to use the Astronomicon as a psychic lighthouse, you're more likely to get lost in the Warp than survive to get lost in deep space. The kicker is that the Astronomicon is only ten thousand years old, and the Navigator caste not much older - yet even without them, mankind still managed to colonize a quarter of the galaxy through brief, insanely risky "hops" through the Warp.
* Warhammer 40,000 without damage to itself or passengers will probably work well against ground targets as well.
* Warhammer 40,000 with serious PTSD issues (but that doesn't make him any less effective).
* Warhammer 40,000 with the area of space known as the Nem'yar Atoll. How the Startide Nexus was created is unknown but the Fourth Sphere survivors claim they it was torn through the fabric of reality by a powerful entity with a nightmarish sentience.
* Warhammer 40,000 with the biggest and nastiest guns at hand. Not that the Eldar are any better...
* Warhammer 40,000 With the introduction of the Horus Heresy series, there is technically a time skip from the heresy to "present day", 10k years later. While the Horus Heresy game is built upon the same game system as "regular 40k", it's points system does not seem to be balanced against the existing 40k system (with many saying that it has good internal balance, but will utterly crush any current 40k army). Forge World (the producer of Horus Heresy series) differentiate between the two by stating that certain models can be used in 40k, dubbed the "Age of Darkness", and gain extra rules to reflect how they're older technology, but also has adjusted point costs and rules. The Horus Heresy campaign books itself contains several time skips within the Heresy, as it took place across several years with only a few notable events happening (due to it being an intergalactic war). Between 7th and 8th editions there's a jump from the final days of the 41st millennium to a little more than a century later... or the next day, depending on where a given character was standing when time went weird.
* Warhammer 40,000 with their planned codex canned just after the Imperial Guard codex came out in print. Something similar happened in fifth edition; Ultramarines (and no other Imperial armies) had a rule that they could ally with Tau to the same degree as with other Imperial armies. GW never did really explain what that was supposed to be about.
* Warhammer 40,000 with the powdered remain of the former Marine inside and his soul bound to the armor.
* Warhammer 40,000 (worn by a guy so evil and insane that he makes the rest look better in comparison).
* Warhammer 40,000 would count, though a few stand out because they're easy to write as a faceless, looming threat:
* Warhammer 40,000. Writers have been trying to reverse the process of flanderisation and turn them back into an authoritative and overly bureaucratic but still functional dictatorship with genuine heroes.

* Warhammer 40,000. Years later, in the early stages of the Horus Heresy, the Word Bearers responded by attempting to wipe out the Ultramarines to the last man, mingling a greater objective (victory for Horus) with some good old-fashioned revenge. Since then, the two Legions have taken every available chance to murder each other, even after the Ultramarines were divided into largely independent Chapters.
* Warhammer 40,000. Yes, tanks are powerful, but enemies such as Fire Dragons, Wraithlords, Sanctioned Psykers, Heavy Destroyers, and more, are so good at destroying them that tanks become more of a fire support vehicle, to aid your infantry than the damage sponges they are presented as in many other games.
* Warhammer 40,000, you can become one. Since (after one inevitable machine rebellion) creating true AIs is considered a blasphemy, tasks that would be given to single-task robots are instead given to servitors — cyborg slaves lobotomised to keep them "single purpose" and focused on their tasks.
* Warhammer 40,000, Zahariel's first glimpse of Brother Amadis disappoints him: merely a man, not a figure like Lion. But the longer he looks at him, the more he understands his character and heroism.
* Warhammer 40,000: Zig-zagged. Some flying and hovering models, like jetbikes or creatures with wings, fight no differently in close combat than ground-based units (though they do get to ignore the effects of most terrain when moving). However, vehicles which can hover ("skimmers") have had rules making them harder to hit, depending on which edition of the game is being played and, as of 6th Edition, there are proper rules for flying vehicles and monstrous creatures, which allow them to fly well above the battlefield and avert the trope entirely.
* Warhammer 40,00 supplement and the release of the Forge World weapon kits.
* Warhammer 40K and the Inquisition shortly after the first war for Armageddon. After the events of Armageddon, the Inquisition wanted to kill the Guardsmen and civilians who'd participated in the conflict to prevent knowledge of Chaos from spreading, something which the Space Wolves (one of the nicer Chapters) objected to. This combined with an incompetent Inquisitor way out of his depth led to the Space Wolves and the Grey Knights fighting a full-blown war, resulting in more damage to the Wolves' home planet than the entire Horus Heresy, and only ended when Grey Knights' Chapter Master and the Inquisitor were killed.
* Warhammer 40K don't even count, since 2/3 of their drug programs exist simply to make sure that their genetically-modified and cybernetically-enhanced bodies don't just go haywire shut down.
* Warhammer 40k, no other philosophy shines so bright as this. One single light in the dark.
* Warhammer 40k to bulk up, eventually becoming non-sentient and stuck in that form.
* Warhammer 63K, which does this for the entire universe. PRAISE THE EMPRESS!
* Warhammer. Absolute power corrupts absolutely, but only Chaos gives you eyes inside your mouth.
* Warhammer. A classic variant of the Great Unclean One, Greater Daemon of Nurgle, has a giant mouth in its stomach as well as the regular one on its face (and quite often one on the end of its tongue, or of each of its tongues, too. Occasionally on the tips of its fingers, or elsewhere). Flamers of Tzeentch have many gibbering mouths about their bizarre fungoid anatomy, all of them leaking warpfire.
* Warhammer Adventures having adventures while aged between eleven and fourteen.
* Warhammer advised his fellow vampires that preying on the innocent would drive other people and neighboring kingdoms against them (they didn't listen and that is exactly what happened).
* Warhammer, a fact that has been exploited in a number of his defeats over the course of his life (the archmage Teclis, for example, reignited the embers with a simple fire spell when Malekith attempted his most recent invasion of Ulthuan, setting him on fire again).
* Warhammer: Age of Sigmar, a Curseling’s parasitic Tretchlet homunculus lacks eyes, having nothing but flat skin stretching from their noses to the top of their heads. Instead of sight the Tertchlets use their arcane sense of smell to perceive

the world.
* Warhammer: Age of Sigmar: After Behemat, an ancient titan of immense size, fell into slumber after losing a battle with Sigmar, he became covered by soil and rock and was eventually buried under he was indistinguishable from the landscape. His recumbent form became known as the Scabrous Sprawl, and eventually people forgot that its valleys, ridges and hills were simply the soil-covered body parts of an immense titan... until he woke up.
* Warhammer: Age of Sigmar: After he died, the skeletal remains of the titan Behemat continued to dominated the landscape of the land where he fell — his ribcage, for instance, houses a large commercial hall.
* Warhammer: Age of Sigmar, Alarielle the Everqueen, Goddess of Life, rides into battle on the back of a Wardroth Beetle, a giant-sized combination of a stag beetle and a Hercules beetle.
* Warhammer: Age of Sigmar and a threshing flail, while the parasitic homunculus that grows out of them wields a mystical Staff of Tzeentch.
* Warhammer: Age of Sigmar, any model with the Chaos and Wizard Keywords are able to summon Daemonic units and characters; all the player needs is the appropriate Warscroll and models.
* Warhammer: Age of Sigmar are forced to take up the life of a wandering mercenary, known as a Maneater, after falling out with their fellows and being banished from their tribe. Such Ogors don’t mind their situation however as they are now able to be paid for doing what they enjoy most, fighting.
* Warhammer: Age of Sigmar are vulnerable) can be picked for him to land right into, and since he is a very large dwarf in a very heavy suit they will take plenty of damage from it.
* Warhammer: Age of Sigmar Arkanauts are generally equipped with an aether-powers pistol and a close combat weapon known as an Arkanaut cutter that release a burst of energy when they cut their target. The more successful Arkanauts often wield elaborately designed and decorated version of these weapons.
* Warhammer: Age of Sigmar because his enormous shoulder pad is in the way.
* Warhammer: Age of Sigmar can hack and gouge at his enemies. This is in contrast to regular Khorgoraths who make do with their natural claws and tentacles to kill their foes.
* Warhammer: Age of Sigmar, Curselings are gifted with a parasitic, daemonic homunculus known as a Tretchlet. These twisted spirit-creatures are created from an eldritch coalescence of forbidden knowledge that has gained sapience. The homunculus constantly whispers advice to its host and support them with their arcane abilities as the Curseling continues their search for further hidden knowledge.
* Warhammer: Age of Sigmar doesn't bother with formations, and is intended as a more casual "skirmish-level" game rather than a tactical wargame.
* Warhammer: Age of Sigmar: Drycha Hamadreth is able to command the swarms of centipede-esque squirmling spites that nest in her body to attack her enemies. She can also play host to the ravenous, beetle-like flitterfury spites that will attack anything, friend or foe, on their mistresses command.
* Warhammer: Age of Sigmar for the last few thousand years), the Great Horned Rat (the patron deity and leader of the Skaven, recently promoted to the level of the original four Chaos Gods), and Nagash (a very powerful necromancer who has ascended to god and Supreme Lord of the Undead).
* Warhammer: Age of Sigmar get captaincy back, but they need to prove themselves again.
* Warhammer: Age of Sigmar goes big with these, adding an entire faction of dwarves riding these and living in giant, flying cities. Even the most basic of armies is mostly composed of heavily-armed airships.
* Warhammer: Age of Sigmar got this particularly bad when it first came out. They had general ideas for the setting, but a lot of the new model lines were still in development and nowhere near ready to go. This resulted in the setting being vague to the point of incomprehensibly at first and all the early storylines focusing on the new Stormcast Eternals, which were available at release. Even years later you

can tell which realms still have major factions planned to be based in them when the model lines are done by the way the topic gets avoided in the fiction.
* Warhammer: Age of Sigmar had some differences to later game releases: some factions were called with different names than the one they're called in later books (Fyreslayers were Red Slayers, Bonesplitterz were Bonesplittaz, Flesh-Eater Courts were Flesh-Eaters and Beastclaw Raiders were Beastclaw Ogors). Also, the Bonesplitterz shaman hero was called Juju Dok rather than Wardokk and the Ironblaster is shown as a Beastclaw unit rather than a Gutbusters one.
* Warhammer: Age of Sigmar has the Bonereapers...who are skeletons who use this as a method of reproduction. They kill someone, flay their bones, and use those bones to make a NEW skeleton.
* Warhammer: Age of Sigmar has the Flesh-Eater Courts. They see themselves as beautiful kingdoms of rich nobles and holy knights fighting evil. In reality they are hoards of twisted cannibalistic monsters under contagious shared delusions and may be fighting against good or evil depending what their insanity makes them see.
* Warhammer: Age of Sigmar has this in the Daughters of Khaine. While they're all vicious, blood obsessed Aelves who worship the god of murder, they hate Chaos and the undead with a burning passion, and fight on the side of Order. Most of the time. It should also be noted that many of the other Order factions are little better (such as the Idoneth Deepkin, Aelven raiders from beneath the ocean who steal people's souls to extend their lifteimes) and many of the most emblematic Order faction, the Stormcast Eternals, are 100% on board with how brutal and vicious the Daughters of Khaine can be.
* Warhammer: Age of Sigmar, it takes a far more optimistic view of this trope. After Nagash betrayed the alliance of gods, Chaos managed to conquer 7 of the 8 realms, and Sigmar shut the gates to Azyr for an entire age while Chaos ran unopposed. Sigmar wasn't idle, however, and he finally opened the gates of Azyr when he finished the creation of the Stormcast Eternals, his heavenly host of immortal warriors. While the war against Chaos is far from over, Sigmar is making progress, his armies slowly retaking territory and his alliances with the other gods are slowly being rekindled and the great cities of Sigmar once again stand tall across the world.
* Warhammer: Age of Sigmar. It travels randomly between realms, causing darkness and madness wherever it appears. The Gloomspite have several theories about its origin, ranging from it being an egg, to it being an accidental creation of Gorkamorka, but no one, not even Sigmar, knows its origins for certain.
* Warhammer: Age of Sigmar setting managed to survive its destruction and endure into the Mortal Realms' present day, making them all thousands of years old and technically older than the world they inhabit.
* Warhammer: Age of Sigmar shtick, with each mask generally bearing a subtly different expression of boredom or indifference.
* Warhammer: Age of Sigmar, Sigmar creates the Stormcast Eternals to give the forces of Order a fighting chance against the Warriors of Chaos. Similar to the Einherjar of Norse myth, the Stormcast Eternals are created from fallen heroes and literally reforged in body and mind into mighty immortal golden warriors clad in sigmarite armor.
* Warhammer: Age of Sigmar: The ancient titan Behemat is the progenitor of the gargants, having birthed the first of their kind by vomiting them out from his mouth, and continued to birth new tribes of them in this manner until his eventual death.
* Warhammer: Age of Sigmar, the brass-clad shields used by the elite Bloodbound warriors who ride Juggernauts are forged in a similar manner to Collars of Khorne and grant their bearer a 50% chance of ignoring any damage caused by magical attacks.
* Warhammer: Age of Sigmar, the build-up event to 2nd Edition was referred to as "Malign Portents", with various portents of doom were witnessed all over the Mortal Realms, most pertaining to Nagash's designs in the realm of Shyish.
* Warhammer: Age of Sigmar, the God of the Dead, cursed the city, turning it into the nightmarish realm of madness and illusion that it is today.

* Warhammer: Age of Sigmar: The Great Necromancer Nagash returns as the God of the Dead and ruler of the Realm of Shyish. The necromantic abilities of Nagash and his Deathlord followers, as well as the lesser Deathmages and Soulblight vampires, are greater than ever with their ultimate goal being to raise the populations of all eight Mortal Realms into undeath.
* Warhammer: Age of Sigmar: The Idoneth city of Galanaur rests on the back of a colossal sea monster called a Great Scaphodon, which slowly moves across the seafloor and takes the city with it. Galanaur was originally built in the Realm of Ghyran, but the Scaphodon's movements have long since caused it to move into Ghur.
* Warhammer: Age of Sigmar; The Idoneth Deepkin use sharks called Allopexes as beasts of battle for their more elite warriors, who attack with various ranged weapons while the Allopex tears at opponents with its teeth and fins.
* Warhammer: Age of Sigmar, the Kairic Acolytes wear twisted masks resembling the daemonic servants of their god that these mad cultists believe that these masks represent their true face.
* Warhammer: Age of Sigmar, the Kharadron Overlords have the Endrinriggers and Endrinmasters of the Endrineers Guild are talented combat engineers whose job it is to keep their sky-vessels flying as well as defend it from any enemies and monsters that would attack it.
* Warhammer: Age of Sigmar, the Kharadron Overlords live in floating sky-port cities in the skies of Chamon, the Realm of Metal, held aloft by the mystical science of the aether-endrins. These sky-ports are centres of commerce and culture with the six greatest ports of Barak-Nar, Barak-Zilfin, Barak-Zon, Barak-Urbaz, Barak-Mhornar and Barak-Thryng forming the Geldraad, a council of representatives that act as the Kharadron government.
* Warhammer: Age of Sigmar: The Mortal Realms take the form of very large, spherical pocket universes each bisected by a vast flat plane on which the inhabitable landscape is found. They begin as fairly straightforward in the middle of each realm, but become increasingly charged with magic further out; towards the edges of the realm, the flat worlds gradually break up into areas of floating landmasses, exotic landscapes, and eventually areas of manifest magic.
* Warhammer: Age of Sigmar. The Realmgates are the only means for the majority of creatures to travel between the Realms with even the gods themselves finding the network of portals to be the most convenient means of travel. While most Realmgates only link two specific points within the Realms, some link to multiple locations while a single portal, the Allpoints, links to all the other Realmgates and is the single most strategic location in the Mortal Realms.
* Warhammer: Age of Sigmar, the Stormcast Eternals lose a bit of their personalities with each reforging after the first one.
* Warhammer: Age of Sigmar: The tree spirits became their own faction in the Sylvaneth, personal servants of the Goddess of Life Alarielle with a grudge against the Chaos followers of Nurgle for having infected Ghyran, the Realm of Life, with his plagues and pollution, destroyed most of their forests and tried to kill their queen.
* Warhammer: Age of Sigmar. They're some of the few Nighthaunt who actually deserve their punishment.
* Warhammer: Age of Sigmar, those who have never faced an Ogroid Thaumaturge in combat believe them to be nothing more than dumb brutes due to their size and monstrous appearance. In reality the Thaumaturges have incredibly cunning minds and possess a deep knowledge of the arcane arts.
* Warhammer: Age of Sigmar to protect them from the vicious aerial monstrosities of the Mortal Realms, as well as any other threat they might face. Highly trained and outfitted with advanced weaponry, the Grundscorps are well worth their high price.
* Warhammer: Age of Sigmar Tzaangor Skyfires are able to use their precognitive abilities to pull off incredible feats of marksmanship. In-game this is represented by a re-roll to hit and their attacks having a 1-in-6 chance of automatically wounding.
* Warhammer: Age of Sigmar: When Sigmar's followers returned to the Mortal Realms, the Herald of Tzeentch known as the Changeling disguised itself and moved through

the new cities that had been established, leading countless followers of the God-King astray with its lies and promises of power.
* Warhammer: Age of Sigmar who will stop at nothing to lead their Cult to victory and gain favour with their profane god. Having sold their souls to Tzeentch, the Chaos God of Sorcery, magical energy saturates their bodies allowing the Magister to draw upon the raw power of Chaos to power their spells.
* Warhammer also has quite a bit of this. The Empire is mainly based on part-medieval, part-early industrial revolution Germany, but the "good" factions also include various other European influences, particularly French aristocracy and British Arthurian legends (themselves largely based on the culture clash between traditional Celtic culture and the rise of Christianity). Elves, dwarves and humans are nominally on the same side, but often come into conflict due to misunderstanding, or deliberate dismissal, of each others' cultures.
* Warhammer, although two are merely dealing with attacks by vampires and Necrons respectively.
* Warhammer), a missile to the face is going to kill him. The prior existence of said rule is problematic to some veteran gamers now, since even a lowly human with no armor could survive a point-blank hit from a high-powered laser on a bad roll... and a multiwound model (such as a commander, or certain tougher units) can survive hits meant to destroy titans, if they don't do multiple wounds.
* Warhammer among the Ogre race because he makes a habit of gutting Ogres who lose duels against him.
* Warhammer and allow their rider to soar through the skies of a battlefield to rain magic and psychic powers down on their foes.
* Warhammer, and are disciplined and focused fighters able to quell lesser greenskins' animosity with a stern glare.
* Warhammer and asking for the complete payment, they instead stewed on this vile theft for a century, assembled an army, and laid siege to the baffled fortress.
* Warhammer and consuming a victim's brain can project the unfortunate's nightmares into the minds of the Butcher's foes.
* Warhammer and Dwarfs are able to arm their characters and unit leaders can do this. For dwarfs it's the only way many of their characters can get "two hand weapons"; Skaven can do this together with a tail weapon.
* Warhammer, and enough novels to justify the creation of an entire publishing company (Black Library). Bonus points? The miniatures games have no advertising - they gain new customers solely through word of mouth. This has however had a knock on effect - GW paid little to no attention to its other games as a result of this trope, to the point where the Specialist Games range, designed at the older GW players, were taken down.
* Warhammer (and even sometimes able to intimidate normal orcs into staying in line). Black Orc warlords are unsurprisingly some of the most fearsome generals in the setting.
* Warhammer and impossible to map; people have to navigate by landmarks and by instinct.
* Warhammer and killing them became a less daunting prospect, but it's still bad news.
* Warhammer) and lead to the death of the Phoenix King. The Elves refuse to put it behind them because the Dwarfs stole the Phoenix Crown from their king. The Dwarfs refuse to put it behind them because, again, they literally have a giant book listing every grudge in the whole history of their race to ensure they never stop being mad about them. While, by the time of the game itself, the two races are once again allies and on relatively (they are willing to talk and cooperate to an extent) friendly terms, it is noted that they will never again be as close as they were before. They even insist on conducting most of their trade through human middlemen to avoid contact as much as possible.
* Warhammer, and she's so pure her very presence dissolves daemons and dark magics. The powers of the Everqueen come directly from the elven Mother Goddess Isha, so in a very real sense, the Everqueen is the living avatar of a fragment of a divinity.
* Warhammer and the Empire is capable of building simplified, standardized Steam

Tanks.
* Warhammer, and The Masque (most powerful of all Daemonettes) gets its power from basically being the best dancer in the universe, able to entrance even the Chaos Gods.
* Warhammer (and to a lesser degree those of the Orcs/Goblins, Undead, and Dark Elves), who would sweep the entire world under their hordes if given the chance. As a result Order generally teams up when a large-scale incursion from those factions is on the loose, and conflicts involving them dwarf those that the Order factions fight with each other.
* Warhammer and toned down so that an "overkill" roll is made into a whole bunch of high-strength hits; it's still gonna suck, but now it's just an ordinary kill instead of a potential total wipeout.
* Warhammer; and "Wazzock", meaning "sucker" (literally "A dwarf who has exchanged gold or some other valuable item for something of little to no worth at all") but also used as a catch-all term to insult someone's intelligence.
* Warhammer: Apophas of Numas was a Nehekharan prince who murdered his family and was executed by being sealed into a coffin filled with Neheakaran Scarabs. His body was reduced to his skull, upon which a cursing rune was carved. In the Netherworld, he made a deal with the God of Death. He promised to bring him someone who was his equal to take his place. His soul was given command over the scarabs who ate him alive, and he scours the world for his equal. But, no two souls are truly equal, and he is damned to wander the world forever.
* Warhammer approach to creating fun rather than creating a situation where fun can develop.
* Warhammer, appropriately enough, the four gods of Chaos each represent an emotion and mindset. Khorne the god of anger and bloodshed is choleric. Slaanesh god of passion and lust is sanguine. Tzeentch god of ambition and hope is (ironically) melancholic. Nurgle god of despair and disease is phlegmatic.
* Warhammer are another good example of this trope. It can be taken to ridiculous extremes even, if players decide in a casual game to have 'no point limit' for building their army.
* Warhammer are basically cannons stuffed with rocks, broken weapons and other detritus that their wielders are able to use as easily as other races use handguns and crossbows.
* Warhammer, are immensely protective of their home and will viciously avenge any harm done to it. Their tree spirit allies are even more zealous about this — Wood Elves can, theoretically, be bargained with. Forest spirits can't. If your army is 2,000 pts or over (large enough to include a Treeman Ancient as your General), the entire thing can be composed of walking tree-things out to destroy anyone who dares to cut a shrub inside the boundaries of Athel Loren.
* Warhammer are no better than the 40K version, disappearing shortly after Chaos arrived and leaving their servants the Lizardmen unable to properly run the place and a bunch of unfinished projects that would spiral out of control and create even more problems for those living within.
* Warhammer are one such society, a successful "breed" of mutant that resembles a savage, bloodthirsty satyr.
* Warhammer are still associated with darkness and shadows. Tzentch, the Chaos god of change, mutation and backstabbers, is called the Raven God by some tribes and his demons bear strong similarities to corvid birds. Interestingly, his opposite Nurgle (god of disease, decay and stagnation) is called the Crow God by some.
* Warhammer article explaining that they wanted to release it as part of a wave of new Chaos Daemons models and so it was postponed until more new models for that range were ready.
* Warhammer: As a byproduct of general Skaven recklessness and disregard for casualties, Skryre inventors take absolutely no steps whatsoever to make their laboratories and factories safe to work in — the slaves and underlings working in Skryre facilities routinely die by the dozens from falling off of unstable platforms, getting facefuls of steam or noxious gases or being caught within exposed gears or moving parts, and larger workplace accidents can kill of

hundreds or thousands of workers at once. This goes on all the time, and Skryre higher-ups don't care — you can always get more slaves, after all.
* Warhammer as a deadly serious matter, and also tend to assume that anything people do that displeases them is a deliberate insult. In one notable case, the people of a fortress found themselves besieged by an army because they employed dwarfs to build it and accidentally underpaid them by a few pennies. As far as the dwarfs are concerned this was a deliberate attempt to rob them of their labor (again, by shortchanging them something like 0.001% of the total cost), so the appropriate response is to never tell them the payment was short, raise an army, then burn the place to the ground.
* Warhammer as a sign of devotion like actual religious practice). Followers of Ulric are similar, but favor axes and instead display their faith with a variety of wolf totems (usually furs). There are also Bretonnian Questing and Grail Knights, and some Chaos warlords qualify as evil versions of this trope.
* Warhammer, as every one of them still thinks himself the rightful king of Khemri with a bunch of related usurpers to eliminate.
* Warhammer, a skaven warpfire thrower has a good chance to explode violently on any malfunction.
* Warhammer. A suit had rejected his original (much better) head sculpt, so Gary created the "Bobo the Evil Skeleton" head in the belief that the cartoonish job would get rejected and he could go with the one closer to the artwork. It was approved.
* Warhammer as well, where every race gets more powerful characters the higher in rank they are. This is explained with some like Chaos and Orcs, where brute strength does take you to that position (and is required to keep it), but not for Elves and Dwarfs that inherit their positions as leaders, but still are far superior to the best elites of their armies. The Empire makes a single exception to this with the general choice which only excels the captain in leadership and is otherwise equal to a captain.
* Warhammer. As you do. When Vlad was slain Isabella committed suicide.
* Warhammer attempt to stir up a war between their enemies by constructing airships mimicking dwarf design and setting them to attack a human city.
* Warhammer at the beginning of each round of melee combat, but their fervor drives them to excel at slaughtering the enemy.
* Warhammer axes are much more popular than the hammer of the title, which is mostly limited to Dwarfs and a few humans.
* Warhammer. Beastmen and daemons have no say in whether or not they follow the Chaos Gods (due to being chaotic by their very nature and being aspects of their God respectively), while humans choose to follow the Gods by their own volition and the desire to break humanity to serve them is more tempting to the Gods than just relying on those that were already worshipping them in the first place.
* Warhammer became wanderers, eventually making their way to the Mountains of Mourn, and are widely regarded by other Dwarfs as hounded by ill luck.
* Warhammer behave in funerals, because they view death as ascension to the realm of gods, and thus they think that in funerals, the dead should be celebrated, not mourned.
* Warhammer block font logos and probably a few others for each franchise.
* Warhammer: Bretonnia has a unit called Knights Errant, representing the young, impetuous knights whose courage sometimes outpaces their skill. Their special rules reflect these details. A better example of this trope, Questing Knights, are knights who have given up their feudal responsibilities to quest for the Grail and the Lady of the Lake; their oaths command them never to stay in one place for too long, and they keep righting wrongs until they die or drink from the Grail.
* Warhammer, but it was accident-prone. Oddly enough, this actually happens less often then you'd think: Necrotects really did view it as an honor to serve their king in the afterlife (that, and the prospect of being around to maintain their monuments instead of letting them fall to wind and sand).
* Warhammer, but once upon a time a team of Halfling cooks attached to an Empire army got caught up in an ambush by goblins. The plucky little cooks defended

themselves with meat cleavers, but some goblin blood got in the stew, thoroughly ruining it. The head chef then snapped, dumped all the peppers and spices he had into the pot, looped ropes around the bubbling cauldron, had his team haul back on it, then fired the thing like a slingshot into the middle of the goblin horde. The resulting mixture not only scalded greenskins to death, it was strong enough to melt trolls! This ended up saving the day, and in subsequent campaigns many halfling cooks have contributed during battles with their own attempts at weaponized stew, though even the original chef never could quite remember what he put into that first batch.
* Warhammer came true simultaneously and everything was destroyed in horror despite everything the various heroes and factions tried.
* Warhammer campaign gives the GM several rumours that the players might encounter when talking to people, some of which have a grain of truth. On the other hand, most were just rubbish.
* Warhammer, can ignore that rule, and effectively always march. Apart from when they charge. The result is that army of short bearded guys is going to tactically outmaneuver you by landing their gyrocopters 7" behind your lines and so suddenly everyone but your cavalry is being outpaced.
* Warhammer can possess humans whose wills prove pliant. Though this provides a boost in power, a physical vessel can only sustain a daemon for so long; the greater danger is when a daemon possesses an individual with magical or psyker powers, and uses them to start summoning friends.
* Warhammer cause impact hits when they charge an enemy, or in other words, smash into enemy lines just like speeding chariots.
* Warhammer: Chameleon skinks were believed to be extinct for a very long time, as their only spawning pools were located in Pahuax, a temple-city lost to Chaos during the Great Catastrophe, and the last of their kind perished in battle not long after. They have begun to reappear during the Age of Strife, first as isolated spawnings and then in greater and greater numbers, for reasons unknown, although the Skink Priests consider this to be a sign or warning from the Old Ones.
* Warhammer changes over time; all examples should state when they were true. Some of the past rules can be seen below.
* Warhammer, Chaos cults have been known to permanently take over entire solar systems and beat on the punitive army that arrives to take back what's theirs because of their supernatural abilities. It can get so bad that some worlds have essentially become permanent Chaos vassal states with no one being able to do anything about it.
* Warhammer, Chaos often asks you to starts shedding lots of blood — whether it's yours or your enemy's depends on how Tzeentch is feeling that day — for anything more complicated than boiling water, though the most common ritual in any given cult will be summoning daemons.
* Warhammer: Chaos Warhounds, creatures associated with both the Beastmen and the human followers of chaos, are the descendents of regular wolves and dogs mutated by exposure to the influence of Chaos. The resulting animals are hideous, hulking, front-heavy beasts with any of a number of further mutations such as protruding tusks, horns, bodies studded with spikes and jaws bristling with fangs. Those further affected by Chaos sport even more monstrous mutations, such as distorted human faces, scorpion tails, coats of rock-hard scales and bladed tongues capable of impaling foes.
* Warhammer: Clan Verms, a clan reviled even by other Skaven, shares a close affinity with insects, spiders and other tiny, crawling things, and is believed to have been responsible for creating several of the larger varieties known to exist.
* Warhammer. Consequently, if it appears in any other Codex, it's getting stomped.
* Warhammer contains plenty of examples, and though many are due to the "more experience" version many others fit this trope.
* Warhammer. Daemons and Dragons are pretty much all that's left to challenge you, and dragons in the Warhammer setting are rare.
* Warhammer Daemons is almost never a good idea. Unless, of course, you're on their side, and even that isn't all fun.

* Warhammer Dark Elves and Lizardmen ride theropod-like creatures known as Cold Ones.
* Warhammer: Dark Omen Morgan Bernhardt, leader of the Grudgebringers, insists on "Commander" rather than going by "Captain" like most mercenary company leaders do. A lot of people he meets seem to consider his choice of title rather grandiose, though the Grudgebringers are large and well-equipped enough that not settling for "Captain" may be justified.
* Warhammer: Dark Omen: Regiments move and fight in formation and a tight one defends better against charges while a loose one is better for ranged fire. If a unit routs, it loses its cohesion for a while and it's an easy target.
* Warhammer: Dark Omen: The games provide them through your paymaster Dietrich's books. The in-game encyclopedias provide a lot of valuable information on various topics as well as give a good flavouring of what the Warhammer Fantasy Battle world is about.
* Warhammer decided 'Fuck it' and after an incredibly underpowered Beastmen release, grabbed the rules set and shook it so hard that 8th edition came out. 8th edition completely revamped a lot of rules, such as how breaking, charging and magic worked, and while far from perfect, at least managed to restore a lot of the balance. Of course a lot of players hated that because of the lore reasons and excuses, causing it to be rebooted.
* Warhammer. Dedicating their kills to a particular god gets them favors (and occasionally curses, the Chaos gods are weird like that).
* Warhammer definitely had to be done. And this is just the humans, the other 'good guy' races are just as bad.
* Warhammer describes an incident where a merwyrm — a giant, seagoing dragon — that had been ravaging the coast of Nordland attacks a village close to a necromancer's tower, putting an end to its rampage once it's enthralled by the wizard.
* Warhammer, despite the name, are actually just petty thugs who only signed for the chance to exercise church-sanctioned bullying or bounty hunting.
* Warhammer, detests magic, and psychic abilities, so much that this hatred can interfere with, if not outright prevent such abilities from working. Khorne’s priests, and some of his most favoured servants, share a portion of this hatred and the ability to disrupt arcane powers.
* Warhammer doesn't have such an extensive time period to work with, but a higher number of factions and being limited to one planet means a lot more attention to small details.
* Warhammer does the same thing, except without the "IN SPACE" factor.
* Warhammer. Downplayed with the Necrarchs, who still need to consume blood every now and again but for the most part subsist upon dark magic alone and are largely free of the ties binding other vampires to their bloodthirst and human society. Many Necrarchs seek to become this in full, and put a great deal of work in researching ways to purge the last traces of their thirst from themselves.
* Warhammer dual wield weapons in close combat. Typically using a weapon in each had in these games gives bonuses to combat, such as additional attacks.
* Warhammer: Dwarf tunneling units can pop up out of the ground somewhere other than where they were supposed to go. This also causes them to lose a turn as they argue over whose fault it was.
* Warhammer, early portrayals of Karl Franz make him into a cowardly and inept leader. Today he is known as a badass Emperor who fights with his Griffon.
* Warhammer elves are considerably more hardcore than your usual stock fantasy elves.
* Warhammer emotion or sensation, and they don't distinguish between incapacitating their opponents with extreme pleasure or extreme pain.
* Warhammer: Empire military leaders tend to sport some rather impressive facial hair, including large, impeccably groomed mustaches.
* Warhammer energy source, component of giant hamster wheels that shoot lightning, or as part of the setting equivalent of a nuclear bomb. Their Clan Skryre is a blend of dark wizards and mad scientists known as Warlock-Engineers.

* Warhammer even has a class, the Judicial Champion, who represents the local courts.
* Warhammer, ever on the cutting edge of technological development, have Gatling guns. Naturally, they're called ratling guns.
* Warhammer Fantasy 8th Edition has a few versions of this. The ambush rule, if it goes off right, allows you to place a unit where ever you want (like behind the enemies' precious cannons); scouts can now be deployed as close as 12 inches from an enemy unit; assassins' hidden rule allows them to hide in their unit then pop out at any time. Because assassins always strike first, they hit hard first.
* Warhammer Fantasy after a Norscan chieftain plundered his realm and stole his crown.
* Warhammer Fantasy), and being the subject of a Grudge tends to be a Very Bad Thing for anyone. Dwarfs keep entire ledgers of Grudges that have not (yet) been avenged, some of them centuries or millennia old, and still remember every last one of them, and their intent to repay them.
* Warhammer Fantasy) and unwilling to take responsibility for his failures.
* Warhammer Fantasy, an entire race of the spirits of long-dead aliens encased in metal skeletons by the C'Tan. They inhabit the dead Tomb Worlds in the galaxy, and have a carefully structured imperial hierarchy, with Necron soldiers at the bottom, (Over)Lords in the middle, and the Phaerons at the top. The C'tan were shattered into pieces for tricking the Necrons into becoming their slaves.
* Warhammer Fantasy applies it to factions like Chaos, Dark Elves, or Skaven (who are incidentally enough their prime targets)? They deserve that and more. Other races are usually left alone unless provoked.
* Warhammer Fantasy approach, their deadened bodies feeling no pain, regenerating with cancerous growths, and the knowledge that everything decays eventually.
* Warhammer Fantasy are almost all pale and black-haired, though no actual reason is given. Perhaps that was just a major dominant trait among the Nagarytheans.
* Warhammer Fantasy are based (loosely) on the previously mentioned Christian practice of self-mortification. Their main gimmick is, unsurprisingly, self-flagellation, but they also have a habit of wearing spiky clothes, crowns of thorns, and various other types of painful clothing.
* Warhammer Fantasy are not bearded, despite in-universe rumors to the contrary, but tend to look like plump, braid-haired viking maidens straight out of a Wagner opera; they also make up less than five percent of the Dwarven population, as most Dwarf births are boys. That said, they do have some eccentricities:
* Warhammer Fantasy as their servants, workers and soldiers, led by the powerful Slann, with their temple-cities built in a way to create a ‘geomantic web’, an interlinked matrix of natural earth-energy that encompassed the planet. The Old Ones would also create the other species from the setting: First, they created Elves, who were given mastery of magic, but they decided the Elves could not beat Chaos alone due to being frail and having a low birth rate. Then, they created the Dwarfs, who were higly resistant to magic and chaos corruption, but were too stubborn and would not adapt fast enough in the face of demon trickery. The next race created was Humanity, who had the magical aptitude of the Elves, the durability of the Dwarfs, and having a lot of adaptability of their own, however, they were extremly corruptible to the powers of Chaos due their short lifespan and ambition. Finally, their last were the Ogres, created by combining the best aspects of Men, Dwarfs and Elves, in addition to this, they are able to survive on just about any food, from meat to tree trunks to rocks. However, before their were properly instructed by the Old Ones, the forces of Chaos invaded the world and the Old Ones dissapeared mysteriously.
* Warhammer Fantasy, at the end of the Storm of Chaos campaign, by Death Master Snicht.
* Warhammer Fantasy Battle are this. They look like primitive Aztec-style stone carvings or monuments but are actually the relics of a super-technological galaxy-spanning race "the Old Ones" who were forced to abandon their colony after a catastrophic failure of their warp-gates (that flooded the Warhammer world with Chaos).

* Warhammer Fantasy Battle describes some of the items necessary for undertaking the ceremony to be admitted into the First Mystery of the order of the Witch Hunters, which include a wild boar with one tusk painted black, three keys, a silver knife, a receptacle capable of holding three pints of liquid, a white robe made of material thin enough to tear, a length of stout rope, a leather-and-birch crop, and bandages and smelling salts. It's clear enough that the initiate needs to do something violent involving the boar, but the details are otherwise left to the reader's imagination.
* Warhammer Fantasy Battle or the end of the first empire, depending on how you look at it.
* Warhammer Fantasy Battle representing general magical defence, and using them to cast spells, presumably after a quick coat of paint and swearing blind that they'd had the die in question for years.
* Warhammer Fantasy Battles Volkmar the Grim is killed by Archaon tied on a banner carried by the legions of hell in a weakened state is about as close as you get. He gets free and fights his way from there. Otherwise it's pretty much averted in the world.
* Warhammer Fantasy Battle the actual battle) is described to have been a completely incompetent nincompoop.
* Warhammer Fantasy bonuses to combat resolution (the check to see if the enemy breaks and runs) if they charge from the side or rear.
* Warhammer Fantasy, but according to the 8th edition Tomb Kings rulebook, he requires a highly literate bodyguard because he has so many titles that it takes "2 hours to say them all."
* Warhammer Fantasy but were almost entirely exterminated by the Emperor during the Great Crusade. The survivors were sealed in a stasis container which is eventually unleashed on the daemonworld Sicarus.
* Warhammer Fantasy clothing, medieval weapons, no fanservice, and no BDSM undertones.
* Warhammer Fantasy, Deathmaster Snitch killed an Imperial noble that had locked himself into a tower with the only door being guarded by a large band of knights. The knights didn't notice anything until the following morning. In fact, no explanation is ever given for how he did it, making it even more of a mystery.
* Warhammer Fantasy deliberately leaves a lot up in the air concerning some of its mysteries, but a great deal of fanon proclaims definitive answers to these questions. One common example is the nature of the Bretonnian goddess: many fans declare that she is merely a deception by the Wood Elves to be holy writ, but this is only one of several possibilities vaguely hinted at by the actual canon.
* Warhammer Fantasy do this as well. Dark Elves begin training the moment they are strong enough to pick up a sword or spear. All Bretonian knights start off as a Knight Errant. Once the young knights have proven their worth in the field of battle, they are knighted and receive a small plot of land to rule.
* Warhammer Fantasy do this in their End Times story arc. After having the story stuck in the same place for years, the entire setting was turned on its head, with characters getting killed off left and right like it was going out of style.
* Warhammer Fantasy element, the more ridiculous elements of 40k background are omitted. It nevertheless evokes this trope pretty hard, with vampires, daemons and the undead butting heads with dwarfs, elves and Lizard people.
* Warhammer Fantasy. Even worse in Sylvania, where frequent famines make cannibalism a disliked but socially accepted practice, and that's before the fact that it's run by vampires...
* Warhammer Fantasy. For Celestial Wizards and Light Wizards, this generally turns their hair pure white, alongside other effects.
* Warhammer Fantasy generally fills the position of being well-rounded with access to basically any kind of unit or strategy, although arguably they do still have some notable strengths and weaknesses, lacking many large monstrous units while having a good range of powerful ranged and artillery options. Lizardmen are also sometimes described this way, although again they do have some notable strengths (lots of big dinosaur monsters, powerful spellcasters) and weaknesses (relatively

few, short ranged ranged units)
* Warhammer Fantasy had a magical suit of armor fused to his body that grants him to strength to fight and makes him hard to kill (both in the background and in-game). However, he believes only a male wizard using dark magic can kill him, especially since most of his protection doesn't protect against magic. So he has every male sorcerer in his empire killed off, forbids males from learning magic and has them hunted down, and has all sorceresses married to him to ensure that they do not have a child (he's fused to the armor, it ain't coming off). It's a subversion because many of the Witch King's Brides take on male lovers, and sometimes have children in secret.
* Warhammer Fantasy has a few. Night Goblin Fanatics follow it the best — they deal the same damage as a giant catapult but are even easier to kill than a normal goblin and have a chance of killing themselves. There are, however, many others.
* Warhammer Fantasy has Arabyan Carpet (a flying carpet) as a common magic item (i.e. one that all factions can use)
* Warhammer Fantasy has Dark Elf ninjas and ratman ninjas, as well as more traditional Nipponese human ninjas in Fanon.
* Warhammer Fantasy has Dark the Dark elves hag Queen, Morathi, is one of the most powerful wizards in the game and the reason the dark elves had been corrupted in the first place. The Hag Queens of the Temple of Khaine are berzerkers that go to battle looking like they are two thousand years old by human standards and wearing next to nothing. If that isn't frightening, nothing is.
* Warhammer Fantasy has the Crown, Hand and Black Pyramid of Nagash. Interestingly the Crown and Hand were never intended to act as soul jars, but were taken from Nagash during his defeat by Alcadizzar and remained intact while the rest of his body was burned. Nagash reformed in the Black Pyramid over 1,000 years, but was considerably weakened without the other two items, which had been busy corrupting mortals during his absence.
* Warhammer Fantasy has the fate of Gilles le Breton, founder of Bretonnia, dragonslayer, and one of the greatest knights in history... who took an arrow from a random enemy archer on the battlefield. What made this particularly galling was that it was impossible for his allies to identify the one who fired the killing shot (which is a big deal in Bretonnia's honorbound culture), meaning the history books simply record his killer as "unknown archer." The entire thing was considered such an unfitting demise by the people of Bretonnia that there's a stigma against bows and other ranged weapons that continues to this day.
* Warhammer Fantasy has Wulfrik's longship, the Seafang. Its figurehead is possessed by a daemon, who demands to be fed blood before it will sail the ship into the warp or make it fly, allowing Wulfrik to chase his prey wherever it goes.
* Warhammer Fantasy, having obtained more fame and wealth through the curse than if he'd remained a mere clan warrior.
* Warhammer Fantasy; humans who want to work for vampires are rare, can operate outside in daylight, and (unlike lesser undead) do so independently and for long periods of time, which makes them valuable assets. However, it goes beyond that; while Vlad has no patience for fools and incompetents he rewards success generously, and never punishes anyone for honest mistakes or being forced to go up against opponents who are genuinely better.
* Warhammer Fantasy, in at least the most recent editions, it's heavily implied this is what happens to Chaos Warriors once they take up Chaos Armor.
* Warhammer Fantasy in its language, including animals. This ability was given to him by the Chaos gods to force him to live up to his boast of being the greatest warrior in the world by letting him deliver challenges to anyone or anything, which he achieves by delivering the crudest insults he can imagine in their language (in game terms, it means a challenge delivered by him can't be turned down).
* Warhammer Fantasy irrelevant) as well as the variety of continuity issues it caused (such as it being stated or shown multiple times in no uncertain terms that the Chaos Gods were badly struggling to take a single preindustrial planet in Fantasy) saw any connection being dropped. The End Times books indisputably joss

any theorized connection through their brief look at the wider universe and the Realm of Chaos.
* Warhammer Fantasy, is a lot more complementary to humans than you'd think).
* Warhammer Fantasy, is revealed to have been the last Aeldari Emperor while his mother, Morathi, is the Arch-Priestess of Slaaensh.
* War Hammer Fantasy, it's stated that Ogres will trade for some very esoteric items, including, in one instance, a skeleton and a pickled orc head.
* Warhammer Fantasy, just about any non-Black Orc unit has to make a Leadership test at the start of each turn they aren't in combat (called an Animosity test, in game). If they fail, they have a 1 in 6 chance of attacking the nearest friendly unit, a 1 in 6 chance of charging the nearest enemy unit, and a 4 in 6 chance of basically grinding their advance to a halt as they start bashing each other out of boredom. They'll even do this despite having a Black Orc Boss or Warboss in the unit... who will basically kill any troublemakers the first time they start punching each other up. And they can potentially go right back to doing this even after he cracks some heads together!
* Warhammer Fantasy, killing his underlings in large numbers, or even forcing Archaon himself to spend some time recuperating from battlefield wounds.)
* Warhammer Fantasy now boasts three with Games Workshop finally changing the status quo, with
* Warhammer Fantasy of the Chaos hordes (they do already exist inside the borders of Chaos's main enemies and can strike soft targets, which makes them moderately threatening).
* Warhammer Fantasy passed the law is no longer ruling, then everybody stops bothering to pay attention to it.
* Warhammer Fantasy, patron of thieves and liars, and believed to be an ascended human (like Sigmar). But where Sigmar did so via feats of strength, Ranald tricked his way into godhood.
* Warhammer Fantasy plays this straight with a few armies. Lizardmen are a particularly drastic example. Hero Level Sarus are hard fighting warriors and while Skink Priests are solid casters, their lack of access to different Lores (and the Lore of Heaven isn't the greatest lore in the world) and the fact that they're made of tissue paper means that they're often not worth it (at least without an Engine of the Gods). On the other hand, Lord Level Sarus are merely really good fighters whereas Slaan's access to all the lores, the different abilities you can give them and the sheer power of their casting abilities means they can often devastate entire units all on their own.
* Warhammer Fantasy plays this trope pretty straight. Humans have the standard 50-100 year lifespan we are used to (albeit with medieval or early modern levels of health and medicine, and the concurrent reduced average life expectancy), while Dwarfs can live for many hundreds of years and Elves for a couple thousand. The Slann and their Lizardmen servants are older still. Ogres and Halflings tend to have lifespans similar to those of humans. Indeed, the comparative briefness of human life is why only man has pursued and developed Necromancy - magic to extend life and cheat death is of little use to already virtually immortal Elves. The humans of ancient Nehekhara tended to live about five times as long as modern ones due to a pact they made with their gods, though all of this long-lived breed have been wiped out and rendered undead. At the other end of the scale are the Skaven - chaotic rat-men who generally only live for twenty years (though their leaders can extend that to a couple of centuries using dark magics). The lifespan of Orcs and Goblins has not really been touched upon, though given the race's penchant for perpetual violent warfare it is unlikely that many of them ever get to find out either.
* Warhammer Fantasy response, as the irreversible Chaos mutation ensures the affected person is no longer the human they once were and has no qualms killing and eating their family / selling out the town to the closest beastman horde.
* Warhammer Fantasy Roleplay, all activities depicted herein. Just so we're clear."
* Warhammer Fantasy Roleplay: All Bretonnian mercenaries are considered shepherds for legal reasons, since peasants are technically not allowed to travel without

their lords' permission, and may be questioned harshly or killed if they show up in places they aren't supposed to go, but shepherds traditionally have far more leeway in these matters. Merecnary bands usually have one sheep to provide the necessary legal fig leaf, and these sheep often become pampered mascots.
* Warhammer Fantasy Roleplay and, barring the ones who are mutilated or too ancient, all are extremely beautiful.
* Warhammer Fantasy Roleplay and either run away at top speed or curl up in a blind panic. Examples include dragons and especially grotesque daemons.
* Warhammer Fantasy Roleplay and its spin-offs are famous for averting that. That hunchbacked, grossly fat oaf with a lazy eye and hairy warts is not a mutant, that's a representation of the average Old Worlder. Even the elves aren't pretty in the first Warhammer editions - more scars and eye-patches than a pirate crew. Though there is some movement away from the "everyone is fugly" character depiction.
* Warhammer Fantasy Roleplay, and most of them are illiterate and can't read your 'please do not burn by order of the Emperor' papers. Also, 1st ed. WFRP magic has been translated directly from WFB with inches changed to meters and figures changed to targets. In WFB, a capability of killing 3 figures at 48 inches could rout the small unit half a mile away. Killing three people at 48 meters is flashy, but nowhere near "war god" level. Also, with bad rolls, a wizard can end up with Magic Points score barely enough for one or two high-level spells per day. And we're speaking about the best of the best here. Roleplaying potential is another thing, but noblemen, clerics, engineers and witch-hunters still get the upper hand.
* Warhammer Fantasy Roleplay and you have the liberty to remove these elements if you wish.
* Warhammer Fantasy Roleplay annoying escortee — for most of its second half.
* Warhammer Fantasy Roleplay, a quote by a Bretonnian soldier describes an experience he had fighting goblins riding giant wolves. They came riding down on them, all teeth and fangs and halitosis, and the wolves were also pretty awful.
* Warhammer Fantasy Roleplay are nearby or the orc is already in melee with someone.
* Warhammer Fantasy Roleplay are still going at it over an alleged ravishing that happened several hundred years ago (if it happened at all) and which both sides claim to be the victimized party in. The feud is so formalized the time and place of any battles are agreed upon in advance, fought according to a timetable, and are apparently a great spectator sport for neighbouring nobility and peasants.
* Warhammer Fantasy Roleplay: Bloodsedges are a type of tree that feeds on living animals by grabbing them with its branches and holding them against its trunk, where powerful acids quickly turn it into fertilizer. A copse of these things can devour an entire war party passing through them.
* Warhammer Fantasy Roleplay characters are able to use a weapon in both hands. Unlike in the core game however, this does not grant any extra attacks as the off-hand weapon is mainly used for parrying (much like in real life).
* Warhammer Fantasy Roleplay describes them as a versatile, surprisingly well-organized group who do various odd jobs around the camp, as well as scavenging and offering "personal companionship".
* Warhammer Fantasy Roleplay even without failing any checks (making a sword that can become an absurdly sharp blade for a single blow is easier, taking a few days' off-time), and it's explicitly verboten for a runesmith to ever create two weapons with identical runes on them (that Alaric did this is why he's called 'the Mad'), and master runes occupy all slots on a weapon.
* Warhammer Fantasy Roleplay: Extreme gigantism is one of the most common mutations caused by Chaos on normal animals; while most cases aren't quite extreme enough for this trope (giant rats and spiders, for instance, are "only" the size of a wolf), others, like fen worms (common marsh snakes turned into 20- to 30-foot long monsters), certainly are.
* Warhammer fantasy role-play has a superstition that this is how you kill fire wizards. It doesn't work.
* Warhammer Fantasy Roleplay has two Petty Magic spells for this purpose: "Light"

causes an object to glow like a torch while the wizard is holding it, while "Marsh Lights" creates four floating lights that can move independently.
* Warhammer Fantasy Roleplay have several species who don't wear shoes:
* Warhammer Fantasy Roleplay. His idea of a really funny joke involved pretending to reform, and luring many of the Empire's nobility to a feast at his castle… laced with paralyzing poisons, so that they starved to death with a feast spread out before them.
* Warhammer Fantasy Role Play, Imperial calendar counts the years from the coronation of Sigmar, an event marking the birth of the Empire (canonically the game is set in 26th century). The year is 400 days long and divided into 12 months with six with intercalary holidays, while weeks are eight days long. Other nations use similar calendars, usually numbering the years from the founding of respective state (e.g. 977 IC for Bretonnia, 1524 IC for Kislev). And the calendar of High Elves is divided into epochs of variable length, each one referring to the reign of the particular Phoenix King (very similar to the Japanese eras). Wood Elves, Ungols and other nomadic tribes use various lunisolar calendars.
* Warhammer Fantasy Roleplay is necessary but not sufficient for spellcasting, and magic theory is neither.
* Warhammer Fantasy Roleplay, it has a mechanic for going insane and lists quite a nice amount of mental illnesses for which your character can suffer
* Warhammer Fantasy Roleplay keen on personal property) easily comes across as skuzzy.
* Warhammer Fantasy Roleplay. Later editions drop these mechanics and describe the Old Faith as having been subsumed into the cults of various nature gods.
* Warhammer Fantasy Roleplay native to the lakes and rivers of the forests of southern Lyonesse, resemble misshapen humanoid frogs with pincers and gills in addition to whatever other individual mutations they may have. They're as evil and vicious as any other Beastman, and prefer to attack amphibiously. They sometimes travel up rivers for very long ways to attack unsuspecting villages.
* Warhammer Fantasy Roleplay notes that this was the fate of many of the citizens of Praag, in the northern kingdom of Kislev, as a result of its conquest by the forces of Chaos.
* Warhammer Fantasy Roleplay: One mutation causes your genitals to ditch you in your sleep and run off to the realm of Chaos. In their place, they leave you with "a toothed orifice which stage whispers lewd suggestions at inappropriate moments".
* Warhammer Fantasy Roleplay or other entangling weapon can attempt either to wriggle out with an Agility test or burst their restraints with a Strength test.
* Warhammer Fantasy Roleplay simply have no knowledge of (or concern for) their past at all. By the end, almost nothing is left of the character's original identity, and what remains is a fractured personality formed from rampant insanity and the overpowering influence of his chosen deity.
* Warhammer Fantasy Roleplay starting careers that represent your characters having experience in adventuring-suited skills, like soldiers or slayers, but they are rare and unlikely to obtain.
* Warhammer Fantasy Roleplay: The 2nd Edition vampire sourcebook describes Madam Kalfon, a Bretonnian girl who was turned into a Necrarch vampire while only fifteen years old. Necrarchs universally resemble desiccated and borderline inhuman corpses, and the figure of a child-sized mummy ruling over a tower filled with undead minions dressed in colorful clothes and toys fashioned from flesh and bone, all while still acting like the living child she hasn't been for centuries, provides a rather disturbing scenario for players to be drawn into.
* Warhammer Fantasy Roleplay: The second edition Bretonnia sourcebook describes the Forest of Châlons as being the haunt of "Undead, Beastmen and Undead Beastmen".
* Warhammer Fantasy Roleplay, the Strigany are the nomadic descendants of the people of Strigos, an ancient human nation that was ruled by vampires. The fortune-telling Strigany mystics maintain the true history of their people, which happens to include some genuine necromantic lore.
* Warhammer Fantasy Roleplay Tome of Corruption has a section on grimoires - at

least one of them is daemonically possessed and will attack people.
* Warhammer Fantasy Roleplay to suspected "dove fanciers". Canny adventurers sometimes fake this in hopes of getting the most senior medic.
* Warhammer Fantasy Roleplay wargame can be used to stage underground battles between adventurers and monsters too, and this was very much a popular use for it in its early days.
* Warhammer Fantasy Roleplay, which will unfailingly pull a character out of certain death and put them in a position where you are safe for the immediate moment. For small stuff a Fate Point will turn a killing blow to a glancing one, cause the enemies to take you prisoner instead of killing you on the spot, or let you dodge that lethal fall pit, but it becomes one of these when, say, you've just been killed by being spaced, caught inside a collapsing mine or building, or by having a daemon biting your head off.
* Warhammer Fantasy Roleplay: While this particular weakness is rare among other vampires, Necrarchs find it almost impossible to enter a building that mortals made a home unless expressly invited — trying to do so otherwise will cause them great physical harm if they manage it at all.
* Warhammer Fantasy Roleplay will save you from any fate no matter how gruesome and cruelly unusual, however.
* Warhammer Fantasy Roleplay, you're no great hero; you're just a peasant or bandit, trying to survive against all the odds.
* Warhammer Fantasy's (debatable) replacement, Age of Sigmar, has swung the other way entirely. The stripped-down system is dependent upon weapon profiles, not standardized rules, and as such rules like the insta-kill double strength would not fit in the style of the game. The multiwound weapons are still a thing, they they too can be different depending on who is using them — but they are much more common. Models also have more wounds than they did before. The former cap was 10 wounds, but now some large figures have over 30. Having originally (or so the rumors go) been designed as a skirmish game to run in tandem with a new edition of WHF, it makes sense that the models would be less disposable, and that larger models would be more resilient.
* Warhammer Fantasy: Skinks. They're among the fastest infantry in the game, with a move score of 6 and initiative 4... but their toughness score is so low even elves consider them fragile. Ranked-up units tend to be used for flanking enemies, while the skirmishers tend to run around picking off war machines and chariots in a hail of poisonous blowdarts.
* Warhammer Fantasy: Skin Wolves are people cursed with the blood of a Chaos-mutated wolf. In battle, their wolf form erupts out of their body, still draped in their tattered human skin, and only once their hunger is sated does their form collapse and the human has to tear his way out of the wolf's skin, or degenerate wulfen who fully changed into animals.
* Warhammer Fantasy, Snorri Whitebeard, the first High King of the Dwarfs, was entombed, with a tankard of ale set upon his sarcophagus.
* Warhammer Fantasy so beautiful and seductive that entire units must make a morale check to avoid distracted by her mere presence in combats she is involved in.
* Warhammer Fantasy. Some of these mutations have a clear end goal, like the champion taking on the appearance of one of their god's daemons, but others follow no set pattern. Those who have received too many "gifts", or have fallen out of favour with the gods, risk devolving into insane, shapeless horrors called Chaos Spawn.
* Warhammer Fantasy source material, a quote from Chaos Champion Egrimm Van Horstmann uses the idea for dramatic effect and symbolising the end times.
* Warhammer Fantasy spoiled a lot of the mysteries of the armies of the Old world. The lore merely hinted that the Green Knight was Gile Le Breton, but could equally be a daemon-esque construct of the Lady of the Lake, but two paragraphs in to the Bretonnian section in the first End Times book outright states that it was Gile. The third book likewise spoiled the eventual fate of the elves and their eternal war with the Dark Elves. The website also spoiled that Nagash would return to the old world, since they released a playable model of him as a preorder with the book

and named the first book after him, despite the fact that the summoning ritual constitutes a good half of the book's lore.
* Warhammer Fantasy's Skaven take great pains to conceal their existence from humankind, presumably to aid in their attempts to undermine and enslave human society without anybody noticing until it's too late. What with regular massive incursions and devastating pitched battles to hush up, this usually involves such extreme measures as stealing back all surviving artefacts of Skaven manufacture, assassinating or discrediting witnesses by the thousand and conducting complex magical rituals every thirteen years to cloud human minds on a global scale. The fact that the Warhammer world contains untold other sinister underworld terrors and chaotic warbands that make no attempt to hide their existence makes things considerably easier, as does natural human superstition and gullibility. In the Empire and Bretonnia at least the Skaven are widely regarded as nothing more than a bad-taste myth put about by bored university students who should really know better. It should be noted, however, that the Skaven only seem to keep their existence a secret from human societies - the dwarfs, elves, orcs, lizardmen and others all seem perfectly aware of their existence following centuries of open warfare.
* Warhammer Fantasy: Subverted with beastmen: despite some of them serving a god of perversion, lust, and excess, having sex with humans is just about the only thing they won't do.
* Warhammer Fantasy, the core lores of magic are based on this, and both High Magic and Dark Magic can be tied to this as well. Other forms of magic are not such good fits. Some of the Lores are straightforward, others more complicated.
* Warhammer Fantasy: The Dark Elves are the High Elves' crueler kin, living in a society founded on slavery and the worship of the god of war and murder and regularly raiding other species for wealth and fresh slaves.
* Warhammer fantasy: The elven High Mage Teclis is the single most wise and powerful magic user in the world, but his body is so weak he needs to be constantly fed healing potions to keep his heart beating.
* Warhammer Fantasy: The legendary dwarf brewmaster Josef Bugman was named by his father Samuel (formerly Zamnil) in the belief that their beer would sell better in the human Empire if they had local names.
* Warhammer Fantasy the Skavens clan Skyre is a group of giant rats numbering hundreds of thousands if not millions of Gadgeteer Geniuses. The engineers of the empire follows this trope quite good as well. The dwarfs might at first appear like this but their constructions aren't that improbable and most are old engines based on experience and new inventions are rare.
* Warhammer Fantasy. The Vampire Counts have been known to jump in and help the Empire if the forces of Chaos and the Skaven threaten them sufficiently. After all, they're vampires, and vampires need living mortal prey to snack on... What ever will they do if all the warm walking blood-bags are killed off?
* Warhammer Fantasy the Wanderer is also known as the High Executioner of Chaos, because his divine mission in life is to find the biggest, toughest, ugliest monsters/champions/enemies around and challenge them to a fight, dedicating bits of their corpse to the Chaos Gods. Thanks to his Gift of Tongues, he's able to goad his target into fighting no matter how disastrous this would be for their side.
* Warhammer Fantasy. They have a special rule, "Festooned with Pistols."
* Warhammer Fantasy, until an outbreak of the plague forced him to choose between her joining him in undeath or losing her to 'regular' death.
* Warhammer Fantasy uses this trope as part of its 'immortal enemies hiding in wilderness' motif, with many of the forces of Disorder especially making use of this.
* Warhammer Fantasy using da Vinci-esque pedal-powered flight suits. The Birdmen's regimental motto is outright "Those Magnificent Men in their Flying Machines".
* Warhammer Fantasy, which represents both fire and passionate emotion.
* Warhammer Fantasy: Wizards who channel the Wind of Life use a combination of this and healing magic — besides being able to heal and strengthen allies, they can influence plant growth or call on animated vegetation to attack their foes.

* Warhammer Fantasy world was part of a planet cut off from the rest of the universe by warp storms, explaining the many shared elements. However, mentioning this nowadays is liable to get you bundled into a van and never seen again.
* Warhammer Fantasy would have been a Bad Thing.) The Slann also use them to communicate with each other, unfortunately for them they had to move their continent around a bit, which meant that their cities in Lustria and the Southlands are no longer aligned, which means they cannot communicate. This leads to redundancy at times, such as hitting the Cathayan fleet with two hurricanes.
* Warhammer Fantasy: You can find bad guys loving their mommas. Malekith is the king of possibly the most evil race in Warhammer (which tells you something), but he is nothing if not absolutely devoted in loving his eternally young mom/concubine Morathi.
* Warhammer features a character who made the mistake of wishing for a Lord of Change to make him the greatest mage in the world. The daemon did just that, making him 15 feet tall.
* Warhammer features a rather one-sided battle between a Chaos warrior and a Sigmarite Warrior-Priest. The latter is on his knees, having taken a nasty blow to the side, when suddenly his eyes and weapon come alive with a holy fire. The Chaos warrior just cocks his head and knees him in the injured side.
* Warhammer features the Paths of the Old Ones, a series of pocket dimension "hubs" connected to each other and to real-world gates by "tunnels" through the realm of magic. Since the Old Ones disappeared, the Paths have been tainted by Chaos. The tunnels are even worse, containing "reality bubbles" that travelers can be trapped in. These may vary from alternate timelines to a daemon's personal playroom. And if you take a wrong turn in the Paths, you may just end up in the Realms of Chaos. Or worse, what is heavily implied to be Warhammer 40K's Warp.
* Warhammer. Followers of Nurgle then seek only to bring the joy of pestilence and death to the universe.
* Warhammer, followers of Ranald, god of thieves and gamblers, also avoid violence when possible, both because it's crude and unprofessional and because murder is a premise of a competing god.
* Warhammer: for balance reasons, units in melee can't be targeted by ranged attacks, averting this trope. Played straight with the Skaven, who as a race of backstabbing ratmen, can fire into melee (with a random chance of hitting friendlies).
* Warhammer for cavalry, obviously inspired by the hussar pictured above.
* Warhammer, Forest Goblins and Spiderfang Grots respectively ride giant spiders into battle with the rank and file riding spiders about twice their size while their bosses ride spiders twice as big as those of their followers. The largest spiders fielded by these tribes are the arachnarok spiders, spiders so massive that they can be fitted with howdahs and fitted with catapults or primitive shrines.
* Warhammer, for the few surviving souls to be caught and eternally tormented by another evil deity.
* Warhammer from the only tool in their considerable arsenal, but it is certainly used.
* Warhammer genre. While the concept of a less-than-happy fantasy obviously existed before (the fathers of fantasy fiction — J.R.R. Tolkien and R.E. Howard — both contributed to it), many of the typical traits such as the vaguely Central European late-medieval settings or focus on lower classes and social outcasts seem to have been first put together here.
* Warhammer gets in on the act too, with the primarch Magnus the Red (also known as the Crimson King).
* Warhammer: Giant monsters are not uncommon in certain armies, and several resemble supersized versions of common animals.
* Warhammer giants are the barbaric remnants of a once-great civilization devoured by the Ogres. Drunken, inbred and incredibly stupid, the giants roam the Old World fighting for whoever can provide them with enough to sate their enormous appetite for booze and bloodshed, most often the Greenskins and the Warriors of Chaos.
* Warhammer gives us an Orc army that was briefly famous for their stealthy night

raids until the boyz started bellowing the new battlecry: "Youz can't see us!".
* Warhammer guys) will lose. No matter what. Honestly, you might not even bother. It's like the creators have already thought up an ending in advance! True, they always lose. But as it is said in the Horus Heresy books they are destined to win. Well, Chaos at least. It is said that they will whittle away at the Imperium until eventually all of humanity is destroyed. Considering most every daemon or Chaos Space Marine can't die, this is easily understood.
* Warhammer had five alignments: Lawful, Good, Neutral, Evil and Chaotic.
* Warhammer had his hands removed after he angered the Tyrant of his former tribe. To stop the bleeding, Skrag jammed cleavers into the stumps and now uses them to slice 'n' dice his victims.
* Warhammer had them before, yet another bone of contention between their respective fans.
* Warhammer has Abhorash and his Blood Dragon knights, who are basically a cult of martial vampires who have a code of honor which states that only cowards prey on the weak and defenceless, and so they travel around picking fights with worthy warriors and monsters and feeding on their blood instead. They're still bloodthirsty (metaphorically and literally), sociopathic undead monsters, but if you're a woman or child, they'll leave you alone.
* Warhammer has a book on tactics written by the High Elf General Mentheus that is referenced occasionally.
* Warhammer, has about a 99% chance of being a football hooligan. The game itself represents this with random chances of riots, pitch invasions and other fan violence happening whenever there is a kick-off. Fans will also beat-up any player pushed into the crowed.
* Warhammer has a few. Orion and Ariel, the Wood Elf King and Queen, are immortal demigod spirits bound eternally to one another, and the vampire counts Vlad and Isabella von Carstein grew to be passionately in love throughout their unlives (until Vlad was finally slain centuries later, and Isabella committed suicide rather than face eternity alone).
* Warhammer has a more detailed system that has most people drawing on a collective library of spells, though Lizardmen, Chaos, Undead, Orcs and Goblins, High Elves, and Dark Elves all have access to an extra group of spells.
* Warhammer has a necromancy spell that tears the souls out of the victims and turns them into Spirit Hosts, as well as a spell available to the Daemons that turns enemies into more Daemons.
* Warhammer has a special rule which causes everyone around him to reroll misses in close combat due to amplifies hate. Some version even forbid nearby units (friend or foe) from falling back or breaking off combat without a difficult leadership role, forced to tear their opponents to shreds or die in the attempt by Skarbrand's rage.
* Warhammer has Balthasar Gelt, the current Supreme Patriarch of the Colleges of Magic and head of the Gold College, who wears a golden Greek-style face mask at all times. He only took to doing this after a mysterious alchemical lab accident many years ago, but nobody is quite sure what the mask (and his full body robes and gloves) covers. Some speculate his skin has turned to gold, others that he is horribly burned and disfigured, others that there's actually nothing wrong with him at all and it's merely an affectation. Balthasar isn't the sort of person one generally feels comfortable asking these things, and he probably wouldn't tell you even if you did.
* Warhammer has become this due to the huge infusion of raw arcane energy. Now it's anyone's guess whether that forest consists of normal trees or EVIL DEATH-TENTACLE TREES OF HORRIBLE TOXIC DOOM. You don't want to know what some of the other terrain pieces are like.
* Warhammer has developed a rich and diverse mythological background to complement the histories and cultures of its many peoples. There are several pantheons of gods, a handful of different creation myths and cosmogonies and many details of how the peoples of the world relate to their gods and myths. Generally the mythologies are race-specific, however, and it is altogether unclear how, for instance, the

families of the gods of men relate to the gods of the elves, the Ancestor Gods of the Dwarfs, the Old Ones of the Lizardmen or the Gods of Chaos.
* Warhammer has exposed breasts... and sculpted blood pouring from every orifice. If you read its background, it gets even more disturbing: this is what it does to anyone who happens to look at it, and it's implied to be slowly suffering the same fate itself.
* Warhammer has Gotrek Gurnisson and Felix Jaeger - originally kept together by a rashly-sworn oath on Felix's part when horribly drunk, but over the many decades of their adventures they have become pretty inseparable. Despite Felix's constant feeling that he'll never understand Gotrek's dwarfish psychology as long as he lives.
* Warhammer has many such libraries in its background. The biggest and most extensive is that maintained by the High Elf Loremasters of Hoeth in the White Tower, but each of the Imperial Colleges of Magic has its own library, and most wizards and sorcerers from the more civilized races will tend to keep their own. The realm of the Chaos God Tzeentch in the Realm of Chaos is often perceived as including a vast library, and he has even created two special Blue Horror daemons - the Blue Scribes - to traverse the multiverse and copy down knowledge of all the spells in existence for his collection.
* Warhammer has Sigvald the Magnificent — the favored champion of the Chaos God Slaanesh, Lord of Vice and Excess. Sigvald is so narcissistic that he has his shield polished to a mirror sheen so he can look at himself in battle, and is often distracted by his own reflection even in the heat of combat. His narcissism even causes him to launch his followers on wars of aggression to punish people whose hair is said to be more beautiful than his (the high elves if you must know), or the makers of wines he finds dull and tasteless. Many champions of Slaanesh show similar behaviour.
* Warhammer has the Beasts of Chaos, the first children of the Dark Gods. Since they are unable to do anything not Chaos-related, while the humans who offer their devotion to Chaos do so willingly, the Dark Gods provide boons and power to the humans while the Beastmen are left to squat in the mud and kill things. Unsurprisingly, they are not happy about this.
* Warhammer has the Dispel Magic Scroll and variants. The eighth edition limits you to a maximum of one, but in previous editions the Dispel Ringbinder was a common fixture. The 5th edition Dogs of War armybook also includes the Prism of Power as an item choice for Leonardo da Miragliano, which he uses to catch and dissipate the winds of magic and thus prevent enemy casters from fueling their spells.
* Warhammer has the eponymous Warhammer itself, Ghal Maraz, and to a lesser extent, the Runefangs (swords) of each of the constituent provinces of the Empire.
* Warhammer has the Runefangs, dwarven-made swords that are wickedly sharp. There are twelve of them, each made for one of the Elector-Counts of the Empire. None of the people the swords were made for lived long enough to use them, because the dwarves wanted them to be perfect and it took longer than a human lifetime for the smith to make them all. The descendants of the original intended owners use them just fine.
* Warhammer has the Skaven... Frankly, most of their clans neither want nor need a motive for what they do. Though they are pretty goal-oriented whenever they are put up against someone of equal or superior skill (and considering the strength of the average skaven, that isn't too hard).
* Warhammer has the somewhat unstable Skaven Warp Lightning Cannon, which fires magical lightning bolts of massively variable potency. Additionally there is the warp-lightning spell that Skaven warlocks can use, and a number of lightning-based attack spells in the Lore of the Heavens, which can be used to call down bolts of lightning from on high.
* Warhammer has this to some extent, when one compares the physiques of the miniatures for warriors with the same Strength (S) characteristic. A standard Orc warrior, for instance, has a Strength value of 3, which is the norm, despite that Orc model having gigantic muscular arms bigger than a man's torso. An elite High Elf White Lion Axeman, however, has a Strength of 4, despite the model's slender

and willowy frame. Admittedly the biggest disparities tend to come with non-human characters and could be chalked up to their peculiar biology or magical nature, but it is still noticeable with human models too. Normally proportioned Empire State Troops, for instance, have the same S3 as Chaos Marauders, who are all built like Arnie in the wrong aspect ratio.
* Warhammer has various examples that, for the most part, provided the inspiration and blueprint for its sci-fi offspring's entries.
* Warhammer have a Book of Grudges in which are recorded every slight and every insult made to a dwarf. Appropriate passages from the book are read out during the wars waged to avenge these insults, with the dwarves having difficulty in seeing the link between every such war lengthening the Book and their diminishing population.
* Warhammer have also allied with Chaos where convenient, most notably during the Great War Against Chaos and in the Storm of Chaos.
* Warhammer have a special ability which essentially forces them to stand their ground. They sacrifice their movement for combat bonuses.
* Warhammer have barbed whips used for goading War Hydras and other beats. Designed to inflict pain or large thick-skinned monsters, they are also quite deadly against humanoid enemies (although their damage isn't particularly high, they're armour-piercing weapons). Dark Elf characters can equip a magic weapon that is a slightly more powerful version of these whips.
* Warhammer) have comparatively few significant female characters in its background (mostly elves, thanks to their more gender-equal societies), but those it does have tend to avert this trope.
* Warhammer he is intelligent... for a troll, speaking in broken English, frequently talking about eating his enemies and being much dumber.
* Warhammer, he is still the physical embodiment of war itself and no mortal, god or daemon can match his understanding of tactics or his military expertise. As extensions of his will, the most favoured of Khorne’s daemonic generals are also gifted with a fraction of this knowledge.
* Warhammer holds a deep, paternal love for all living things. This includes bacteria and parasites. Nurgle loves every living thing equally and can't just kill those couple thousand bacteria that live within a sick person. That would be Something-cide!
* Warhammer: Humans are the most common species in the setting, and have the greatest cultural and nation diversity. Dwarfs are reclusive mountain-dwellers who despise the elves and orcs, but have a close alliance with humanity. Elves are divided between the usual High, Wood and Dark kindreds; the High Elves are nominally allied with humanity but view them as little better than apes, and are bitter enemies of the dwarfs due to lingering bitterness over an ancient war; the Wood Elves are intensely isolationist and only get along with forest spirits and animals, alongside whom their aggressively defend their forest home; and the Dark Elves are slavers and raiders despised by everyone else. There are also the bloodthirsty orcs and their goblin lackeys, who are in constant war with each other and everyone else, and the barbaric but more reasonable ogres of the high mountains, as well as lumbering dim-witted giants, brutish trolls who often ally with monstrous factions, immensely ancient dragons who often raid civilization for treasure, and eldritch daemons worshipped by the Chaos Hordes.
* Warhammer humans tend to be just as varied as their real-world counterparts, and no specific hair colouring predominates.
* Warhammer: Hysh, the Wind of Light, focuses on the manipulation of radiance. Light-related magic generally focuses on Daemon fighting, healing of the soul and body, and illumination of the mind and darkness.
* Warhammer in contact with malign supernatural beings. In one piece of background material a witch hunter burns a 6-year-old girl at the stake because her parents went to a mad scientist to heal her broken leg and ended up mutated as a result. The witch hunter got her drunk because he knew that she was an innocent who just had the misfortune to have the traveling doctor be an insane lunatic, but she couldn't be allowed to live because of the mutations.

* Warhammer. In fact, the entire Storm of Chaos campaign appears to have been completely reset, as all the army book timelines printed since then, if they even mention the forces of Chaos, merely end on an ominous note about how the forces of Chaos are massing under Archaon's banner and will soon sweep southwards. With the obvious exception of Archaon himself, most of the other Storm of Chaos characters have been completely erased from the setting (poor Valten)
* Warhammer in great, infantry-crushing circles while they revolve around the battlefield, crushing everything in their path, friend or foe.
* Warhammer. In the older editions of the later, if a unit's toughness stat is four points higher than the strength of an attack thrown at it, the attack can't hurt it. In the former, any unit can be harmed by a hit if the attacker rolls a six on a six-sided dice to wound, and no matter what, armor has a minimum 1 in 6 chance to fail. After all saves, any attack has at least a tiny chance to hurt the enemy. Interestingly, the current editions actually favor a big group of Mooks attacking a single powerful unit, since not do their mass of attacks and numbers mean they can beat it a battle of attrition, but they get automatic bonuses to their combat resolution meaning they can win without inflicting any harm on target.
* Warhammer is a not-very-subtle version of Europe (and beyond), so the layout is much the same as a real-world map. As the primary focus is on the Empire (Germany), Bretonnia (France), and the frozen, inhospitable wastelands only inhabited by desperate, drunk, and brutal deformed humans (Scandinavia), that's what most of the maps show. The larger map is has approximations of North & South America, East Asia including an island named "Nippon", Africa. England is represented as the island "Albion" (which despite the origins of the game, wasn't particularly explored until 2 decades into it's lifespan). The biggest changes are that there is a gigantic circular island planted in the middle of the Atlantic Ocean equivalent, and that Australia & South East Asia is smushed into a handful of large islands or pushed into the Antarctic equivalent "Southern Wastes".
* Warhammer is full to the brim with spellbooks of one sort or another. There are so many that Tzeentch, Chaos God of Change, under whose auspices magic falls, has created a pair of daemons - the Blue Scribes - to travel the multiverse copying them all out for him. Notable spellbooks include the Book of Hoeth (High Elves), the Nine Books of Nagash (Undead), the Book of Volans (Empire), and the Tome of Furion (Dark Elves).
* Warhammer is immortal, but his existence is tied to the seasons. As a result, he willingly passes into his own funeral pyre every winter. While that is going on, a Prince is chosen to bear Orion's mantle the following year. The prince is taken to the oak of ages, where he is sculpted and remodled to look like Orion, and merges with the spirit of Kurnous, god of the hunt, whom Orion is the avatar of. Each Orion does have all the memories of their predecessors so they technically are the same person, but each incarnation has a different personality.
* Warhammer is seen as a sign of future greatness among the ratmen. The Skaven character Throt the Unclean suffers from a particularly extreme version of this, and if he fails a leadership test in play he will uncontrollably snatch the closest unit to himself — whether a foe, a fellow Skaven, or a colossal war beast — and completely devour it.
* Warhammer is still a better caster than most living mages). The small, wiry Skinks are the priest and artisan caste and act as attendants to the Slann, in addition to managing the day-to-day running of the civilization and acting as skirmishers and assassins during war. The strong, physically imposing Saurus are the main warrior caste, acting as frontline warriors and guarding the Lizardmen's treasures and temple-cities. Finally, the Kroxigor — colossal, hulking and dim-witted brutes the size of tanks — perform heavy labor and construction in times of peace, and in wartime join the Saurus on the battlefield, wading through enemy forces to pound their targets into pulp with their bare fists or colossal bronze cudgels.
* Warhammer is written as an in-character study of the Chaos Gods. As the book goes on, the author starts having more and more ominous visions and making less and less sense as he descends into madness. At least half of the quotes in the Necron,

Tyranid, and Dark Eldar codexes fit this trope.
* Warhammer. It has an unfortunate habit of blowing up, however. When most armies' artillery misfires, a bad roll will result in loss of the artillery piece and its crew. When Skaven artillery misfires, it tends to result in the loss of the gun, it's crew, and everything in a fifty meter radius.
* Warhammer. It is said that the Changeling has taken on so many forms over its existence that it cannot even remember what its true face and form looked like.
* Warhammer, it's mentioned that the various kinds of dragons can be told apart by the color of their scales — fire dragons are red, black dragons are, well, black, frost dragons are icy white, forest dragons are green, and storm dragons are blue. This also ties into the magical affinities of their respective Emperor forms — doomfire dragons always wield the Lore of Fire, nightmare dragons the Lore of Death, ice dragons the Lore of Light, vemom dragons the Lore of Life, and great storm dragons the Lore of Heavens.
* Warhammer, joining the Slayer cult. This is done by discarding any armor, dyeing their hair orange (in honor of the first Slayer), hacking it into a mohawk (not explained), and finding the nastiest enemy they can. Dwarfs being dwarfs, don't expect them to throw the match.
* Warhammer jousting mini-game had a table that could be rolled on to determine what favor a knight was granted, the more intimate the garment the luckier it was.
* Warhammer Khorne) in existence and is the only one to sport a beard. Skarbrand’s beard is plaited, hung with bones, and longer than a man is tall.
* Warhammer kingdom of Bretonnia plays it straight since their tech is limited to cavalry equipment and longbows to go with its magic, but that's due to their ruling class being staunchly against it (also they're secretly manipulated by Wood Elves, not exactly the most welcoming of technology).
* Warhammer: Leonardo da Miragliano possess the Compass of Meteoric Silver, whose arrow is made from silver taken from a meteorite and always points to the highest concentration of magic in a battlefield.
* Warhammer likely to see in an army is two, and that's only in Storm of Magic games.
* Warhammer, likewise, gives virtually no attention to romance or romantic/sexual relationships, thanks to being focused almost entirely on warfare and battles. Such things are touched on briefly in a couple of the novels, but always in passing and never as a major plot device or focus. The game materials themselves leave the romantic status of most characters almost entirely unmentioned. Exceptions include the vampires Vlad and Isabella von Carstein (who are married and deeply devoted to each other), the High Elf Prince Tyrion (who is the consort of Alarielle the Everqueen, though the precise nature of their feelings are not mentioned), the Wood Elf King and Queen Orion and Ariel (likewise a couple, but left at that) and perhaps Malekith the Witch King (who is rumoured to be disturbingly and unnaturally close to his mother Morathi...).
* Warhammer live below those in big cities and tunnels that span every continent.
* Warhammer: Lustria is the worst jungles in South America taken to eleven; most of the continent is covered in trackless swampland and rainforests teeming with swarms of aggressive insects stinged and bloodsucking alike, enormous carnivorous plants, giant snakes, and man-eating dinosaurs, all quite happy to kill you — unless the plagues or the ever-present crushing heat do so before they can (and that's without getting into the zombie vampire pirates on the coast). The only reason anyone ever goes there is to search for wealth and magical artifacts in the golden cities deep in the jungle. Pity that there's a race of killer dinosaur-people living there who take a decidedly dim view to people walking off with their sacred artifacts...
* Warhammer make extensive use of javelins. Halberdiers are common in mercenary units.
* Warhammer, Malekith, soon to be the Witch King, considers it his birthright to be Phoenix King, ruler of all the High Elves of Ulthuan. He plots his way to the throne, but the last step is to endure the Sacred Flame. Malekith steps into the flame, confident of his right. He is however maimed and burnt by the flame, just

like his father Aenarion was. Unlike his father, however, he collapses and gives up. Thousands of years later, and after leading his own faction, the Dark Elves, and conspiring to take Ulthuan by force, he learns during the End Times, just before the end of the world, that he was the Chosen of the gods and all his injuries would have been healed had he lasted but a moment longer, just as Aenarion's had been.
* Warhammer: Malekith, the Witch King of Naggaroth, frequently makes laws, customs and rules for his Dark Elf subjects that he flaunts himself (such as his ban on male sorcerers, and for a long time his proclamation that nobody else be allowed to ride in a chariot). His mother Morathi has a similarly dismissive approach to following her own rules (as with her treatment of the Cults of Pleasure, which she outlawed, despite being a High Priestess of herself). To all the other Dark Elves their behaviour is a clear case of this trope, though Malekith and Morathi think it's a justified perk of being in charge. Whether Malekith and Morathi really do have the constitutional authority to behave in this fashion is a vexed question, given that "constitutional authority" to Dark Elves means "power to exercise one's tyrannical wishes when one wants".
* Warhammer: Malekith, Witch-King of Naggaroth, initially wanted to become king of Ulthuan and the High Elves before failing, being horrifically burned and retreating to the New World where he would establish the Dark Elves and Naggaroth. In the modern day, Malekith is a megalomaniacal tyrant constantly clad in black enameled armor that he can't survive without, ruling over a society of slavers, sadists and sorcerers where his word is unquestioned law, and dreams of returning to Ulthuan, crushing the High Elves under his feet and becoming the unquestioned ruler of all the elves.
* Warhammer many elite units receive a lot more glory than the rest. Knights in particular are are best remembered for their bravery and skills in turning the tide of battle in their favor. The best example is Crusades of Araby, where a combined army of Empire and Bretonnian knights fought against the armies of the Araby sultan Jaffar, who's army outnumber theirs 20 to 1, the knights fought them off all the way back to Araby, and their deeds are greatly glorified to this day.
* Warhammer, many of the cults initially present themselves as organizations for social and political change, something that the Empire could rather use.
* Warhammer: Mark of Chaos are pretty fond of unleashing the hog as well:
* Warhammer: Mark of Chaos begins with the rolling map illuminated by small explosions and fires, with the narrator describing the state of affairs in the Empire defending from the Chaos invasion. In a bit of a twist the main war is already over, and the game is about a local war with a splinter force.
* Warhammer may not be as over-the-top as its erstwhile sci-fi spinoff, but it's no slouch in the manliness department.
* Warhammer — Doomrocket, Doomwheel, Doomglaive, Doomflayer... plus "Your doom has come, man-thing!". Ahem.
* Warhammer — the further north you go, the closer you get to where the world ends and Hell begins.
* Warhammer, models armed with a brace of pistols are able to fire both their weapons at the same target during the same turn.
* Warhammer: Mourngouls are fundamentally very similar to the mythical wendigo, being created when people driven mad by cold and hunger in the far north of the world turn to cannibalism to survive, only to later succumb to the elements and rise as monstrous undead creatures driven by an endless, insatiable hunger that they can never relieve.
* Warhammer, mutated children of normal humans are often abandoned by their parents. If they survive, they roam the wilds until they're found by groups of beastmen or other Chaos mutants who they can join up with.
* Warhammer novel, an empire soldier is killed by the way of being impaled on the spikes of an Ork Warboss helmet. As in, the Ork Warboss discarded the helmet and it just happened to land on the soldier.
* Warhammer novels in over three dozen series, meaning the average one has been read by very few people indeed). By contrast, at least two game series have bigger

player bases than even the highballed 3 million figure despite having been out a fraction as long as the tabletop game:
* Warhammer novels play with the accent, introducing a Dwarf character whose speech is a comically exaggerated version of a real Scottish brogue. Even the other Dwarfs can't understand him half the time.
* Warhammer occasionally have marks of Chaos appearing on mortal worshipers. One mildly unnerving piece of art from one edition of Warhammer depicted a pair of eyes with the pupils turned into eight-pointed stars. In the latte, this mark is seen as heretical by the theocratic Imperium of Man and must be snuffed out with extreme prejudice. The person marked with it will most likely be overjoyed at the mark as they've likely already turned to Chaos.
* Warhammer of Chaos warriors. The comic "Condemned by Fire" shows they won (reinforcements came)
* Warhammer". Of course, claiming the defeat was just as planned is a meme in itself...
* Warhammer of the Elvish and Dwarf Kingdoms; Dark Elves disguised as High Elves attacked a Dwarf caravan, to which High King Gotrek sent emissaries to Phoenix King Caledor II demanding an explanation and compensation. Caledor sent the emissaries back with nothing, saying that the Dwarfs had to beg if they wanted anything. Gotrek was pissed, but sent the emissaries back another time, demanding more compensation for the insult. Caledor had their beards shaved, one of the most grievous insults to a Dwarf, starting a war that would wreck both kingdoms and leave the two races as bitter enemies.
* Warhammer of winning against them. Some fans theorised that Games Workshop were forced to push out 8th Edition solely because Daemons of Chaos broke the game so badly (the only way to make the game work again other than decanonising the entire DoC book would be to power creep all the other factions so heavily that the game would be unrecognisable), although there's no solid proof of that.
* Warhammer: Ogre butchers (wizards that eat all kinds of dangerous things to cast spells) have the immune to poison rule, so one would assume they have built up a very handy poison immunity.
* Warhammer ogres chaotic is the fact that while ogres can be negotiated with successfully, unlike orcs and forces of Chaos, ogres don't feel bad for eating you a second after the contract is done. One of their tribes actually value iron more than gold for the simple reason that with gold they can buy a weapon of iron, but with a weapon of iron they can have all of your gold.
* Warhammer: Ogres, orcs and beastmen are all quite happy to eat human flesh when they get the chance — and they're just as fond of elf and halfling meat. Dwarf meat is not as popular, being tougher and gritty.
* Warhammer, once having erected a mountain in front of advancing Dark Elf army.
* Warhammer once mentioned Sigvald the Mighty, whilst butchering a priest, chipping a nail on his armor. Sigvald immediately vowed revenge on the Empire for this "hideous deformity".
* Warhammer: One Goblin warboss, Great Grif Snazgit Nosepicker, defeated a chariot-heavy tribe by stealing or sabotaging every wheel in their army before the fight.
* Warhammer one of the rewards that the Chaos Gods could grant their followers to be merged with a daemonic beast, such as a Juggernaut of Khorne, a Flamer of Tzeentch or a Steed of Slaanesh. The resultant composite being had the abilities of both its original mortal form and the daemonic beast, while its physical form was also a combination of the two.
* Warhammer Online: Age of Reckoning, the player can grow Elvish Parsley.
* Warhammer Online and need to be destroyed to ensure the weakness is purged. Another is to gather the blood of a prominent villager and anoint a banner with it — the villager happens to have already been cocooned, so you need only stab him and gather the blood from the twitching, prone cocoon.
* Warhammer Online gameplay and 1on1 duels with other players. As with Shadow Priests, they tend to get a lot of flak should they dare to prefer hitting over healing...
* Warhammer Online had a collectors edition filled with this. It had a map, comic,

miniature, and artwork book.
* Warhammer Online has mostly "normal" names, although very Germanic, for the Empire NPCs. For Chaos and all the non-human races, this trope applies. For example, "Garik Bludfist", "Kargesh Fellgaze", "Bjorn Warpmask", "N'rarch Fleshreaper", "Vaardek Skullsplitter", "Alaric Grimstone" and "Brok Boarsmasha". No surprise that player characters who purchase a last name tend to either choose "NounVerber", "AdjectiveNoun" or a pop-culture reference.
* Warhammer Online metallic miniature of the lead Orc and his Goblin buddy to be used in the Warhammer Fantasy tabletop game. Shame what's happened to the actual game over time...
* Warhammer Online's redesign of the city sieges pits boss NPCs against each other. The Warlords are twice the size of a normal player (despite being characters that, in the original tabletop game, were normal man-sized), whereas the King NPCs are both roughly three to four times the height of a normal man. including the Emperor Karl Franz, who is very much a normal human. Still, it helps to a) justify his one-on-one fight with the monstrously huge and mutated Daemon Prince Tchar'Zanek and b) pick him out as a target...
* Warhammer Online that was released in 2008, and was shut down in 2013.
* Warhammer Online, the devs watched alpha testers get to some pretty strange places, and rather than fixing it, they either added kegs of dynamite to blow yourself up, so you can respawn where you are meant to, or by adding high-level boss characters you can fight if you can get an entire party to that spot.
* Warhammer Online) to swipe across enemies' faces. The Marauder class may come under this also, as his arm can be mutated into a variety of goopy shapes, some more tentacly than others, but all quite nasty.
* Warhammer Online when they somehow manage to blow themselves up trying to kill you (which is rare, admittedly. Because they kill you very, very fast).
* Warhammer) or are horrifying death machines to be rushed into melee as soon as possible (orks, tyranids, most Chaos and Space Marines leaders). In the fluff, however, the less insane armies keep their high command well out of harm's way.
* Warhammer) or by killing everything down to the last bacterium (the Necrons in 40K).
* Warhammer or just have them "falling in the swirl of battle" somewhere and coming back. Somehow.
* Warhammer people, giving them nightmares, driving wizards temporarily insane and in some extreme cases brainwashing people into adding themselves to it.
* Warhammer play the trope very straight indeed. The existence of the Elves' natural arrogance is thought to be a result of their exposure to the wild magics that have saturated the Warhammer world since the coming of the Old Ones. Elves are very resistant to magic, thanks to their natural affinity for it, but not completely immune. Rather than physical mutation and madness, such as humans might develop, this racial trait is the price Elves pay (just as the Dwarfs have been made universally stubborn and covetous for gold). But although they share the same basic psychological substrate, the three different kindreds of elves - High, Dark, and Wood Elves, express it in very different ways. Indeed, it might almost be said that the manner in which different elves manifest their race's natural sense of arrogant superiority is the defining feature of the different kindreds' cultures:
* Warhammer prefers to cripple them, so that they lie helpless on the ground, before taking their head in his hand and burning the flesh from the still living victim’s skull with hellfire.
* Warhammer: Pretty much every faction has an example of an "ultimate warrior" who represents the pinnacle of strength and skill amongst them. Of the more notable examples lorewise:
* Warhammer pushing the hapless infantry off the table.) Fliers are the one exception, able to freely return from the game after leaving; since they have a minimum speed they have to move each round, and a maximum amount they can turn, they sometimes can't avoid leaving.
* Warhammer Quest the Imperial Noble character tended to do this. A large chunk of his utility was based around guns which had long reload times and no limit on how

many he could carry. Consequently it was more useful to just buy lots of guns and then reload them between fights.
* Warhammer Quest was a semi-sentient sword with a set of razor-sharp whirling sawteeth on its blade. A great weapon for chewing up a Chaos Warrior's flesh and armour. Speaking of Chaos, one property a Daemon weapon can get is Chainsword, which is an oil-sputtering, armor-piercing engine of destruction
* Warhammer Quest, your heroes will definitely yank every bit of gold out of any orifice of their dead enemies. In fact, gold from the dead is so vital, that it replaces experience in the game. However, your heroes will never loot enemy equipment. The reason being that all the evil races use weapons that are tainted with black magic that's harmful to your heroes.
* Warhammer races tend to be willing to risk body and soul for victory, especially when victory entails simply keeping body and soul. Notable examples are Dark Eldar combat drugs that run the risk of ravaging the user's system, Slaaneshi spells that cause enhanced performance at the cost of bodily shutdown, and a whole swathe of Skaven items and spells that give bonuses in exchange for members of the unit simply dropping dead afterward.
* Warhammer ranged damage options beyond spells and a daemonic siege engine, and the Wood Elves, which fight almost exclusively as skirmishing archers.
* Warhammer, rat-portable flamethrowers, sniper rifles, energy cannons, mechanical lighting-spewing hamster-wheels, etc.
* Warhammer refuse, because they're too pissed off by his insults to back down.
* Warhammer, regardless of the population migration or continental drift that's occurred since they disappeared.
* Warhammer require a massive amount of detail about their settings. The war games do a fairly good job of giving a feel for their worlds, however, with rule-books that are about a hundred pages of rules and three hundred pages of fluff and model galleries.
* Warhammer revealed them to be distinct settings, sometime around '98.
* Warhammer, ride a variety of large predatory beasts into battle. These mounts range from the giant wolves ridden by regular goblins and grots, and the giant spiders used by forest goblins and spiderfang grots, to the more unusual cave squigs (creatures consisting of little more than balls of fungus, teeth, and nasty temperament) that night goblins and Moonclan grots cling desperately cling to.
* Warhammer rulebook discussed the relatively short ranges ascribed to its bows and cannons with words to the effect of, "Accept that these distances don't scale to real-world distances, or else go find an empty parking lot to stage your battles".
* Warhammers are large, two-handed blunt weapons. They range from rather small and wimpy (the ones made of chitin), to medium (the
* Warhammer's China) is either a powerful but benevolent Vampire or Liche (it is known that the first vampire gave one of the heirs the elixir that makes you one to settle a debt millennia ago). There's so little detail given about the place that it could just as easily be an actual dragon.
* Warhammers didn't look much different from your average carpenter's hammer - they just had longer handles. Placing a lot of the weight at the point of impact gave the weapon a lot of punch, breaking bones through armor that was intended to deflect the lesser impact of blades; hence why they were highly effective against plated armor. The real-world hammers often had a small flat face on one side of the head and a simple pick on the other. Strike with the flat face and you can quickly use your weapon again; strike with the pick and with any luck you'll penetrate your opponent's armor entirely, at the cost of possibly having to take a moment to yank the pick out again.
* Warhammer, seeing no difference between the enemies or allies of her people.
* Warhammer: See that really hot, half-naked elf woman? She's the Dark Elf Hag Witch who kills children and bathes in their blood. That fat frog guarded by the huge, frightening lizards she's fighting? The frog's a Slann Mage-Priest, and those lizards are Temple Guards, among the noblest soldiers in the world.
* Warhammer. See their own pages for the awful details. "In the grim darkness of the far future there is only war", indeed.

* Warhammer see the world, with spellcasters glowing particularly brightly. This often ends badly for the spellcaster, since the Cygors do so enjoy killing them.
* Warhammer's Elves exhibit some degree of this. The noble and good High Elves tend to wear long robes, cloaks, silk trousers, and ornate armour, and while most of their evil Dark Elf cousins often wear just as much (albeit darker, and with more spikes, blades, and chains), many Dark Elf Sorceresses and the frenzied Witch-Elf cultists tend to wear very little indeed. The Wood Elves tend to fall in the middle, as their morality is mercurial, shifting and occupying a middle space between their High and Dark cousins, and, while their leaders and rank-and-file soldiers are fairly well covered up, many of their wilder warriors — especially the Wardancers — wear just as little as the Witch Elves.
* Warhammer semiautomatic rocket grenade launchers or tanks the size of small cities.
* Warhammer, serving the Chaos Gods will inevitably result in receiving various mutations such as horns, unusual skin color, or tentacles. These changes do put strain on their psyche though, and it's not rare for a rising champion to receive too many in quick succession and become a mindless Chaos Spawn.
* Warhammer short story "The Ignorant Armies", the protagonist's journey after his brother and the villain who took him takes him to an area covered by skeletons old and new. He learns that every night, the place becomes a battlefield between various Chaos warriors who must survive there for a month in order to become proper champions for their cause.
* Warhammer sides' spellcasters could be frantically trying to dispel the comet before it pulverized their dueling generals, or wiped out everyone contesting an objective.
* Warhammer: Sigvald the Magnificent, the Champion of Slaanesh, was born of a particularly depraved chieftain who ended up bedding his own sister. Sigvald continued in his father's footsteps until he tried to overthrow him, his excesses bringing him to the attention of Slaanesh, and now merrily rapes, tortures, and burns his way through the world at the head of his army.
* Warhammer: Skaven leaders usually kill the messengers — the always kill the messengers of bad news, but sometimes also off ones bearing good news to keep their rivals from hearing it as well.
* Warhammer: Skaven Packmasters breed and command swarms of rats, and their Grey Seers even have spells that summon them.
* Warhammer's nickname during the character-centric 4th and 5th Editions.
* Warhammer's ogre "butchers" who are both the tribal cooks and shamans, and often carry a stock of body parts (of various edibility) with them as snacks and spell components. One butcher special character drags along an enormous cauldron, which radiates an increasingly powerful buff as it is filled with enemy bodies.
* Warhammer, so they moved it back. Unfortunately the Dwarfish Empire was based there at the time.
* Warhammer, so they would (and do) readily and happily raze entire cities and kill thousands of innocent people if they felt slighted in even the tiniest way, but will never abide or forgive the death of a single Dwarf.
* Warhammer specifically, one of the basic forms of magic available to the majority of magic uses in the setting is the Lore of Fire that specialises in the use of pyromancy.
* Warhammer's Storm of Chaos campaign was "Halting the Tide," based around an Empire-Kislev alliance battling against the overwhelming Chaos hordes of Archaon, Lord of the End Times. The attackers outnumber the defenders two to one, but the defenders are grimly determined to tie up the attackers for as long as possible, and are immune to Panic during the battle. Another twist is that victory depends upon how many units the Defender kills, so if the Attacker completely wipes out the Defenders but loses half of his own forces in the process, it's still a loss for him.
* Warhammer's two "neutral" armies (the other being Ogre Kingdoms), and while many are given to acts of cruelty, tyranny, despotism and brutality they are really just behaving like the ancient absolute rulers they were in life. Sure, they'll hound

you to the ends of the earth and butcher you without mercy to recover their stolen treasures, but any Dwarf worth his beard will do that too, and nobody calls them irrecoverably evil.
* Warhammer's Tyrion and Teclis have always been the only direct descendants of the first High Elf Phoenix King—Aenarion the Defender—from his first marriage to Astarielle over seven thousand years ago, and hence the direct inheritors of his bloodline and destiny. However, this trope was averted in the 7th edition High Elf army book (and the Tyrion and Teclis trilogy written afterwards) when it became clear that they're only the last surviving descendants, and the rest of Aenarion's heirs were systematically murdered by a Greater Daemon out for revenge against the bloodline of the elf who slew it. Given the extreme longevity and slow reproduction of elves, it helps that there have only been a handful of successive generations born during that time.
* Warhammer supplement naturally expands on this even further, with rules for scaling ladders, siege towers, mantlets, battering rams, and boiling oil (or, for certain armies, cauldrons of boiling blood). Each faction also tends to have its own characterful or fantastic siege units:
* Warhammer supplement, possess a couple of region variants with different color schemes and special abilities in stead of the basic merwyrm's venomous attacks — white-scaled pagowyrms native to arctic seas and possessing auras of bone-chilling cold and black sciowyrms native to abyssal depths and enshrouded by auras of crushing darkness — but otherwise identical to the base creature.
* Warhammer's version of Islam is practiced by the nation of Araby, though other than being described as a monotheistic faith manifested by its chosen prophets, not much else is known about it. The equivalent of the Crusades happened when a daemon of Tzeentch tricked an Arabyan sultan into attacking the Empire, but little else is known about it.
* Warhammer's version of the Varangian Guard are Hungs and Norscans employed by rich citizens.
* Warhammer take this to truly extreme levels, cobbling together anything from a chainsword to a building-sized gargant out of scrap metal and interesting shiny things.
* Warhammer that are released when they land. Even when they use teleportation, enough flies are carried with them to blot out the sun. The Beast of Nurgle, a disgusting aberration that looks like a monstrous slug that acts like an over-excited and love-filled puppy, becomes the horrible Rot Fly when it grow disillusioned, saddened, spiteful, and all around bitchy it is returned to Nurgle's Gardens and lies in the muck to mope. Nurgle's fattest flies cocoon it and it metamorphoses into the embodiment of hatred against life's unfairness. The Plaguebearers that ride them push them into greater heights of revenge.
* Warhammer that behemoth, he maybe can tie it up so it doesn't damage anything important while the rest his army crushes your force. For example, one solution to facing a dragon in LotR is to feed it a mook every turn; sure, the mook is doomed, but the dragon is likely impotent to do anything else and cost so many points the rest of your army can sweep the enemy with little trouble. Likewise, if a new player insists on a huge squad of assault terminators you can't kill, skating around them will mean that incredibly expensive unit does too little damage to justify its massive cost. Boring but practical wins cutthroat games.
* Warhammer that can burn the very soul of the victim, mutate them beyond all recognition, or anything in between.
* Warhammer that leaving him alive would do far more damage to the Skaven than killing him on the spot.
* Warhammer that second test then they'll continue to leg it off the table.
* Warhammer that's powered by two colossal bound djinn — a wind spirit to inflate the sails and a fire spirit to power the engines.
* Warhammer that the density of conversations and jokes has doubled if not tripled from the first game (which had more gloomy and loreful exchanges thrown in).
* Warhammer the Arc Fatigue days. Based on the example the End Times, not everyone is sure they want 40k to advance anymore.

* Warhammer: The battle cry of Ruglud's Armored Orcs runs "Gobbos fer dinner! Gobbos fer tea! Gobbos when u want 'em! Gobbos fer me!", but the Orcs will substitute other races' names (for example, "umies", "stunties" or "ratsies") to match their current foe.
* Warhammer: The Blood Dragons' mastery of martial combat comes with a degree of pride and disdain for humanity notable even among vampires. Blood Dragons view the majority of the human species as nothing more than pathetic vermin fit for little more than testing a new blade's edge, and make no attempt at hiding this attitude.
* Warhammer: The Blood Dragon vampires make heavy use of dragon imagery in their heraldry and armor, in order to remind themselves of their founder's slaying of a dragon and of their own ultimate goal to do the same.
* Warhammer, the Border Principalities have known for their instability and consequently any currency issued by them is viewed as worthless.
* Warhammer: The Changeling, a powerful Daemonic Herald of the Chaos God of Magic, is able to alter its form at will, using this ability to advance the plots of its nefarious master and generally spread as much chaos and misdirection as possible. It is said that the Changeling has taken on so many forms over the course of its existence that it has forgotten its original form.
* Warhammer: The Chaos gods are usually agreed to be the worst of Mankind's enemies. Unfortunately, since they are basically made of emotion (rage, love, desire, and hope), humanity keeps fueling them even when defeating their agents in the material plane.
* Warhammer the context is a bit more traditional. The ork painboy (medic) "Mad" Dok Grotsnik once had to be revived with a charge from an electrified "grot prod" (a tool used to herd unwilling gretchin underlings into battle) when his barely-competent gretchin orderlies were stitching him back together after an unfortunate "accident" arranged by his enemies. Suffice to say he wasn't known as "Mad" Dok Grotsnik before the procedure. Given the absurdly robust, partially fungal nature of the ork body, being easily revived is actually fairly tame for them.
* Warhammer the cut as full-fledged Battle Wizards. Other factions may have a more or less strictly regimented relationship between their wizards and their armed forces, but every faction (again, excluding Dwarfs) have access to them. Most Lores have spells that allow wizards to fill several of the roles above, depending on which spells they have access to.
* Warhammer. The design team created the Fimir, a bunch of hideous, swamp-dwelling, reptilian, cyclopean monsters that reproduced by raping abducted young women, a deliberate hodgepodge of the most despicable and lamest traits possible. They largely disappeared when the next edition (4th) was released, relegated to brief allusions in the fluff.
* Warhammer, the Dogs of War have been shelved for being game breakers. But Kislev and other human nations barely get mentioned anymore to the point GW acts as if they don't exist.
* Warhammer - the Dwarfs refuse to use anything that hasn't been tested for at least two hundred years, the Chaos Dwarfs are very few in number and prefer to rely on slave labour, and the Skaven are fractured by constant infighting and rarely ever unite long enough to threaten anybody else. The Empire meanwhile are building new stuff every day.
* Warhammer: The End Times and wanted to him defeat Malekith. Quite tellingly even with the plot bending over backwords to make Tyrion look bad, his atrocities still weren't anywhere close to those of Malekith.
* Warhammer: The End Times at the point of disaster for decades all going off at once. You can guess the results from the title.
* Warhammer: The End Times, loses all will to fight and just wanders off into the distance, never to be seen again before the world is destroyed.
* Warhammer: The End Times novels, even went into detail on why he would be found unworthy - for example, the part where he conspired to undermine the former Phoenix King for years, then murdered him, then started a fight at the election to determine the new Phoenix King because the other lords weren't falling in line fast enough. Then, in the End Times, it suddenly turned out that he was actually

Asuryan's choice all along, and the bit where he was only near the Flame to begin with because he murdered the last guy to have the job he wanted was quietly ignored.
* Warhammer: The End Times sequel: we've seen what Chaos can do, now mankind fights to keep it from happening again.
* Warhammer The End Times: Vermintide. Later, despite having months to rebuild its defenses and the Skaven Clan Fester having incurred quintuple-digit casualties against the U5, the city then falls almost immediately when they're absent. Saltzpyre has a line lampshading this in the Horn of Magnus mission, when the team arrives to find their supposed reinforcements already dead.
* Warhammer The End Times: Vermintide will usually deploy a smoke bomb and take off if they find themselves observed with no way to easily strike at the players, hiding and seeking another chance to ambush them.
* Warhammer, the entire faction of Vampire Counts is very much based on this trope.
* Warhammer: The Everqueen of Ulthuan has traditionally been protected by her all-female elite cadre of handmaidens called the Maiden Guard, recruited from the most skilled and accomplished female members of the citizen militias of Avelorn, where the Everqueen rules.
* Warhammer the Forest Goblins frequently use giant spiders the size of St. Bernards as cavalry, as well as some the size of moving vans for their shamans and bosses to ride to war on. They also have Arachnarok Spiders, which carry catapults on their backs and are so big Games Workshop had to come up with a custom base for the model.
* Warhammer - the general procedure goes: berserkers attack weak troops -> weak troops run away -> berserkers follow into the middle of a large number of heavily armed troops -> meat grinder.
* Warhammer, the goblin armies can use giant spiders, including the massive Arachnorok spider which is bigger than some warmachines.
* Warhammer the Great Necromancer Nagash did this after his body was chopped into pieces, burned to ashes, taken in several containers far away from each other, and scattered to the winds. The process took over a thousand years though, and his hand, which wasn't burned because it crawled away after being severed, never returned to him.
* Warhammer: The great white lions of Chrace are unflinchingly loyal to their pride, putting their bonds to their kin above everything else, and will go to immense lengths to bring vengeance to those who harm their pride-mates. This is something a wizard seeking to magically bind them has to keep in mind. Once the magic inevitably wears off, the lions are more than capable of tearing a wizard limb from limb to avenge companions who died in their service, but if the wizard manages to be accepted into the pride then the lions will remain at their side long after the spells fail and fight to the death in their defense.
* Warhammer the jungles of Lustria were magically altered by the Lizardmen to slow the advance of Chaos across the continent. Effectively every living thing in the jungles exists to kill trespassers. Plants are carnivorous, stinging insects can pierce armor, blood-sucking flies can turn a human to a husk in seconds, carnosaurs stalk the jungles as the apex predator because they hunted dragons to extinction, every pond and river hides some murderous horror. Oh, and then there are the Lizardmen themselves who have ancient Slann mages that wield tremendous power and Saurus Old-Bloods with millennia of combat experience.
* Warhammer: The Lizardmen worship the Old Ones, who created the world and try to carry out their plan for the destruction of Chaos.
* Warhammer. Then some of the later campaign newsletters came out, with references to an Orc Warboss falling off a bridge on a boar and squig-firing cannon... And the campaign ended up with the Orcs ultimately winning.
* Warhammer, the Ogre Kingdoms special character Greasus Gooldtooth has three special rules dedicated to just how much money he has. These include one that has nearby friendly units fight all the harder in hopes of getting a higher pay and one that allows him to bribe enemy units into not fighting for a turn.
* Warhammer - The ogre Overtyrant Greasus Goldtooth has a sceptre bigger than a

man.
* Warhammer, the others mostly fit under this. The most famous are of course Gotrek and Felix, but there's also Kroq-Gar and Grymloq, Karl Franz and Deathclaw, Eltharion and Stormwing, and Louen and Bequis.
* Warhammer. There are actually a few good guys. Evil races include Daemons, Beastmen, Orcs, Goblins, Undead, Skaven, Dark Elves, and Ogres. Also, one of the few times in which the "chaotic" part of Always Chaotic Evil plays a part, as every evil race can be traced back to mutations caused by Chaos, which is a powerful force in the Warhammer world.
* Warhammer: There are lots of examples, but the term "Black Knight" itself is used for the undead Wight cavalry of the Vampire Counts army (who probably fitted the classic version of the trope more when they were alive). Beyond that, there are:
* Warhammer there are those that use it. Witch elves and sorceresses of the dark elves wear stripperiffic "clothes".
* Warhammer there is precious little angst over this as they are both bloodthirsty monsters of the old school, even before Isabella became a vampire.
* Warhammer There's also a Bretonian Cataclysm spell that can do the same thing.
* Warhammer: The setting has no shortage of these whatsoever — generally, any and all necromancers and Chaos, dark elf or vampire sorcerers can be counted on to be unscrupulous, malicious and power-hungry maniacs with no compunction about performing horrific arcane experiments, raising armies of undead and gibbering abominations, and generally making life miserable for everyone else.
* Warhammer, the Skaven are seen as very analogous to the Third Reich, what with their super technology, horrifying experiments, rune iconography (one of the more commonly used ones is a swastika-styled triskelion), disregard for human life, plan to conquer the world by killing everyone worthless (i.e. everyone, period) and the fact they have a unit called "Storm Vermin".
* Warhammer: The Skaven take this up to thirteen with the Council of Thirteen.
* Warhammer, the Sky-Titans were once a glorious civilisation who lorded over a floating kingdom over the Mountains of Mourn to the east of the Old World. A war with the invading Ogres left the Sky-titans decimated and overthrown, fleeing into the world wherever they could find refuge. Now their descendants, the Giants, are formed into tribes of primitive, inbred degenerates who roam the world fighting for anyone who can provide them with food and booze, usually the Beastmen, Greenskins or the Ogres who destroyed their people.
* Warhammer, the Slaans - the mage-priests of the Lizardmen - sleep most of the time, and when they wake up, they speak in very short sentences without any context. As a result, unpleasant things have happened. When the High Elves arrived in Lustria, they were brought before a Slaan who said, "They should not be here". His Saurus guards read this as "Destroy all High Elves" and killed them. Whether he actually meant "Send them home" will never be known.
* Warhammer, the strategy game based off it, would be what eventually put them on the map.
* Warhammer: The tale of the dishonor of the Ironfists. The family had suffered a dishonor so severe it required one member of the family to swear the Slayer Oath and seek death in battle. Ungrim Ironfist took the oath so his son Garagrim wouldn't have to. Garagrim Ironfist took the oath so his father Ungrim wouldn't have to. Garagrim eventually found the honorable death he sought, thus discharging the family's debt of honor and freeing his father from his Slayer Oath. However, his death drove Ungrim mad with grief and caused him to take the Slayer Oath in order to shed the dishonor of sacrificing his son to save his own skin, rendering Garagrim's sacrifice completely moot.
* Warhammer: The Tileans are already notable for their skill with the crossbow, but the Marksmen of Miragliano are truly something special. Being able to put a bolt through the center of a coin from 300 paces is considered the bare minimum of skill needed to get into the regiment to begin with, and constant training afterwards results in some of the most ludicrously accurate long-range marksmen in the Old World.
* Warhammer: The Tomb Kings are former rulers of Nehekhara who, as their lives

neared their ends, had themselves put through a ritual that would eventually (after centuries) resurrect them in immaculate, undying bodies of living gold. Then Nagash showed up and ruined everything. Thanks to his interference, the Tomb Kings were woken up centuries ahead of schedule, trapped in their withered corpses.
* Warhammer: The Tomb kings can summon giant undead scorpions from underground.
* Warhammer, the writers released a Morathi themed book that attempted to retcon even that into being a lie by Teclis to get Malekith on their side, signifiying that the writers viewed it as a mistake on their part.
* Warhammer, they eventually develop a cocoon out of sheer resentfulness — in which they gradually metamorphose into the forms of giant insects so that they can take their revenge on the mortal realm.
* Warhammer. They're temperamental and barely-understood contraptions, but you can imagine their effectiveness in an otherwise late Medieval/Renaissance setting.
* Warhammer, this happens occasionally in The Empire, when an Emperor dies or retires the Elector Counts tend to disagree who would be the next. There was once the time of the Three Emperors, where three Counts decree themselves as Emperor of the Empire that it's a miracle that the provinces didn't fall into all-out civil war over who is the rightful Emperor.
* Warhammer, this is likely true. Given that Malekith is a 4th degree burn victim permanently encased in full body armor, not so much. That being said, incest (no matter the exact kind) isn't unheard of in Druchi society.
* Warhammer: This is perhaps the best way to describe the relations between the cults of Sigmar and Ulric. The cult of Ulric considers itself to be the "senior service", loves to point out that during his life as a human Sigmar was an Ulric-worshipper, and resents that Sigmar has supplanted Ulric as the god of choice in large swathes of the Empire. Sigmarites, on the other hand, see it as only proper that the Empire's founder is venerated above other gods by the citizens of the Empire, consider the level of devotion required by Ulric's worshippers to be disproportionate to the gifts Ulric gives (they may have a point) and considers the cult of Ulric to be sore losers. The rivalry is compounded by the fact that the Ar-Ulric only has one vote in the Imperial elections and the Grand Theogonist of Sigmar has three (technically the Grand Theogonist and the two Arch-Lectors have one each, but the Arch-Lectors always vote the way the Grand Theogonist, their superior, tells them to). Both cults are dedicated to serving the Empire and its people, but if they get the chance to get one over on the other in the process, they will take it.
* Warhammer this is the goal of Nagash the Great Necromancer. He wants to kill everyone and raise them as his undead servants.
* Warhammer. This managed to rally the remaining defenders, who held fast for another three months until an allied army arrived to break the siege.
* Warhammer this means that several of them are capable to take down large monsters and demons.
* Warhammer (though they're not complete opposites, that would be Slaanesh, the Chaos god(dess) of desire, who Khorne sees as even more of a cowardly effeminate weakling). Note that Khorne has no problem with magical wargear or summoning his daemons to fight alongside you, but it's probably unwise to discuss the potential hypocrisy of this.
* Warhammer thrown in for good measure; including things like steam-powered tanks, primitive machine guns, ironclad warships, flamethrowers, and a few other things as well. This can make for some interesting battles in the series.
* Warhammer to, as beastmen and daemons are good at slaughtering and killing but not very good at, say, building boats.
* Warhammer to be poisoned). Dwarfs, High Elves, Empire, Bretonnians, and even Wood Elves don't have any poisoned attacks at all.
* Warhammer, too. He's been working carefully for ~40,000 years and it still doesn't make any damn sense. This is because his "master plans" actually have no purpose — their elements are nonsensical, self-contradictory and — as befitting a Chaos God — utterly chaotic. If he wins then he can't plot anymore and he can't exist without plotting. So planning is part of his nature, but

no-one said his plans have to make sense or actually accomplish anything.
* Warhammer to serve as proxy personifications of the Chaos Gods whenever a given plot requires their presence.
* Warhammer to them; one wonders what they'd do once the Book of Grudges no longer had any unfulfilled grudges within.
* Warhammer to the traditional outfit associated with real life and fictional witch hunters.
* Warhammer tropes really should indicate when they were the case since the game zig-zags many tropes with each edition. Before 8th edition, tanks and similar vehicles were invulnerable to most infantry weapons and generally had to be engaged with anti-vehicle weapons. The rules in most editions also forbade most units from splitting their fire; either the anti-tank squaddie wasted his big gun on the same infantry his unit shot at, or the riflemen wasted their shots on the tank so the anti-tank trooper could target it. As of eighth edition, every attack has some minimal chance to inflict
* Warhammer type is probably the Wyvern, available to Orc warbosses and great shamans.
* Warhammer units in cover are harder to hit, and ranged units may fire in two ranks if they are at a higher elevation than the target.
* Warhammer units, the Regiments of Renown, have names like this: "the Marksmen of Miragliano," "Ruglud's Armored Orcs," "the Bearmen of Ursulo," "Richter Kreugar's Cursed Company," "Menghil's Manflayers," "Long Drong's Pirate Slayers," etc.
* Warhammer universe, are Semi-sentient, with each having its own mind. On one occasion, the mind of a Titan commander is also resident inside the machine, after he dies while still linked up to it.
* Warhammer utilize different types and styles of weaponry in accordance with their culture and personalities. Even the designs of the same types of weapon vary in this way (for example, the spears used by High Elves are thin, elegant, leaf-bladed things with gentle, flowing curves, while their Dark Elf cousins use equally slender but jagged and spiked spears. Human spears tend to be a lot thicker and cruder, and Orc spears thicker and cruder still).
* Warhammer Warhammer. The accepted terms of distinction are "Fantasy" and "40k". You can also call Fantasy "Classic". Also bear in mind, a considerable population plays both.
* Warhammer, wearing a cape made from his victim’s skulls (his tabletop model itself includes over 100 skulls).
* Warhammer, were a giant diseased hulk that had a grinning mouth in its belly.
* Warhammer when Bretonnia, the Empire and Tilea join forces to strike back at the Arabyans and liberate Estalia. Unlike the Crusades, this started when a daemon of Tzeentch manipulated the Sultan into attacking.
* Warhammer when they try to invent something new; they usually join the human guild for a while until they refine their prototype to something more reliable and trustworthy. Dwarfs like to maintain their reputation for machines that run like a Swiss watch.
* Warhammer where a rank and file unit will do exactly this for a leader who is in the same formation.
* Warhammer where many in universe armies might follow the same rule set. In the case of Warhammer and Warhammer 40,000 a number of factions started out life as simple palette swaps, but have developed over the years to get their own models and/or rules. The Space Marine chapters are a good example - originally Blood Angels, Dark Angels, Ultramarines and Space Wolves were just red, dark green, blue and grey versions of the same thing, but now they have their own distinct stylings and rules. Other factions, such as Eldar Craftworlds and Ork Clans, are still just different colour schemes, though each can be characterised somewhat by choice of units taken as well as the livery.
* Warhammer, where the ancient vampire countess Gabrielle is out to destroy her 'child' Adolphus Krieger, with a little (lot) help from everyone's favorite Slayer. Admittedly, Krieger hates her too, and his own 'child' Ulrika Ivansdottir, hates him but is compelled to obey him.

* Warhammer, which, as with Lord of the Rings, is heavily based on real world Europe. The Chaos Wastes to the north are cold and populated by over-the-top Vikings, while the south has deserts that were home to an ancient civilisation with a bit of a mummy obsession. It's clearly shown that there is more world beyond this and that the utmost south is also frozen, it's just that travelling there is too dangerous for much information to reach the Old World.
* Warhammer, which had until then been dominated by historical games, and brought a new generation into the hobby.
* Warhammer, which its Elector Counts are trying to do all the time, and if his enemies surrendered to him, he let them live. Though all the undead he kept around would take some getting used to.
* Warhammer which lets their player bypass the game's taboo for shooting into close combat. Which doesn't seem quite that impressive until you realize they're one of the few armies with ready access to Gatling guns and flamethrowers in the game's medieval setting.
* Warhammer, which still plays Warhammer 3rd Edition rules (published 1987) with appropriate army lists.
* Warhammer which takes elements of Celtic legend and incorporates them into a story where demigod warlords have imprisoned the Earth Mother and taken much of her power for themselves. As a result, the sun is frozen in the sky and the moon burns while plants and animals grow twisted. Humanity itself grows increasingly more mutated and deformed with each succeeding generation, battling and enslaving each other in warring tribes. The Earth Mother seeks a champion to become the Horned God and save her.
* Warhammer: While no proof one way or the other has ever emerged, some in-universe scholars and Ogres speculate that the Yhetees, ferocious, white-furred beasts native to the highest peaks, began as Ogres who adapted to the bitter chill of the Ancient Giant Lands during the Great Migration, over time becoming sub-tribal predators with only the simplest remnants of tool use.
* Warhammer who flayed their victims alive and wore their skins as cloaks.
* Warhammer who loved monster-hunting and great feasts. Then, while he was away, Karak Azul was invaded by a horde of Greenskins led by Gorfang Rotgut, destroyed most of the hold's treasures, and horrifically mutilated and killed many of the inhabitants, including Kazador's only son. Kazador became a shadow of his former self and went almost catatonic with grief, and the only thing that can rouse him is the prospect of killing Greenskins.
* Warhammer whose legend has gotten out of hand, depending on who you ask).
* Warhammer whose only hope for social advancement is to join their lord's army as a bowman, but there is a small "middle class" of merchants, skilled craftsmen and the like. Legally, however, they are non-distinct from their field-grubbing brethren, and all treated by nobles as worth less than the muck under their boots.
* Warhammer who wears the skulls (and the entire skeleton) of vanquished foes, and the Skaven warlord Queek headtaker who, showing courage uncharacteristic for his race, loves single combat and goes to battle with an actual trophy rack on his back.
* Warhammer. Who would be considered people you'd not want to have around by most people who aren't them (and 40K's are considered obnoxious rich assholes by other orks).
* Warhammer will feature more copyright-friendly Highborn Aelfs, Orruks and Duardin, and even basic undead units will be Deathrattlers and Deadwalkers rather than skeletons or zombies.
* Warhammer, with no units being allowed to use ranged attacks upon units in engaged in a melee and risk hitting their allies. However, Blast weapons missing could potentially end up accidentally hitting allied units from scatter moving the targeting circle onto them.
* Warhammer with the minions of Tzeentch, god of fate, and Slaanesh, the god of pleasure, being particularly adept at turning the innocent from the path of righteousness.
* Warhammer women (their reproduction processes are unclear), skaven females are

non-sapient and lizardmen are poorly named as they are in fact genderless life forms created from magical spawning pools.
* Warhammer world. But they keep fighting, out of sheer, stubborn, dwarfish bloody-mindedness. The high elves have a similar situation regarding their dark kin and the forces of Chaos, but are naturally more stuck-up about it. Oddly enough, the human Empire is a bit more optimistic, due to spanking Chaos in a campaign a few years back.
* Warhammer world's equivalent of Africa. Here, you'll find the Badlands; a harsh, barren wasteland filled with various Orc clans constantly warring for supremacy, as well as other vicious predators. Beyond the wastes is a patch of desert once known as Nehekhara, once the first human civilisation, now known as the Land of the Dead and home to the undead remnants of the first human civilisation. And beyond that is pretty much nothing but untamed, unexplored jungle teeming with Orcs and Goblins even more backwards and savage than their northern kin.
* Warhammer world, while still plentifully enmagicked, has lost a lot of it since the olden days because of the elves creating the Vortex on the Isle of the Dead, greatly decreasing magical potency and also preventing daemons from rampaging across the world. Incidentally, this may have caused the dragons themselves to fall asleep as well.
* Warhammer would be a better descriptor, as it causes physical, mental, and spiritual corruption. So, naturally, the city is also teeming with all manner of horrific monsters...
* Warhammer, would easily qualify if he was still around), and others.
* Warhammer yields unpredictable mutations, which in extreme cases can turn the character into a mindless gibbering Chaos Spawn.
* Warhammer, your reserves are delayed, your tanks are stuck in an unfortunate terrain feature - and you have to wing it from there.
* Warhammer zone that he or she is too high a level for, a powerful debuff hits them that, among other things, turns them into a chicken.
* WarHams Crusade. Notable in that viewers can donate money to contribute temporary bonus dice to either the players or the GM to either increase the odds of success, or to make things... complicated, in interesting ways.
* War Has Never Been So Much Fun: It's a war game, but it stars cute, colorful characters and there's no blood.
* War" has two moments that are coloured by real life context that can be connected to the scene:
* Warhawk 2 for the PS1. They did recently revive the franchise on the PS3, though.
* Warhawk (a member of the Justice League in the future time period of
* Warhawk explodes in an impressive fireball. Even if it was from being beaten with a wrench. If left unattended long enough, vehicles will spontaneously explode and respawn.
* Warhawk: In one of the epilogues from the original Playstation game, it is mentioned that one of the pilots, after the events of the game, retired and resorted to selling "I survived the Red Mercury War, and all I got was this lousy t-shirt" t-shirts.
* Warhawk, making them aggressive and lethal, but also slow and hard to resupply. Smoke Jaguar units are devastating early on but exhaust themselves quickly, making them easy to outmaneuver.
* War Hawk: Someone who's really eager to start bombing their country's (real or perceived) enemies.
* War Hawk until the Centauri occupation and events caused him to become more spiritual.
* Warhawk, which can lock on as many times as you want before firing, with the only limit being how many you have. Naturally, this can get extreme.
* "Warhead" killed because he could have been on the Star Destroyer the droids were returning to.
* Warhog, a design with bladed, spinning dome, failed to take Newton's Third Law into account and ended up
* War Horse. By the next scene, there are plenty of riderless horses wandering

about and even more dead ones strewn all over the battlefield.
* War Horse has overtones of this. It's vaguely referenced within the movie.
* War Horse. His wife explains the situation to Albert, his gentle and somewhat simple-minded son, but it doesn't keep him from attempting to enlist in World War One at the first opportunity.
* Warhorse of Esdragon that none of the other Riders can match Valadan, and they have to play some shell-games to keep them in the saddle at all, as they keep exhausting and foundering their mounts trying to keep up.
* Warhorses of Letters: Denial, Following Marengo Around, Sexual Promiscuity and Acceptance. Copenhagen isn't convinced.
* War horses were trained to not be spooked by loud noises. Church bells were often used for this, along with breeding for a - for want of a better word - 'brave' temperament. Police horses are similarly trained and selected to handle noise and similar stresses.
* War Horse, the two horses Joey and Topthorn start out as rivals, but after Joey (Captain Nicholls astride him) defeats Topthorn during a practice run race, they become friends.
* warhound and not a puppy to be teased. The "dialogue" Alistair has with Dog also doesn't seem terribly friendly either.
* warhounds—consistently score in the top 10 (and often top 5) of the most aggressive dog breeds. High maintenance plus an aggressive breed equals a lot of problems. They are described as not an appropriate first dog for anyone.
* War, Inc. has a bizarre ending, in which the main characters escape on a private plane, but in a blink-and-you-miss-it final moment, a missile can be spotted flying toward them. The scene ends before we can see what becomes of them.
* War, Inc., Hauser gets so stressed out at seeing Yonica acting slutty (the infamous scorpion down the pants scene) that he accidentally crushes the vial of cobra venom he was about to pour into Omar Sharif's food.
* War, Inc., some little boys set Hauser's truck on fire. As they run away, one of them flips him off.
* War, Inc., when Hauser is asked what happened to his family, he gets depressed and the lively music stops. He then gets up and adjusts the record player, as the needle had slipped off.
* War, Inc., Yonica's fiance was planning to make one of their honeymoon and then sell the resulting DVDs. Yonica was unaware of this and got really upset when she found out.
* War In Heaven there is subtle supernatural help, which is appropriate as the supernatural danger is more subtle than most stories of this kind.
* War In Hell arc. After his enemy is dispatched by Stonewater using an ice attack on his earthly form, Karnak muses that this is the perfect time to deliver a line like, "Hell's frozen over," but Karnak's always hated those jokes.
* War In Hell as a far more interesting character with a lot of potential that had been squandered.
* War in Middle Earth despite being at the core a strategy game portrays the Nazgul as surprisingly weak. Even right at the beginning of the game just the four hobbits have a good chance of killing a lone Nazgul, should they encounter one.
* War in Season 5, who manages to dump a whole town into armed conflict using no more than illusionary black demon eyes on people.
* War in the Pocket takes 08th MS Team in the sense Mobile suit combat leaves metal husks. With the exception of the Kampfer fight scene, the mechs don't explode cleanly and flaming debris hits the general population with particularly brutal results.
* Wario also gains super speed when he transforms into Wario-Man with his Final Smash. This stacks with the aforementioned Bunny Hood.
* Wario, among other things. In any event, he's able to shrug off anything that happens to him.
* Wario and Waluigi (though more so in their earlier appearances) are still this to Mario and Luigi in
* Wario becomes almost uncontrollable (save for jumping), but can break certain

obstacles.
* Wario has faced scorpion enemies on occasion, typically found in desert areas.
* Wario (informal leader of the Kong Klan of primates) fit the bill, too.
* Wario is surprisingly this as well considering in one game, he was able to create a device that allows him to go in and out of the television at will. He is also shown to create other devices in the
* Wario Land 3, particularly the Golf minigame. Some think the execution, pacing and progression are a downgrade from II, while others still consider it an overall improvement over II and the best game in the series.
* Wario Land 3 that they can use to freeze Wario and send him sliding back across the level.
* Wario Land 3, the treasures can only be used in the cutscenes immediately after they are collected. Thus, treasures like the Ax of Destruction and the The Detonator, despite seeming like the kinds of items that could be used in many different situations, are only used once to open new paths.
* Wario Land 4: Aerodent, the aerial rodent, blows up its own teddy-bear balloon.
* Wario Land 4 being 2D platformers with rather thin plots. The gamebook aspect doesn't work because the choices are almost meaningless, and there's only one ending for each. They're not helpful as guides, either, since they don't go in-depth and you have to work out how to defeat bosses and solve puzzles from first-person recounts. The games are pretty good, but experiencing them through these books is a waste of time.
* Wario Land 4 first boss (complete with punching spiked leaves and flying).
* Wario Land 4 handheld games) appears, although he turns out to be a magically disguised ghost princess/cat being.
* Wario Land 4 is more divisive than the titles before it. This is mainly because it makes Wario able to be killed again, there are fewer transformations he can go into, it makes every level a time-trial mission to escape before it explodes, it becomes mandatory to find every single treasure to beat the game, the level designs go back to the more linear ones of the first two games, and it is much shorter in length than the previous titles.
* Wario Land 4. It resembles a purple Cadillac Eldorado with a decal of Wario's mustache on the hood.
* Wario Land 4's Crescent Moon Village, in both senses of the word (no inhabitants, but plenty of bloodthirsty undead ghosts).
* Wario Land 4 Wario car action figure-like enemies. Oh, the irony of a toy based on Wario driving his car being something that's dangerous enough to kill him in the toy-themed levels. It also had a metal spike on the front (hence how it was so dangerous), could drive through more spikes, and was apparently a pretty good throwing weapon.
* Wario Land 4, with Hotel Horror especially having a freaking ton of them (about four to every door in the hotel).
* Wario Land and onwards certain fit this profile (especially Rudy the Clown and the Shake King)
* Wario Land, and the hungry dead stalk the dark places. Near the end of the game, you get an item that lets you change the time of day on the world map without having to enter a level.
* Wario Land. Burning into a pile of ashes just causes him to regenerate, and most enemy attacks revolve around inconveniencing him.
* Wario Land), but the ultimate 'huh' example of an insane boss design just has to be Cuckoo Condor. It's a flying, psychotic, laser shooting cuckoo clock! Which is the boss of a world based on industry and factories.
* Wario Land (despite being a few thousand year old robot guardian of an ancient civilization, it can still hold up the roof, fire missiles and shoot laser beams at intruders an infinite amount of times).
* Wario Land fandoms, due to their status as collectathon orientated 2D platformers with detailed graphics that first originated on the Game Boy/Game Boy Colour.
* Wario Land games, which take the silliness Up to Eleven with each consecutive installment.

* Wario Land has a small heart equalling 1 heart point, a large heart equals 10.
* Wario Land has switchable stair/ramps that can be used to build up momentum.
* Wario Land has the Black Dog/Big Lips/Big Fist/Black Dragon items, which can be bought for about 20 mini game coins before any boss battle. However, this isn't merely an equippable weapon that's powerful; nope, you just enter the boss battle, and get to watch the item being used to send the boss to literally two health points from death before the battle even begins. And each of them is actually super-effective on a specific boss.
* Wario Land II alarm clock in the castle which proceeds to wake up Wario and distract him from their thievery. The first level is completed upon destroying the clock.
* Wario Land II. All the boss fights against her involve knocking her out of various hovering vehicles that sport various weapons, and one fight sees her remotely controlling a robotic Spear Man.
* Wario Land II had this kind of animation where his feet would appear near his front, cycle to his back and sort of roll behind him looking very much like his body is in front of a wheel with feet stuck on them.
* Wario Land II, he turns into Fat Wario and is able to KO enemies by walking into them, break through certain blocks by jumping on them, and weigh down floating platforms.
* Wario Land II - neglect to wake up at the beginning of the game and the invading pirates throw you out the window and take over your castle, forcing you to reclaim it.
* Wario Land, it's probably because of the health set up being extremely generous towards the player (aka about ten heart points to complete invincibility). Which completely ignores that both series have some quite difficult bonus challenges and secrets.
* Wario Land. Lucky, considering they throw their head as a boomerang to attack.
* Wario Land Note the mermaid, sea serpent and octopus-like creature in various points on the map and the old-fashioned compass (itself something many of these maps also contain).
* Wario Land of places and fighting some extremely weird bosses (Evil cuckoo clock, basketball playing rabbit, what looks like a French duck chef riding a frying pan and randomly attacking the character from the ceiling or the side of the screen, etc.) And with treasure that includes literal metaphors and random items with punny names.
* Wario Land. Okay, it's avoidable, and seems to be more the cloud trying to strike Wario with lightning for some malicious reason, but otherwise fits the trope.
* Wario Land series is exactly this (Snowman Wario). And he turns into a giant snowball seemingly INSTANTLY after standing on any form of slope or slanted ground (and can break certain blocks).
* Wario Land series, Wario can end up becoming one if he gets attacked by a zombie or ghost. While he moves more slowly than usual, he can get past one-way platforms by jumping and decomposing, letting his hat fall through and recomposing afterwards. Cures for this state of undeath are usually exposure to light and water.
* Wario Land Shake Dimension has a few called Venus Guytraps, which eat Wario as well as any enemy that happens to land on one (one mission is actually to feed five enemies to them). There's also Bloomsday/Scumflower, which while it doesn't actually eat Wario as an attack, is pretty much this by how it actually spits out various enemies as attacks.
* Wario Land: Shake It! also has giant boulder chases in Mt Lava Lava and Sneak Peak. The boulders don't actually hurt Wario, he just gets stuck to them and misses out on a ton of secrets along the way, so to get 100% completion you have to outrun them either long enough to get the treasure or somehow jump over the boulder. There are also sections with all these small boulders rolling down a path at certain intervals, which again must be avoided/jumped over.
* Wario Land: Shake It! are little bandana-waring red balls with feet and mouths known as Bandineros. They don't actually do any damage, they just walk about and

bounce off your fat gut, and grabbing them causes them to panic in a way that can cause just a little bit of empathy for them. Also, they come in multiple types - yellow (they jump all about the stage), blue (they inflate and float, making a face that looks suspiciously like that anime "Hey-I'm-cute" face we all know and love (:3, to be exact) all the while), and a lighter blue (they have forks on their head which can actualy harm you, but cause them to get stuck to the cealing or walls when thrown, with struggling included). It seems even the game likes them, as some missions to unlock the music soundtrack require you to get through a stage without killing a single baddie.
* Wario Land: Shake It! arguably does this. You've got the basic settlements shown in the first world and the intro cut scene that the Merfles lived in, then right in the middle of the wild west themed area, you've got Glittertown/Neon City which is basically some Las Vegas equivalent complete with modern technology, electricity and slot machines.
* Wario Land: Shake It! as its boss theme, and a distinct, high-pitched cackle.
* Wario Land: Shake It!. Everything is black at first (except for Wario), then you see the King's eyes, and then the whole room lights up.
* Wario Land: Shake It! features Flipstings, who keep their stingers arched over their backs and are thus immune to jump attacks.
* Wario Land: Shake It! has a similar mechanic. By grabbing enemies and shaking the Wii remote, things will fly around. Garlic, money, or even the armor they're wearing.
* Wario Land: Shake It!, Love literally is in one of the treasures chests in the game, and is actually represented by the word 'love' itself; but the treasure's listed name is merely "Something important." It is assumed that this name comes from Wario's own view of the subject.
* Wario Land: Shake It!, Wario has no qualms with grabbing Queen Merelda and nonchalantly throwing her off-screen (with an audible crash!) so he can get to taking the bottomless coin sack.
* Wario Land: Shake It!, with the globe containing the whole mini universe seen in a museum, stolen by Captain Syrup and sent to Wario (So that she could get Wario to enter, beat the Shake King and bring the Bottomless Coin Purse to the outside world.)
* Wario Land: Shake It!, you can use a Max Fastosity Dasherator for a speed boost, which would give Wario a wheel of feet.
* Wario Land. Since he always comes back together as if nothing happened, it's only a minor inconvenience.
* Wario Land: Super Mario Land 3 Amusingly, you can just walk right out of the battlefield through a convienently-placed door.
* Wario Land that was just a red boxing glove on a spring, and that just knocked him off a ledge or the like.
* Wario Land. The former shoot some kind of ectoplasm that turns Wario into a zombie, the latter actually use their head as a boomerang, and reassemble if destroyed with the head intact.
* Wario Land, there are two levels in Parsley Woods taking place in/on a train. Falling onto the rails while the train is in motion is instant death.
* Wario Land to hurt himself with the various obstacles and enemies in order to solve puzzles.
* Wario Land used the exhaust flames of his race car as an attack against Wario if Wario came too close (in the second stage of the battle, he actually lowered his car to the ground to burn Wario with the flames if Wario tried to go past him).
* Wario: Master of Disguise. Although the only thing it's shown to do is build robots to try and kill Wario.
* Wario: Master of Disguise named Carpaccio. His company's slogan is "We're hard at work watching your back... That way it's easier to pick your pocket!"
* Wario plays the trope even straighter if you use the bike while he's transformed into Wario-Man, as it moves about four times as fast (But causes a proportionally higher amount of damage).
* Wario precedes his over-the-top badass persona. Waluigi has a distinguished

pointy moustache as well.
* Wario series. Pretty much all of them based on the same 'How fun but completely and utterly crazy can the designers make these games?' formula.
* Wario series that have developed enough of their own identity to be considered franchises in their own right.
* Wario's money-grubbing behaviour, habit of running his video game company without paying his workers, and his generally chaotic and freedom-loving personality has led to
* Wario spinoff games tend to have inactive fandoms compared to the main game and RPG spinoffs.
* Wario's Woods released for both NES and SNES, with the latter also having a Game Boy release.
* WarioWare, also has varying art styles throughout its many minigames.
* WarioWare appearing as the toy shop clerk in 9-Volt's stage. His face isn't shown until you beat the stage in the story. The gag credits also lists Iwata as the shop clerk.
* WarioWare are the biggest Nintendo fanboys, making Nintendo microgames and owning everything Nintendo worked on. And 9-volt was working for Wario until DIY for unknown reasons and 18-volt still works for him.
* WarioWare, as the complexity of the editor and low-quality prebuilt games made it difficult for it to appeal to the series' usual audience.
* WarioWare came at the end of the 3DS's lifetime as the final (non-remake/sequel) first-party game, it was instead a big celebration of it and made sure to utilize all of its controls. One minigame and a few of the prizes one can win include every 3DS from conception to 2018.
* Warioware DIY has Orbulon's boss stage, a slider puzzle that comes in two versions. Both require multiple moves to complete under a rather strict time limit, making it the most complex boss in the game.
* WarioWare D.I.Y. has the Record tutorial, with Penny Crygor having already made a verse for the Record Class song. However, when you press the play button, it is off, meaning that if that is to go by, Penny is awful at composing.
* WarioWare, doing this to enter 9-Volt's room. It's so quick, it can catch the player off guard if they are not prepared for this.
* WarioWare for Ashley's theme he saw that interpreted one part as "Ear! Shut up!"
* WarioWare for Jimmy T., they have nearly the same storyline in their stages. Jimmy P. has a tan, though, causing an anonymous flyer on the town message board to say that Jimmy T. "Must have gotten some sun" and "Looks like a different person!"
* WarioWare game that came out three months AFTER Touched unlocked a video in Touched.
* WarioWare Gold, clinging onto his arm at the end of his level and Cricket just sees her as a lost child.
* WarioWare Gold has you help a young man and woman reunite with each other as they run across a meadow. If you screw up, they'll trip and fall.
* WarioWare Gold, Orbulon does this in his stage (albeit with pigs instead of cattle) in order to have them processed into burgers at the local fast food joint.
* WarioWare Gold, something rarely seen in a Nintendo game, which was another major hook that won over new fans.
* WarioWare Gold, the microgame hosts have special responses for different circumstances: clearing 15 microgames in a row with no mistakes, clearing a microgame at the last second, failing a microgame three times in a row, failing a microgame by not doing anything, etc..
* WarioWare Gold, thinking that because they're called "Hamburgers" they're made from ham. After you beat his games, he returns to the burger place to try to get them to take the pigs, but the cashier promptly denies him, stating he couldn't even cook them if he wanted, as he isn't allowed to work the grill yet. Orbulon sheepishly apologizes and goes to return the pigs.
* WarioWare has a microgame based around this concept called "No Love for You", where the player has to pluck all the petals off of a flower within the given time limit. On the first level of difficulty, the flower is replaced with a four-leaf

clover.
* WarioWare has a microgame called "Power Line Pigeons" where you have to avoid getting pooped on by a flock of pigeons.
* WarioWare has an unlockable telephone that you can dial. Once you get it, you may be awarded phone numbers every now and then to call — but all of them have only four digits.
* WarioWare has a set of songs from Orbulon, which have an alien\futuristic theme. Many are like current video game music, just done in weird time signatures and\or more sparsely.
* WarioWare, has you passing a drink to the patron by physically tilting the bar itself.
* WarioWare) her age isn't unstated in Japan, where she sounds more like a child (but still vague enough that you accept that she's a young teen). Overall, her design is so vague that it's kind of hard to tell what age the character is outside of "looks fairly young".
* WarioWare himself, and even then it's mostly because he's taking advantage of his friends' efforts.
* WarioWare in America and Australia. This is a problem in itself, since the latter game obviously serves as 18-Volt's real introduction in the series (Which is part of the reason why he says "Word!" a lot (except in the game's manual).
* WarioWare, Inc.: Mega Microgame$!, the life counter consists of four Alien Bunnies trying to get Orbulon to their spaceship. In the end, when Orbulon plans to take over the ship, an Alien Bunny replies "Shucks!" and drops Orbulon back onto the Oinker. The default amount is four. But, were you to lose a life and then clear the stage for the first time, then the Alien Bunny who pulls the switch is the one closest to it.
* Warioware Inc. move that is spammed. Unlike the other level up boss stages, which are optional, it must be completed to clear Remix 2.
* WarioWare involves yanking a tablecloth without knocking over the settings.
* WarioWare is a treasure hunter who's earned his wealth battling beasties and saving the world.
* WarioWare is Wario parodying a Mario catchphrase: "It's-a-Wii, Wario!"
* WarioWare, Joe is voiced by the series' character designer Ko Takeuchi.
* WarioWare, one minigame has two cowboys in a quick-draw contest. The winner shoots the opponent's pants down.
* WarioWare patterns of projectiles to dodge and an end boss that has three separate pieces shooting things at you.
* WarioWare plays with this via a feature in which players could dub over the game's cutscenes, creating their own gag dubs.
* WarioWare series can be loosely considered mini-game collections, but it does it in such an unusual way (games are typically about 4 seconds long, must be done in quick succession, are presented in random order, and the goal is to survive a predetermined number of them before failing four times), and has an emphasis on single-player rather than multiplayer, that gamers and critics alike have largely given up trying to classify it at all.
* WarioWare series for the mini games, where even ignoring the deliberate retro style choices in 9-Volt (and 18-Volt)'s microgames, the games seem to range for sprite to cartoon to semi photo realistic style on a per game basis. The music changes about as frequently as well.
* WarioWare series, had his plan stopped when he crash landed in Diamond City. He's become quite enamoured with Earth culture in spite of this, if a little airheaded.
* WarioWare series have shorter timers than regular ones, so you'll have to react fast or lose a life.
* WarioWare series is built around this trope, throwing rapid-fire 5-second minigames with different controls and gameplay styles at the player (though fortunately the rules are always easy enough to be described in one or two words.)
* WarioWare series, take this to such a blatant extreme that it starts making sense again by having the gameplay and the story literally have nothing to do with each other.

* WarioWare series. The most emotion she shows outside of her theme tune is a tiny smile at successfully turning a plant into a giant monster.
* WarioWare, she's also been a sports reporter and interviewer. Not to mention that she works as a games developer for Wario throughout. What makes all of this especially weird is that she's listed as a high school student, and all these jobs are part-time. Her boss, Joe, is usually seen working alongside her, so it's most likely that she follows him when he decides to change careers.
* WarioWare: Smooth Moves, a football player works up the courage to admit his love to Mona (who passes by him... twice) only to explode on a stray cheerleader.
* WarioWare: Smooth Moves has Young Cricket cut in line at a dumpling stand by dashing across the heads of the generic silhouette patrons. Once he realizes how upset they were, he apologizes and dashes back across their heads so he can wait at the back of the line.
* WarioWare, the game has been released standalone as a downloadable purchase from said channel (and yes, it counts because in story, the game was the one that actually inspired Wario to start the WarioWare Inc. company in the first game).
* WarioWare: Touched!, when Wario got a cold, he decided to eat garlic, his favorite food. Garlic is antiseptic and antiviral and therefore used in treating colds, which would explain why Wario never got a cold until that time.
* WarioWare: Twisted! freely admits their pizzas are sub-par in their theme song.
* Warioware Twisted. You need to outrun a boulder and jump over holes, by violently shaking the GBA, which makes it hard to see the holes.
* WarioWare version of the microgame "Rocky Reunion", there's a chance that a level might have the lovers very old instead.
* WarioWare was rated E10+, but that had some slightly edgier microgames that bumped up the rating.
* WarioWare, where after being warned to not eat any sweets, after some dental surgery, he does just that, immediately gets all teeth damaged, apparently has a seizure, flies about fifty feet into the air, smashes through the dentist's roof, and lands in the chair again.
* WarioWare, where it was arranged as a big band tune. Although Japanese Ashley's singing is still pretty creepy. Ironically, the original Japanese lyrics boil down to "Ashley is awesome. Isn't Ashley awesome? She's a little bored and wants friends, though. But she's awesome."
* WarioWare where the names and appearances of the characters are available on trading cards.
* WarioWare where the player must use the Wii's motion controls to grab the woman falling off a skyscraper, into a crocodile pit or out an airplane depending on the difficulty.
* WarioWare. With Fronk's nudging, 9-Volt finds he can answer his math homework questions easily by rewording them as RPG problems (for example: If you have 100 health and you get hit for 56 damage, how much health do you have left?)
* WarioWare, with the number of wires to cut going up per difficulty level. The color (red, blue or yellow) to be cut varies and you are always told which one to cut.
* WarioWare, you feed a bomb to Wario-Man to change him back to Wario (to access Wario's levels).
* WarioWare: You play as the supervising monk and must do a quick slapping motion with the Wii Remote whenever he passes by a monk nodding off or not paying attention to put them back in line.
* Wario, when he gets slammed by a massive hammer, turns into one of these; it gives him super bouncing powers.
* Wario, who has raspy voice, stinky breath fat belly and zig-zagged mustache, has several girlfriends, who are more beautiful than him - Princess Shokora, Captain Syrup (for
* Wario), with Dedede smugly floating through space afterwards. That is a new peak in humiliating deaths.
* Wario World bosses is named one of these, but in reality it's more like an antlion with scythe-hands. It still tunnels through the sandpit it's found in at

high speed.
* Wario World), both of which missed out of getting better than good reviews from some professional video game critics (they thought the games ended too quickly).
* Wario World does this a lot. There's a few unique enemies, but generally there's about four or five standard enemy types, and each world just changes the theme of them. You've got Magons, which then get reused as Skeletal Magons, Clowns, Snowmen, Wolves, Puppet Magons and Mummy Magons. You've got Cractyls which come as Bone Cractyls, Pigeons, Snow Bombers, Hawks, Masked Crows and Mummy Hawks. And the same for another four or so types of enemies.
* Wario World flies into Wario's mouth if he looks at him while his eyes are red.
* Wario World has Big Scorpers, which attack by lashing with their stingers.
* Wario World has enemies that are skeletal versions of the enemies from the first two levels.
* Wario World that is called the Terrible Portrait. It's literally a living painting that shoots fire, ice and boulders at Wario, and takes the appearance of three photo frames with a face in the middle one.
* Wario World, the 8 treasure chests and their corresponding buttons are Colour-Coded for Your Convenience. The 5 colors for the Spritelings also count.
* Wario World to quickly move around the two halves of a wrecked ship that serve as his battle arena.
* War Is Glorious horde, and may find something beautiful in the order and disciplined involved in the military, and a common enemy giving a single purpose for people to unite behind.
* War Is Glorious: War is an exciting adventure where patriotic men can prove their bravery and heroism.
* War Is Glorious war is unpleasant, from personal experience, but would go back and fight anyways.
* War Is Hell and his first priority is his family, but Gabriel just sees it as cowardice and joins against his father's wishes.
* War Is Hell) angst about it very much. The rewrite has more angst though, and this trope is somewhat justified considering Sonic's heroic nature.
* War Is Hell, but it makes a point to commend the courage of the singer's comrades, who stood and gave their lives for that worthless victory.
* War Is Hell comrade, he buries his face in his hands from sheer embarassment that he at one point thought it was a good idea.
* War Is Hell. Given they are entirely motivated by expressing their hatred and bottomless contempt for life.
* War Is Hell has been in the grips of a genocidal civil war between the Farawi and the Dellabona-Prati tribes, that started because the Farawi lived on the apartment above the Dellabona-Prati and walked around in clogs all the time, and some of the individual atrocities in the conflict are sparked by other violations of the condo regulations.
* War Is Hell. Instead of having wars depicting heroes improving themselves in positive ways, this trope depicts wars as a nightmarish land where people are traumatized in different ways.
* War Is Hell plot gains extra menace if the other guys you're trying not to pick a fight with are both unpleasant and undefeatable.
* War Is Hell. Pure, unadulterated contempt for life is all that motivates them and war is the ultimate way for them to express that hatred.
* War Is Hell: The story focuses on the downsides of warfare, such as countless people getting killed and the soldiers fighting in the war being traumatized by the bloodshed they had to endure.
* War Is Hell: Violent conflict between opposing armed forces will inevitably result in lots of people (soldiers and civilians alike) dying gruesomely, while the survivors may be badly injured or mentally traumatized for the rest of their lives.
* War Is Hell: Warfare and violence are inherently emotionally-distressful experiences for most people.
* War Is Hell: War is nothing but a hideous display of bloodshed, cruelty, and death.

* War Is The H-Word. After finding that out he starts a game of "Make Bender happy or he blows up the planet!".
* War Is the H-Word, and he obliges by wrapping one around his head. A few seconds later, President Nixon's head (carried by Kif) comes into the room and yells at Brannigan to cover himself. Instead, Zapp has Kif raise Nixon's head up higher.
* War is the H-Word as Zapp is to him after Fry has the misfortune of being demoted to his assistant. Years of pent up frustration at Zapp are no doubt being released since he has someone to pick on himself.
* War Is The H-Word". Indeed, any episode centered on Zapp Brannigan will have some elements of this.
* War Is the H-Word, Zapp Brannigan is strangely attracted to "him" and, in the end, after fighting Lee, losing, and finding out who "he" really is, proclaims that he's never been so happy to have been beaten up by a woman.
* warjacks found throughout the setting are nowhere near as powerful and impressive as the Colossi the Iron Kingdoms fielded in the war against the Orgoth, but far more flexible, less resource-intensive, and can be used for non-combat purposes in a pinch.
* Warlight, a free-to-play indie Risk-like, spreading can look like this.
* Warlight is a Risk-like free multiplayer indie game, yet players often create diplomatic games, called diplos, that run on previously agreed upon mechanics to start scenarios. The restrictions range from simple (declare war before attacking) to very complex (a whole ruleset with predefined characters/countries designed for roleplaying).
* warlike tribes among humans than like lions. They have a sense of tribal cohesion, hierarchy, a stern honor code, and so on. Canon actually says right out that they have a lot in common with humans.
* Warlock. After the warlock has been taken care off by a friendly housekeeper he notices that the man's ring actually has magical properties. When the man explains that he can't get it off, the warlock simply hacks off the finger with a kitchen knife and murders the guy.
* Warlock, again due to the same corporate restructuring happening at New World. Instead, the U.S. distribution rights were sold to Trimark and got a theatrical release there in January 1991.
* Warlock and she asks for a name, the Warlock replies "he has many names". When she says that she only needs one, he deliberately gives her one of the Devil's more esoteric names.
* Warlock: At one point, Kassandra is hunting the Warlock through a train yard, driving nails into his footprints to slow him down. The Warlock then holds a board against his feet to protect himself. At this point, Kassandra quickly notices that he's not screaming anymore, but also notices an interesting set of prints where the Warlock not only sat down, but rested his head against a pile of dirt. Kassandra gets an inquisitive look on her face and drives a nail into the latter. Turns out that ALL of a warlock's body-prints have that weakness.
* Warlock considers Satan his father, and conjures him in a human vessel to receive further orders.
* Warlock does in the movie of the same name is bite some poor shmuck's tongue off and make an omelet of it.
* Warlock hero only three or four days to find and defeat the Warlock before she dies of old age.
* Warlock. However, she managed to reverse the spell and restore her youth.
* Warlock III: The End of Innocence: An old lady tries to warn Kris as she's driving up to the warlock's manor. Kris ignores her, thinking she's just a kook.
* Warlock III: The End of Innocence, as he holds the protagonists in his cupped hands.
* Warlock III: The End of Innocence: Jerry can hear Kris and Michael going at it in the adjacent dorm room. He looks sad rather than annoyed, hinting at his feelings for her.
* Warlock III: The End of Innocence: Jerry is in love with Kris, whom he's known for years, but she already has a boyfriend (Michael). The Warlock promises him

Kris' love in an effort to corrupt him, but he actually manages to hold out the longest of her friends rather than betray her. What finally causes him to give her up is the Warlock showing him that Kris previously believed him to be a joke.
* Warlock III: The End of Innocence. Later on, after Kris realizes what's really going on and tries to flee, the Warlock traps her in a repeating loop until she's right back where she started.
* Warlock III: The End of Innocence: The Warlock is a lot more subtle this time around, slowly corrupting Kris' friends to become his servants rather than simply going for the kill right away. It's implied that all of Kris' friends showing up to help her unintentionally invoked a protective magic that the Warlock can't simply ignore, so he must convince them to forsake her of their own free will.
* Warlock, in which the title character curses the female protagonist to age 10 or 20 years for each night that passes. She remarks to Redfern, "This is worse than death", to which he replies, "That's what he had in mind."
* Warlock Magnus is over 1400 years old but maintains a very youthful appearance. It becomes a tearjerking moment when he shows lover Alec a box of mementos from dozens of men Magnus has loved over the centuries and this is the only way he can remember them all.
* Warlock: Master of the Arcane allows player to summon variety of magical creatures to serve in his or her army.
* Warlock: Master of the Arcane, all their cities and units remain in the game as "Neutrals". These cities do no longer play to win and are hostile to everyone, except other neutrals.
* Warlock: Master of the Arcane has variety of effects. There are standard movement and vision limits, but also some special areas that provide special resource and/or damage the units on the tile.
* Warlock: Master of the Arcane, the AI will within two dozen turns of meeting you send you a demand for half your money or mana. Your options are ´accept´ or ´declare war´. Accepting several times may let them offer an alliance, but it won´t stop them from demanding half your stuff at regular intervals. In short, when meeting an AI opponent, get ready to rumble.
* Warlock: Master of the Arcane. They are reasonable early game unit, but lose effectiveness later in the game unless upgraded.
* Warlock of Gramarye, as the main character's horse, Fess, is a highly intelligent AI placed in a mechanical horse.
* Warlock of Gramarye: Gwen Gallowglass is a devoted wife and a loving mother to her four children. She is also a ridiculously high-powered psychic, and God help you if you lay a finger on her or her family.
* Warlock of Gramarye mistaken for magic. Naturally, the protagonist and his family are major exceptions to those rules, due to partial fake-Faerie blood and magic borrowed from another universe (way too complex to go into here).
* Warlock of Gramarye series, the inhabitants of the planet Gramarye interpreted abilities like telekinesis as "magic" due to their ancestors' decision to adopt a low-tech pseudo-medieval culture and the passage of centuries without contact from any other planets. Beings such as fairies, trolls and whatnot, according to the main character, were the result of a combination of psychic powers, a psi-sensitive local plant called "witchmoss" and a lot of fairy tales.
* Warlock of Gramarye series, the interstellar government's currency is the "kwaher" or kilowatt-hour.
* Warlock of Gramarye the area first so no innocent bystanders get hurt. 'Kay?
* Warlock of Gramarye. They also have an inconsistent relationship with iron.
* Warlocks also have Dark Bargain, which gives them six seconds of complete immunity before they take 50% of all they suffered when it expires, depending on the severity of the absorbed damage, they may die from it without healing.
* Warlocks are much like vampires in that they will live forever if nobody kills them but are unable to breed. The only exception is Tessa Gray, because her mother is a Shadowhunter, which negates her demonic blood and allows her to procreate, but her children are mortals and therefore always outlive her. Tessa technically can have as many children as she wants, but,

* Warlocks are the descendants of humans and demons, but Tessa Gray is especially among the warlocks because she is related to the nephilim. She is an angel to a quarter, a human to a quarter, and half a demon.
* Warlocks are the male counterpart of witches - when they're not simply called "witches". Real life male neo-pagans call themselves witches and consider "warlock" a slur.
* Warlocks can spec for Shadowburn spell, which is an instant cast spell that can be used at any time, but unless the target dies within a few seconds of casting, you lose a Soul Shard so it's mainly used as a finishing move. Warlocks also have Drain Soul, a channeled spell which deals 4 times its normal damage when the target it below 25% health. There is also a high-end demonology talent that reduces the cast time of Soul Fire (normally very impractical spell due to its long cast time) by 60% if the target is below 35% health and is hit by Shadowbolt or Incinerate. And Priests' Shadow Word: Death damages the caster if it doesn't kill the target.
* Warlock series of movies is a servant of Satan, tries to destroy the world, and kills and mutilates innocent people for fun.
* Warlocks get a unique interaction with this particular moment that stands out. Normally your champions will happily report to you and help you out and Velen will be thankful for the aid. A Warlock however, has the toadying demon Calydus and angry destruction warlock Rittsyn show up, with Ritssyn commenting that Calydus bugging him to come out to help you has him minutes away from killing the demon. This back and forth gets an exasperated "Well this is awkward." from Velen under his breath.
* warlocks has a strange effect on vampires, even if it is never explained exactly what effect it is.
* Warlocks have the Hellfire spell to burn enemies around them... and themselves. It's actually known to be a useful trick in situations of certain doom since killing yourself with it doesn't damage your equipment.
* Warlocks of 20th level or higher can learn how to summon a succubus as a minion, using the hearts of pure men to entice her from her home plane. They also clearly enjoy being
* Warlocks of the Sigil, everyone has a power specific to them. This is Kole's power.
* Warlocks of the Sigil, people are referred to by their name and hometown. Quinn muses how weird it will be to be Quinn of Haldon, as the distinction wasn't really needed in the academy and he was just Quinn there.
* Warlocks of the Sigil: Since Quinn was in the school most of his life and just got out he needs things about the world explained to him, including somethings that are different than our world and somethings that are the same.
* Warlocks, on the other hand, tended to prize sheer amounts of stamina (which increases their health) rather than stats that generally improve the amount of mana and mana regeneration. They can essentially trade health for mana
* Warlocks who have summoned a Voidwalker can "sacrifice" that Voidwalker, which throws a protective barrier around the Warlock. Like the priest's shield, this barrier absorbs a certain amount of damage and then fails.
* Warlock: The Armageddon. A nameless female satanist that becomes mystically pregnant with the titular Warlock is shown having the full-term foetus exorcised out of her with mystical jewellery. No, seriously.
* Warlock: The Armageddon: The warlock picks up a slutty woman on the road. Eventually he gets so annoyed with her that he scalps her before throwing her out of his vehicle.
* Warlock: The Armageddon which quickly morphs into Satan's new minion and kills his "mother".
* Warlock, the Grand Grimoire is a Satanic book that was broken up long ago. When brought together it reveals the hidden name of God, which if said backwards will undo all that he created and destroy the world.
* Warlock; the Warlock escapes to the future and the witch hunter Redferne follows to hunt him down.
* Warlock to reverse God's work and unmake creation itself to advance himself in

Satan's eyes.
* Warlock tricks a phony medium to channel the Devil by providing her with one of his lesser known names. The medium mutates to something more demonic and the Devil offers the host's eyes for the Warlock's use.
* Warlock, when faced with a revolutionary army which includes cavalry, proposes to unleash a plague on the horses- he has one lying around in his laboratory. Also, he is the creator of several other doomsday works, some of which could be plagues.
* Warlock when in low energy, and much more fuller and human-like when in full power.
* Warlock. When the Warlock retrieves the grand grimoire and learns the word that can undo all of creation instead of saying it straight away the starts ranting "I know the word that can undo all you have wrought!" giving Kassandra time to sneak up on him and inject him with salt water which is fatal to witches.
* Warlock, witch hunter Redferne stabs the Warlock to kill him, but finds that even the incomplete Grimoire gives the Warlock the power to recover from the wound almost immediately.
* Warlord Chronicles, which would become known as Excalibur by the later generations.
* Warlord Gazghull Mag Uruk Thraka; not content with being as big as a Space Marine Dreadnought, he's brought the Imperial planet of Armageddon to its knees twice (the first time was just a test run, see) and, unusually for an Ork, has learned from his experiences to the extent that he can outwit most Imperial field commanders before they even make their decisions. And all whilst fighting in the front lines with his ladz.
* Warlord Kitiara and Elf wizard Dalamar hook up. Kitiara is the half-sister of Dalamar's master, and still not over
* Warlord. Morgan is mistaken for the persona-non-grata Arrow and is consequently attacked by half of Seattle's criminal population, leading to a confrontation with his double to find out why everyone in town hates him.
* Warlord of Mars #17, Commandant Keisari, military commander of the Vathek (a race of vampires who dwell on Saturn), is shown bathing in a tub that is being filled from draining corpses suspended above it.
* Warlord of Mars and both of them fell in love with Earthmen. Their resemblance to each other is so great that Heru's old flame mistook her daughter for her.
* Warlord of Mars and is always fighting in the frontlines along with the adults.
* Warlord of Mars as they feared it would harm their brand. Surprisingly, the lawsuit did little to affect the comic and its spin-off's publication until 2014 when the dispute was amicably resolved, and both parties have worked together to relaunch the comic.
* Warlord of Mars by Dynamite Entertainment. The books were also adapted by Marvel at some point.
* Warlord of Mars example: Matai Shang dies in the climax of the third book, at the hands of his former ally Thurid. In the comics, he dies much earlier than his book counterpart at the hands of Salensus Oll, another ally besides Thurid, because he didn't felt honoring his agreement.
* Warlord of Mars, is relatively faithful but it contained a couple of changes:
* Warlord of Mars is the megalomaniacal tyrant that ruled as a living goddess over Barsoom for ages, instituting a oppressive system of slavery and rape among its people. While most Martians age very slowly and often are centuries old, Issus looks like a hag as a result being being hundreds of thousands of years.
* Warlord of Mars, Mars was once depicted having massive oceans and the greatest superpower at the time being the seafaring empire of the White Martians. But a disaster lead to the oceans drying up and the atmosphere being slowly destroyed.
* Warlord of Mars prequel has her thwarting an attempted invasion by vampire aliens from Saturn. And at least in one possible Bad Future, this trope is inverted when Mars is invaded by Earth forces.
* Warlord of Mars, reducing them to slaves whom he has 10% killed for no good reason, except spite and disgust. He still thinks himself as a savior, however, as he justify his actions as liberating the Red and Green Peoples who have been

oppressed by polar races for millennia.
* Warlord of Mars series, are a race of warriors that invade planets, enslave their population, take their resources and move for the next one. They are in the process of invading Barsoom in the beginning of the volume.
* Warlord of Mars, so they're not as big a melee threat to the Red Men).
* Warlord of Mars: The Boora Witch is your average swamp sorceress that lives on planet Mars, and unlike the rest of the cast (which is grounded on sci-fi pulp action), explicitly uses foul magic.
* Warlord of Mars took extreme measures to silence Salensus Oll's concubines after one of them blew the whistle about who was behind the Green People's violent bursts. In fact, had her not warned the heroes about it, they would likely never had figured it out.
* Warlord of Mars where she is caught by a giant alien squid (who goes as far as wrapping his tentacles around her body) and fears that it will turn her into a broodmother. Turns out the monster is friendly and as Barbarella points out, they don't have the necessary reproductory systems for this trope.
* Warlord of Mars White Martians, the religious Black Martians and the reclusive Yellow Martians.
* Warlord of Mars who had a crush on her, specifically for her use alone. After his death, nobody was able to reverse-engineer or replicate it somehow.
* Warlord Okeer created Grunt to be the perfect Krogan. The other tank-grown krogan you fight to reach Okeer are his failed attempts, discarded because they failed to meet his expectations. (Though if called on it, he actually notes that they're more than capable of doing what they were commissioned for — the Blue Suns leader who ordered them is just really
* Warlords Battlecry and can kill the hell out of that initial fighting force if not properly built and managed.
* Warlords Battlecry series are essentially exactly the same but with new storylines and a few new playable races.
* Warlords Battlecry series. There are a few different stories explaining why this is; one claims that both races were manipulated into war by the Dark Elves (who were excluded from mainstream elven society when they discovered how to summon demons), while another claims that a dwarf king swore an oath of friendship to the elves when they saved him from a storm at sea, but a jealous nephew murdered the king, seized the throne and declared war on the elves in order to pillage their treasures.
* Warlords Battlecry, who are just totally overpowered; with access to cheap hordes of units with powerful upgrades "and" powerful area of effect monsters, their only real weakness is a lack of effective ranged units.
* Warlords Battlecry wider and fatter), and often bear armor of their making. Oh, and on top of being just as belligerent and warlike as regular orcs, they're almost always hungry, and don't have many qualms with eating food that talks back.
* Warlords: Heroes uses this for its entire storyline, placing you in the minds of the characters themselves.
* Warlords of Draenor, after defeating Imperator Mar'gok in Highmaul on Mythic, the raid faces an alternate version of Cho'gall.
* Warlords of Draenor, allowing them to form the Iron Horde, but they eventually turn against his father Grommash and side with the Legion, becoming the Fel Horde. This only applies to the corrupted orcs, however, as Grommash remains uncorrupted and Draenor itself escapes its main universe counterpart's fate of being split into Outland.
* Warlords of Draenor characters like Lantresor on permanent mining duty also counts.
* Warlords of Draenor equivalent. Interestingly, this can be traced back to Warcraft III, where the ogre units are all refered to as part of the "Ogre Legion".
* Warlords of Draenor expansion added instanced garrisons that were run by the player. The garrison allowed players to collect resources and launch missions from their own personal command fort. One of the major criticisms of this expansion was that this resulted in many players spending considerable amounts of time hidden

away in their garrison instead of out in the world, making everything seem rather empty.
* Warlords of Draenor expansion, he took plans for the Iron Stars and other siege weapons with him. The Iron Horde went on to add flamethrowers, two types of cannons, and a screw to the siege weapons seen in-game.
* Warlords of Draenor expansion makes a point of killing off the alternate timeline's Velen, for no real reason except that he's one of the few characters to be alive in both timelines whose presence in the story could not logically be ignored.
* Warlords of Draenor, Gul'dan manages to overthrow Grom by bringing attention to the fact that for all his promises of conquest, he's accomplished little beyond getting most of the Iron Horde killed.
* Warlords of Draenor held an "Eleven by Eleven" contest, which was centered around creating one character of each of the then-eleven classes and getting them all to the then-max level of 100 by the end of November.
* Warlords of Draenor, in which the player character has become so well known for saving the world, their faction's leader handpicks them to be the Commander leading the troops against the next threat to the world (though they were part of a large vanguard that took what was a suicide mission, they are the only survivor of their faction). You personally build up the garrison that is Azeroth's first line of defense, and all of the non-player characters within will talk about what an honor it is to serve you.
* Warlords of Draenor, it's still extremely close to ours when we get there and tends to coincidentally follow some of the same beats (including certain new family trees being retconned to be true of both timelines), despite drastically different circumstances.
* Warlords of Draenor, it was retconned that ogre culture was defined by sorcerer-kings, who ruled their people with immensely powerful magic. While still rare by the standards of their people, the ogres were established to have been the dominant race of Draenor, making ogre magi a relatively normal thing.
* Warlords of Draenor, Mannoroth never returns despite the fact all his deaths occur in ways that would let him return, which raises questions of why select demons seem to be able to respawn but some just vanish for good.
* Warlords of Draenor many raids include quests to kill certain raid bosses, which in turn creates a portal or unlocks a door to later portions of the raid. This allows guilds that have no interest in killing the early, easy bosses to skip right over them.
* Warlords of Draenor of past Draenor, and fighting to save this Draenor from Outland's fate is seen as a worthy goal.
* Warlords of Draenor. Players start off in either the non-tainted Shadowmoon Valley or the snow-covered Frostwolf mountains. The zones gradually get more and more threatening, but the highest level zones are the Savannahs of Nagrand and the Tanaan jungle.
* Warlords of Draenor, really. While we can't actually change what happened to OUR Draneor (getting corrupted and blown up into fragments called Outland) due to this being a parallel timeline...the expansion pretty much represents this for Draenor. Garrosh goes back to the moment his people were corrupted by demons and seeks to set that right by convincing them to take their own path; while it's a very noble concept at face value, Garrosh uses it to turn the orc clans into the Iron Horde and invade Azeroth anyway. The Draenei (Maraad especially) see going there as an opportunity to prevent what happened in our timeline from happening again. And indeed, our characters intervene at crucial moments to stop MANY bad events that happened on our Draenor from happening here.
* Warlords of Draenor sends the entire Iron Horde after you and your allies. The only option left is to run for the docks at max speed before the rest of the army arrives.
* Warlords of Draenor, the main conflict is the combined Alliance/Horde forces vs. the Iron Horde vs. the Shadow Council/Burning Legion.
* Warlords of Draenor, there's a Doge reference, long after the meme was relevant.

* Warlords of Draenor, the Shadowmoon Exiles are former members of the Shadowmoon Clan that refuse to follow Ner'zhuls actions, when he plans to use the Dark Stars power to raise undead.
* Warlords of Draenor to the paladin player class, drawing her power from the fel magic of the Burning Legion and employing several debuffs which absorb or prevent healing as well as auras which harm the party. Each of her three phases is patterned after one of the three paladin specs.
* Warlords of Draenor version of Hellfire Citadel, the boss Gorefiend possesses this. Part of the fight's mechanic is he'll devour the souls of members of the party, who can then help weaken him from the inside.
* Warlords of Draenor, where both factions work together to fight the Iron Horde, and conflict is mostly limited to a competition to recover rare artifacts from a remote island. The promotional material for Legion also seems to indicate that the Alliance and Horde will truly join forces to battle the Burning Legion.
* Warlords of Draenor, you would be forgiven for forgetting that the Draenei are in fact not a balancing race for the alliance so they would have an equal number of playable races to the horde. You would also be forgiven for having to look up who Prophet Velen is even if you have been playing since 2004.
* Warlords of the 21st Century have led to the collapse of civil society.
* Warlords of Utopia universe, has all the Alternate Universes where Hitler won declare war on all the Alternate Universes where ancient Rome never fell.
* Warlord" (thought the person suggesting the idea has already betrayed them, so Avon is hardly inclined to sacrifice his friends to save him).
* Warlord", Xenon Base is sabotaged; bombs destroy the teleport and all entrances, yet the ventilation is left intact to spread a lethal virus. So the people trapped inside have to shut down life support leaving them with air for around 20 hours, and it will take at least four days to dig themselves out.
* Warmachime: Vladimir Tzpeski, the dark prince of Umbray, dual-wields a sword and a twin-bladed dagger. As do Supreme Archdomina Makeda, Tyrant Xerxis and all the skorne Praetorian swordsmen.
* WARMACHINE, and his mount gets its own powered barding to compensate.
* War Machine armor because he's not interested in becoming a superhero.
* War Machine as Norman Osborn, not as the Goblin; Rhodey (hopefully) blasted him because he knew this.
* War Machine as tritagonist. Often a supervillain such as Ghost, Blizzard, or Madame Masque will take on the role of tetragonist.
* War Machine at some point, hinting that his role was bigger than the mere cameo appearance many initially believed he would be making.
* War Machine game, revolver technology scales up to the huge-caliber rifles used by Cygnar longgunners, and the huger-calbier cannons used by warjack robots like the Khador Decimator.
* War Machine has a more powerful, wrist-mounted version which he uses to knock out Scarlet Witch. It's far less effective against Giant-Man, though.
* Warmachine has four (with another planned in 2017). Has even more if you count the sub groups in the mercenaries (5) and Minions (2) factions.
* War Machine has Magitek cybernetics used by the Cryx, which are made of machinery and dead tissue, making all manner of cyborg undead; and their sometime-allies the Cephalyx, who won't wait for you to die, and have perfected their implants to enhance and mind-contorl their living captives, as well as equipping them for combat. There are others, including a massive farrow beast which is basically a steam-powered borg whose designer had some trouble getting anything other than pulled pork out of the experimental process.
* War Machine he used the same armor for most of the movie, but for the climax deployed in an even heavier looking armor that emulates the tech advances Tony had been using.
* War Machine is a faction composed mostly of clockwork creatures. The Convergence worships Cyriss, the Maiden of Gears, goddess of mathematics and innovation. Cyriss does not possess much influence on Caen so she cannot grant her followers a proper afterlife, so her followers place their souls into clockwork vessels to allow them

to remain in the world after their deaths.
* War Machine is relieved when Orsus Zoktavir one of their own kommanders is apparently killed in action. Considering how insane and destructive he was they weren't too sad to see him go. He didn't really die of course.
* War Machine Kali that for every person he killed he would gain an extra life, healing him from lethal damage. This was visualized literally with a digital counter on his wrist that would tick higher with every life he took.
* War Machine series, Rhodey's parents claim that he has a son that he's never met. It's left ambiguous as to whether this revelation was true or simply a lie to get rid of his then-current flame, Rae, but it's never resolved one way or the other.
* War Machine. Showcasing what Iron Man could do if HE ever cut loose from all restraint.
* Warmachine's plot. As the wars that engulfed the land ground into full gear, he realized that he could no longer protect his beloved homeland with just courage, honor, and fancy weaponry. He then proceeds to persecute Menites, steal prototype armor from his mentor, and pardon inquisitors (one of the major reasons why the previous king was forcibly overthrown) to fulfill his duties.
* WARMACHINE's rules state that, if there's ever duplicates of the same character on the board, one is an impostor. Whoever is on the winning side or survives is the real one.
* Warmachine, the Cryx Empire is able to make Soul Cages. The Iron Liche, Asyphyxious actually cages his own soul, and replaces all but his Skull with a steam and magic powered body. As long as his Soul Cage is intact, he is not really dead.
* War Machine to slam your enemies about the battlefield. More than one unwary player has found their key units disable by a well-timed slam attack and it forms the basis of one of the most simple assassination strategies.
* War Machine trope. For a while, Rhodey's armor had the capability to magnetically lock any piece of machinery to itself, meaning he could repurpose any weapon he found from downed enemies or destroyed vehicles. Even at his current, normal weapon loadout, he's more heavily armed than pretty much any Marvel hero.
* Warmachine, with hints of Technical and Pariah, using Vectors (more technologically advanced warjack equivalents without an ai) that rely on their Warcasters' accuracy stat instead of their own, are unusually focus-efficient, and cannot use Mercenaries under any circumstances.
* War Machine. With his current ability to integrate external technology into his armor, he can (and often does) add more.
* Warmaster has "kill the enemy's general" as one of the generic win conditions for all armies.
* Warmaster Horus was this personified. No, really: all the Primarchs embodied some aspect of the Emperor and inherited one of his traits, and Horus' trait was his thirst for glory. It caused a lot of friction between Horus and the rest of his brothers and eventually
* warm, because Harry didn't specify otherwise. He then tells Harry to expect the same level of response from commands to the fae if he dislikes what Harry asks of him.
* Warm Blood Bags Are Everywhere: A vampire lives among humans and is trying to resist the urge to feed on human blood.
* Warm Blood Bags Are Everywhere: A vampire tries to live among humans while resisting the urge to feed on their blood.
* Warm Bloodbags Are Everywhere: A vampire trying to not drink blood of a person when by all rights they should be.
* Warm Bodies. Boneys, on the other hand are simply super-zombies; despite having no skin and very little muscle remaining, they are fast, powerful, skinny zombies.
* Warm Bodies doesn't just eat brains—but eating the brains of his victims allows him to experience their memories and associated emotions. Eating Perry's brain in the beginning makes R fall in love with Julia.
* Warm Bodies, it is inverted where it is the protagonists' passion for life (whether zombie or human) is what gives them the power to change the world while

the antagonists' stoicism dooms them.
* Warm Bodies Julie and her parents drive to Canada, which has fortified itself against the zombies while the rest of North America is ravaged. Shortly after reading the fortified border, they realize that the soldiers on the walls are dead, and cities are burning in the distance.
* Warm Bodies: R finds himself face-to-face with a suspicious Boney, a member of a race of predatory skeletal superzombies who actively seek out living humans to eat, and attack regular zombies in the process of regaining emotions, and thus, their humanity.
* Warm Bodies, R gives Julie a blanket shortly after taking her to his plane. Although she is not asleep, this is the first sign for her that he is kind-hearted.
* Warm Bodies: R mentions a couple of possible reasons the zombie plague happened, then admits he isn't sure which if any is true and concludes it doesn't really matter.
* Warm Bodies, so humans that rise from zombie bites require the attacker to be somehow prevented from doing so.
* Warm Bodies: The dynamic between zombies and boneys — zombies whose flesh has completely rotted away — has shades of this. Boneys are noticeably feared by the regular undead and openly antagonistic towards them throughout.
* Warm Bodies to fight them. This doesn't outright contradict anything earlier in the story, but it leaves a lot of unanswered questions.
* Warm Bodies where Julie pretends being a zombie while covered by zombie blood that covers her smell and when R the zombie has to pretend being alive inside a human settlement.
* Warm Bodies, who falls in love with a human girl after eating her ex-boyfriend's brain.
* Warm Bodies, with half of the characters replaced by zombies. And a considerably lower deathcount (of course, as previously mentioned, half of the characters were already undead anyway).
* Warm Bodies, with zombies and humans as the warring parties rather than families. In this version of zombies, zombies acquire the memories of the people whose brains they eat. They also have extremely sublimated memories of being human, which can be brought back out again.
* Warm Bodies wonders at the start of the movie why he doesn't eat better, why he doesn't stand straighter, and why he can't connect with the people around him. Then he remembers; it's because he's dead.
* War Metal, and it mutates any life forms it touches into Bloodthirsty.
* War Metal Tyrant, players consider the metagame to be moving towards a cookie-cutter layout where the aim is to pack as many of the strongest cards available into a deck. The usual decks used to be Tiatlapreds, Wall-stalls, Reaperspam, II rush, Pummeller/Bloodpool, and Xeno slowroll, all of which interacted with each other in complex ways, however most of these decks are considered moot and have been outstripped by cards with Summon and Refresh, two very unbalancing skills. At the time of writing, Righteous Slowroll is most dominant, with Raider Rally and Xeno Summon being very prominent.
* Warm-Hearted Walrus: Walruses portrayed as heroic or lovable characters.
* warming up the Earth, and modifying the chemistry of the atmosphere and ocean, which isn't very good news.
* warming up when he returns to the Hawks, it's not until they've consummated their relationship that she can look at him naturally.
* Warm Milk Helps You Sleep: Trouble sleeping? Some warm milk will get the job done.
* war. Most of its interactions with its member planets revolve around tithes of materiel and manpower for its conflicts, and the draconian measures the Imperium uses to stay in power can only be justified by the number of threats surrounding it. If peace ever broke out, nobody sane would want to live under such a regime — and even in the current state of affairs, world after world chooses to rebel and try to survive on their own rather than endure further Imperial oppression (and are either violently brought back into the fold, conquered by

Chaos, or eaten by 'nids).
* warm summer days and apple blossoms on the wind, with an unexpected aftertaste of Father going off to war, never to return."
* Warmth, nearing graduation, one of Minamo's PE students asks her out on a date with her. She knew that Minamo would decline her it but felt the need to ask anyway.
* Warm Water Whiz: Putting a character’s hand in warm water makes them wet the bed.
* Warm Water Whiz: Putting a sleeping person's hand in warm water in order to make them wet themselves.
* Warned against in E-ROTIC's aptly-titled "Max Don't Have Sex With Your Ex".
* warned, the Master has the Doctor, Martha and Jack Harkness declared public enemies with the intent of flushing them out of hiding.
* War Neighbors is a Garry's Mod comic about two unnamed Halo modeled characters with the orange soldier having a one-sided rivalry with the green soldier.
* Warner Anime Land (Consisted of various Warner Brothers programs like
* Warner Bros. (1962), featuring cats and set in France. The Alaska Gold Rush is a minor plot point.
* Warner Bros. and narration by Robert C. Bruce to tell the story of a monkey wedding.
* Warner Bros. Animation, all of which have been praised for staying true to their source material, being well-written and enjoyable for audiences of all ages, and beautifully animated.
* Warner Bros. Animation films of this era have been released in their original aspect ratio on Blu-ray, and most of these are available legally in Digital HD, but if one prefers physical media, they've got the short end of the stick.
* Warner Bros. cartoon "Early To Bet," the cat whose luck at gin rummy against a bulldog was awful (having to perform a "penalty" each time he loses) deals for high card against the Gambling Bug. The cat draws a three, but the Gambling Bug draws a two. The cat metes out a penalty on the bug—a rolled up newspaper! ("No! Not that! Not the Post!!")
* Warner Bros. cartoon "Hamateur Night" (1939) presents a series of talent acts that are judged off stage—bad acts are discharged with the judge striking a boxing ring bell. Egghead keeps interrupting the proceedings with an ear-bleeding rendition of "She'll Be Coming 'Round The Mountain." When it's time to judge the winner, Egghead wins. That's because the audience was filled with Egghead lookalikes.
* Warner Bros. cartoon "Holiday Highlights" spotlights Valentine's Day, as a little girl entreats a little boy to be her Valentine. The boy responds by throwing himself at her, body and soul in a scene normally reserved for romance features. When the narrator points out to them that it's a leap year (1940 was in fact a leap year), the girl throws herself at the boy in kind.
* Warner Bros. cartoon "Malibu Beach Party" has a scene where Ned Sparks resignedly lets Baby Snooks bury him in sand. She unloads a dump truck full of sand on him.
* Warner Bros. cartoon of the same name, the Dover Boys of Pimento University are about to collectively deliver a finishing blow to villain Dan Backslide, who collapses after already having his ass handed to him from damsel in distress Dora Standpipe. As a result, the boys knock themselves out.
* Warner Bros. cartoon "Rebel Without Claws" has Sylvester getting shot down by his own firing squad instead of the intended victim Tweety.
* Warner Bros. cartoon "Screwball Football" has a team kicking off to start the game. The entire line is posed post-kickoff and then performing a cutesy dance recital and finishing it with a curtsy.
* Warner Bros. cartoons (particularly ones featuring Wile E. Coyote) frequently involve characters getting blown up with guns and explosives, ranging from sticks of dynamite to cartoon bombs. Being caught in an explosion is never fatal - at the worst the effect is usually just having blackened and ruffled fur/skin, or in some cases body parts blown/broken off that are easily re-attached.
* Warner Bros. Cartoons, with the goal of eating/shooting/defeating Roadrunner/Bugs

Bunny/Speedy Gonzales.
* Warner Bros. comedy, and cartoons haven't been the same since. If you watch the Warner cartoon library in sequence and look at what the studio was doing by 1937 or '38, it's amazing to think that this same studio had been producing terminally boring cartoons just two or three years earlier. When Warner cartoons finally became funny, they had Tex to thank for it.
* Warner Bros.* Daffy eventually chops down all the trees in his path, then tries again — only to crash into a huge boulder on the ground.
* Warner Bros.). Due to the growing decline of the DVD market and other economic setbacks, Warner Bros. pulled the plug on the label in 2013. The studio still makes direct to video films, but those are under the regular Warner Home Video banner.
* Warner Bros. for one week only. In fact, many of these have not aired on the channel since the 2015 rebrand.
* Warner Bros. has a gag about how citizens are giving up their corsets to help the war effort. The before shows a couple walking down the street; in the after, the woman looks the same, but her husband has a noticeable paunch.
* Warner Bros., having acquired the TV rights to all the black-and-white Looney Tunes that were previously held by Guild Films, had 75 of those cartoons sent to Korea to be redrawn and embellished in color. It was slipshod to say the least; sound synchronisation faltered at times, objects were off-color, the trace jobs were sloppy (it was done on six-field cels as opposed to the normal 10-fields), and some animation was eliminated altogether.
* Warner Bros.). He even reportedly expressed that a male has to be the lead of every script in order to get broader audiences.
* Warner Bros. (he is completely ignored by people who think they must be getting delirium tremens), but he is arrested for causing a panic after his pink paint washes off. The judge sentences Bobo to — working for the circus! As the elephant team's batboy.
* Warner Bros., including Don Wilson who thinks he's doing a commercial. When Jack tells him it's a movie, Don suddenly goes into Shakespeare before Jack dismisses him.
* Warner Bros. Interactive Entertainment in 2021 after trying to do so since 2015. News outlets, developers, and players alike were concerned by this news, to say the least, as they feared it would set a dangerous precedent and end up stifling creativity in the games industry.
* Warner Bros.. It usually prominently displays a small gazebo in the center, with a number of houses and stores surrounding it.
* Warner Bros. loved the idea of using classic Hanna-Barbera characters and having them meet present-day WWE stars:
* Warner Bros. often releases the most popular movies in their library as "Ultimate Collector's Editions", which package the movie together with some merchandise inside a giant box.
* Warner Bros. (parent company of DC) and Marvel Comics have had a joint trademark registration in the US for the term "Super Hero" and its variant spellings since 1979. That half-ownership acceeded to Disney when they bought Marvel in 2009.
* Warner Bros. record company. And neither Warner Bros. nor Time Warner owns WMG anymore. WMG spun off from Time Warner in 2004; since then, they've been owned by private investors, then a company called Access Industries, not Time Warner. At least the record company still keeps "Warner" in their name.
* Warner (Bros.) Records it on the success of "1982"... and the re-release became his first #1 hit.
* Warner Bros. refers to it as DC Extended Universe since early 2020, so it became official somewhere.
* Warner Bros. shorts online, one cartoon involved Daffy Duck ordering from Porky Pig what amounted to a plain cheese pizza, and then trying to delay the delivery in hope of getting the pizza free.
* Warner Bros. Slapstick/Cartoon-y Animation is (Owned by) Warner Bros.
* Warner Bros. the "comedy relief", dressed in a Gabby-Hayes sidekick outfit. As is the standard, Porky is leagues more competent than Daffy, and ends up defeating the

villain and being appointed sheriff. Meanwhile, Daffy goes into trash collecting.
* Warner Bros., the most of any comic book film in history (winning both Best Actor for Joaquin Phoenix's Joker and Best Original Score), making it a potential game-changer for the genre.
* Warner Bros.. The only thing Warner Bros. has to do with it is distributing the DVD release.
* Warner Bros. tried to play this trope to its advantage during test screenings of
* Warner Bros.' "WB" shield has represented the film company since the 1920s. The "Big W", stylized as \\', is mostly used for other divisions of Warner Communications (particularly Warner Music, although Warner Bros. parent Time Warner no longer owns that), but has appeared on some films and television productions.
* Warner Bros. wherein the wacky Dodo meets Mr. Mxyzptlk, and they form a partnership to wreak havoc on both universes.
* Warner Brothers and Warner Sister, as well - they were old-timey cartoon characters locked up because they were too wacky.
* Warner Brothers didn't want the writers to give Bruce Wayne an established age when he and Terry were celebrating his birthday in the
* WarnerMedia shut down its premium movie channels in India, HBO India, HBO HD India, and Warner Brothers India.
* WarnerMedia shut down its premium movie channels in India, HBO India, HBO HD India, and Warner Brothers India. During the days leading up to the closure, all channels ran a notice celebrating the channels' 20 years on the air and rolling credits to thank the channels' staff. Both HBO and WB ran "Best Of" marathons, and shortly before the shutdown, HBO aired a montage of movie clips while thanking the viewer for loving the network.
* Warner Music Group as Birch Tree Group) in 1935 for a specific piano arrangement of the song. However, the song's history significantly predated this particular publication; the song itself was based on the melody of "Good Morning to All", which was first published in 1893. A publication of the lyrics and music in 1922 did not contain a copyright notice as required by U.S. law at the time (nowadays, the U.S. is part of the Berne Convention, which makes copyright automatic upon publication). In 2015, it was ruled that the publisher's claim was invalid, and that the tune had long entered the public domain.
* Warner struck again in 2008 when Raybaw Records, a division owned by the songwriting clique MuzikMafia (
* warning beep freak you out every time you scare a cat, almost step on a cockroach, or walk by a crane hook swinging in the breeze.
* WARNING! Do not place this brick in a one gallon crock, add sugar and water, cover, and let stand for seven days or else an illegal alcoholic beverage will result.
* Warning Forever's 3 Lives mode, destroying 100 boss parts grants an extra life. Interestingly, the parts destroyed aren't part of a separate counter; rather, your life counter has two decimal places (i.e. "3.00" lives instead of "3"), so destroying a part increases your lives by 0.01.
* Warning From Space), "Planet 'R'" is on a collision course with Earth. One-eyed, starfish-shaped aliens from the counter-Earth Paira take on human forms to warn the earth about the impending disaster.
* "WARNING: I LEARNED HOW TO DRIVE ON MY PLAYSTATION!", and similar games actually have helped teenagers to earn their drivers license by improving hand-eye coordination skills, improving their peripheral vision, and increased response times to external reactions on the road.
* Warning: It will eat your fucking Olive Garden leftovers and leave its laundry in your hamper like you're its goddamn maid.
* Warning Mistaken for Threat: I'm not threatening you, I'm warning you!
* Warning! Readers Advisory!: Darla often borrows Linkara's "because poor literacy is ~*KEWL*~" catchphrase during the books she's reviewing.
* Warning! Readers Advisory!, Derek the Bard is caustic towards terrible books (and sometimes terrible movies based on good books).
* Warning! Readers Advisory!: Derek the Bard often finds himself in need of one,

and often reaches for a crystal skull full of vodka.
* warning the public about preparing for a zombie apocalypse, as a tongue-in-cheek way of getting people thinking about disaster preparedness.
* warns loser and ditching it out the back of the bar. If you go behind the bar, there's a huge dust pile composed of all the people who lost recently.
* warns real-life divers not to hold their breath like Harry does after giving his only remaining oxygen-supplying rune cluster to a drowning Gabrielle.
* War of 1812. After that, US expansion was uniformly aimed westward, not northward.
* War of 1812, a savvy general who was able to persuade the Aboriginal leader, Tecumseh, to join forces with him so effectively that the Native Leader stood up, patted Brock on the shoulder and proclaimed, "This is a man!"
* War of 1812 is the only time the U.S. capital was overrun by an invading foreign army. The British burned a number of important structures, including the White House. While generally considered a major defeat for the Americans, the British were unable to do much to capitalize on the successful raid, a few weeks later being turned away in an attempt to take Fort McHenry and seize the nearby city of Baltimore.
* War of 1812 major sides in the conflict claiming victory due to this trope - the US claimed victory because they maintained their territorial integrity and the British were no longer kidnapping American sailors, the Canadians claimed victory because the US failed to conquer Canada, and the British claimed victory because they had successfully prevented the US from helping France during the Napoleonic Wars. The only clear losers were the Native Americans, who lost their British sponsors. This had major positive long-term ramifications for the US; because the British failed to win, they failed to curb American expansion. Because the Native Americans lost, there was no one left to prevent further American expansion. As a result, the US eventually became one of the largest and most powerful countries in the world, surpassing the UK and making further wars with them untenable. Conversely, the Canadian colonies got considerable self-esteem for defending themselves, which led to the continuing desire to be different from the US, which led to the later creation of Canada as a determined separate nation.
* War of 1812 — and also to at least two U.S. Navy warships, eight towns and townships in America, and a mountain in Vermont.
* War of 1812 only intensified these separatist feelings, as Mainers saw Massachusetts as unconcerned with the British on their doorstep. Maine was granted statehood in 1820 as part of the Missouri Compromise, with Missouri entering the union as a slave state to compensate for the addition of a new free state in the northern US.
* War of 1812, the British burned Washington, DC. They explicitly targeted government buildings, including the Capitol and the White House. Urban legends state that the British generals sat down in the Capitol and voted on whether they should burn the place down.
* War of 1812 to fight certain wars indefinitely, especially if the goals are unclear and no progress appears to be made.
* "War of Coprophages": Mulder and Dr. Ivanov each have a glass of scotch after Dr. Ivanov was shown the alien robot cockroach. Dr. Ivanov particularly looks like he really needs it.
* War of Honor, and Honor gets pregnant, the paparazzi find out. In one scene, some suggest alternate candidates for the father of Honor's son, including White Haven's brother (the current Prime Minister) and Protector Benjamin Mayhew of Grayson (who is easily the least likely person in the entire Honorverse to ever have an extramarital affair).
* War of Honor: diplomatic notes from the Republic of Haven become more and more strongly worded as the current Manticoran Government deliberately strings them along. It doesn't help that other parties were deliberately altering some of the diplomatic notes to aid in this.
* War of Independence And so Australia was chosen, and you probably know the rest of the story if you've read the rest of this section.

* War of Kings: Subverted. The Guardians never had a weapon able to harm Gladiator, they only made him think they did. However, Gladiator's powers are directly related to his confidence. So, if he believes you can beat him, you can.
* War Of Legends has "WoLCash" used to purchase in-game items and bonuses.
* War of Light and Shadow series find a random baby with green eyes, who looks as though he might grow up to look sort of like Arithon...and cast a spell on him as he grows up so that he looks exactly like Arithon. As Arithon is considered rather like the Antichrist...things do not work out well for that kid.
* War of Omens is this. As of this update, she has faced a dozen or more enemies, and has beaten them all.
* War of Omens, Pietra Siani chooses this over being taken prisoner by Listrata.
* War Of Omission are affected — when someone does it to a diner table, people wonder why the diner has such an awkward corner. Also, the effect is reversable — the deleted places, people, etc. are stored in the device and can be retrieved at their original locations.
* War of the Biju, Fugaku Uchiha intended to arrange one between his youngest son Sasuke and the Hyuuga Clan's heiress, Hinata — most likely to ensure the Hyuuga Clan's loyalty under the new regime should Uchiha Clan's coup succeed. He died before anything came of it.
* War of the Biju war effort. That means he commands forces of all five of the major villages plus samurai from the Land of Iron.
* War of the Chosen and possibly attack multiple times a turn. Reapers are stealth specialists who can uniquely attack from concealment with their Vektor sniper rifles, or engage in some bomb throwing. Finally, Templars can use a variety of offensive and defensive psionic abilities to support your other troops, but their dual energy wristblades and machine pistol mean they can contribute to the battle themselves.
* War of the Chosen expansion. These posters will then be seeded around your mission sites.
* War of the Chosen, the Chosen each have a device called a sarcophagus that dedicates a massive amount of Psionic energy to resurrecting the chosen it's tied to every time they die.
* War of the Chosen. The head of your science department can't even identify what it's made of.
* War of the Colossal Beast, except he's missing all of the skin and muscle on one half of his face, exposing parts of his skull. He's kind of a cyclops, too, in that one eye is just an empty socket.
* War of the Colossal Beast is male, and that everyone should follow "his" lifestyle. Crow later says it when TV's Frank will be an "impartial" judge in a contest between the SOL and Forrester.
* War of the Colossal Beast: The reporter for Los Angeles TV station KTLA was Stan Chambers, a real-life KTLA reporter at the time.
* War of the Damned in comparison! In his case, it is shown that his father is trying to raise him to be a ruthless asshole and simply did too good of a job of it.
* War of the Damned, Spartacuss ultimate nemesis, Marcus Crassus, fits as the same types as him.
* War of the Dreaming blends, among others, Celtic, Greek, Christian, Norse and Cthulian mythi.
* War of the Dreaming, this applies to Oberon and Titania, who were around long before humans, and are implied to have been there when life first evolved on earth.
* War of the Gargantuas: Gaira and Sandra (Green and Brown Gargantua) shares one inherited from their "father", Frankenstein's Monster.
* War of the Gargantuas is one. Unlike his savage "brother" Gaira, he is benevolent and kind to humans. He even tries to protect his brother (though still making sure he doesn't hurt anyone. However, upon realizing Gaira's actions, he abandons his will to protect him and fights him for humanity's sake. Unfortunately, it doesn't end well for either of them.
* War of the Golden Stool to sit on the stool, seeing as she was ruler of the

British Empire and someone they saw as an equal and victor. Hodgson? Not so much...
* War of the Green Lanterns, Kyle finally puts on a blue ring, and Ganthet takes a moment to tell Kyle what a bad idea that was. (He's not too happy with John, Hal, or Guy's choices either.)
* War of the Green Lanterns storyline, Krona the Mad Guardian manages to take over the entire Lantern Corps by reinserting Parallax into the Central Lantern Battery, forcing Hal Jordan and the other lanterns from Earth to use alternate rings (Sinestro's yellow ring for Hal, Saint Walker's blue ring for Kyle, Atrocitus's red ring for Guy Gardner, and Indigo-1's indigo ring for John Stewart). While trying to move undetected, the group finds themselves in the Guardian's vault where the original prototype for the green lantern rings is kept; a gauntlet and a backpack power source. As the prototype isn't connected to the central battery, Guy equips it to supplement the red ring and describes the surge of power as feeling like he was wearing twenty power rings at once.
* War of the Human Tanks, you receive a message from an enemy Human Tank at the start of the third mission, and after it is finished delivering the message, it blows up.
* War of the Monsters are always seen being destroyed easily, and the ones in game only deal chip damage to your health. Somewhat subverted with the missile tanks, as they deal considerably more damage and the player should take note of their presence.
* War of the Monsters extends spikes from its wrist during punch attacks, and Robo-47 replaces its hand with blades for some of its attacks.
* War of the Monsters-like feel to the game. The menu screen is even a drive-in theater.
* War of the Monsters. One of her alternate costumes is instead a winged ant.
* War of the Monsters Robo 47, Togera and Congar play this role, with Congar being slightly faster, Togera slightly stronger, and Robo 47 in a comfortable middle ground.
* War of the Monsters stand no chance for the monsters, who are seen casually destroying tanks and helicopters in cutscenes.
* War of the Monsters uses a laser katana in its short range special move.
* War of the Monsters, who then rampage and destroy the landmarks anyway.
* War of the Realms #12, Loki is disgusted by his past self's sadism as well as his own evil deeds — starting Malekith on the path to become a warmonger and stealing the life of his child self. To top it all off, he sees a vision of his future self as the All-Butcher Necrogod in the distant future of All-Father Thor and is horrified at the prospect of being so evil. It's enough to make him plead he stay dead once and for all.
* War of the Realms as Dario's attempt to use Xemnu the Living Hulk on the Not-So-Jolly Green Giant ended with all of them being reduced to blobs, Dario himself being snagged by the Leader, who taunts him for his failure.
* War of the Realms) in a massive hug and tells them he's proud of them. Their utterly baffled expressions are both hilarious and depressing.
* War of the Realms: The Dark Elf soldiers ride creatures resembling moss-covered woolly mammoths.
* War of the Roses has weapons that break if you parry with them too much - good players duelling will often go through their main weapon and side arm both in a single fight, having to end the fight with daggers.
* War of the Servers, the Mingepods aren't even really tripods. They have two front wheels, and a third "leg" with another two wheels on it. So while they're technically tripods (three 'legs') they still have four points of contact.
* War of the Spanish Succession with Villars, who was a genuinely skilled general and was instrumental in salvaging the situation for France.
* War of the Spider Queen deals mostly with a slave uprising, but it quickly turns to finding out what is happening with Lolth.
* War of the Spider Queen series once was held at wand-point by a fellow drow wizard. This guy would be more of a trouble if he could shut up on his own, though.
* War of the Spider Queen stays as nice guy as he can afford to be, to the end.

Even so, neither character did jump out of the Drow ways.
* War of the Triple Alliance actually temporarily permitted polygamy there (a practice otherwise wholly forbidden by Catholicism) to bring up the birth rate after this.
* War of the Triple Alliance and still leading his troops in the vanguard.
* War of the Triple Alliance) at the end that it resulted in a bona-fide population crisis and the nation nearly ceased to exist altogether.
* War of the Triple Alliance. Paraguay decided that it would be a good idea to invade Brazil and crushed their army. Then, as if that wasn't enough, they went to war with Argentina and Uruguay at the same time. Paraguay won early victories, but ground down over six years. The war only ended with the complete conquest of Paraguay by the Alliance and the death of their dictator. Over half of the prewar population of Paraguay died before they finally surrendered. It got to the point where the Roman Catholic Church decided to allow polygyny (the "multiple wife" type of polygamy) because so many men had died there weren't enough husbands.
* War of the Triple Alliance to allow Paraguay to rebuild its population. Paraguay lost 95% of all males in the war.
* War of the Triple Alliance won the war and the three formed the Triple Alliance against Paraguay.
* War of the Twins seen by his brother in the final book of the trilogy reveals were he to succeed he would then kill all other gods in the world.
* War of the Wizards) the copyright issues at the time forced the band to change the names of the characters (for example; Aragorn to Aaron).
* War of the Wizards. The only way to beat him is to use a teleportation effect to scry-and-fry him when his guard is down.
* War of the Worlds (1988) and the theme of the show even changed. When fans tuned out (which caused the series to end its run prematurely), several arcs from Season 1 were left unresolved and there were more questions than answers.
* War of the Worlds (1988). Another piece of UFO conspiracy mythology, Hanger 18 at Wright Patterson Air Force Base, is referred to as military disinformation to cover up for the real hanger where Martian technology is kept.
* War of the Worlds (1988) as back up) fighting remnants from the original 1950s invasion guerrilla style. The Blackwood Project has it hard— their resources aren't too vast, since society mysteriously forgot about the original invasion for the most part. And the US government would like to keep it that way.
* War of the Worlds (1988). Blackwood is a kooky scientist who refuses to wield a gun through most of the series and carries a tuning fork to keep himself calm and collected. Many of the plots are motivated by him either getting trapped somewhere or staying one step ahead of the Morthren aliens (via the use of strange technology). Suzanne (as a fellow researcher and mother) also proves to be a capable fighter in several episodes and goes along with the rest of the team in several dangerous missions.
* War of the Worlds (1988) by Orson Welles is being celebrated. They learn that the 1938 invasion was also real (although it was defeated by the local militia, not by terrestrial microbes), and the government hired Welles to produce his broadcast as part of a cover-up.
* War of the Worlds (1988) episode "Totally Real", the loser of the VR game lost his life. This turned out to be the entire point of the simulator's design.
* War of the Worlds (1988) followed on from the 1953 film, taking the large time lapse as justification for introducing an entirely new set of characters.
* War of the Worlds (1988): "Goliath is My Name". An alien is sealed in a biohazard clean room when our heroes start its decontamination procedure. When the indicator shows that the room has become a total vacuum, the alien promptly swells up and explodes. Admittedly, it's not unheard of for aliens to explode from dying in other sorts of ways as their decomposition causes a massive, rapid exothermal reaction.
* War of the Worlds (1988): In "Amongst The Philistines", Kensington and Mrs. Pennyworth buy a dog just in time to have it react badly to Adrian, a few scenes before he turns out to be an alien. The trope is pretty blatant here, as the dog was introduced in this scene, and is never seen (alive) again.

* War of the Worlds (1988), in which the base of the Blackwood Project was blown sky-high.
* War of the Worlds (1988) is an example with a narrow scope and clandestine affiliation with the government.
* War of the Worlds (1988) one of the Martians catches a grenade fired from an M203 launcher by Lt. Colonel Ironhorse. The Martian stares at it in puzzlement as Ironhorse (who doesn't realise he's fighting aliens) gapes in amazement, then the grenade explodes in his hand.
* War of the Worlds (1988) that the entire war had been orchestrated by a single madman. Everyone walks off optimistically into the sunset. However, civilization has mostly collapsed, crime and decay are rampant, the world is a polluted cesspit and the heroes are still homeless. The Morthren are in even worse shape, as their population numbers something near 20, and they've had extremely limited success at reproduction on Earth. Better yet, if you factor in the unresolved plot points from the first season, there's an entire Morthren invasion force that's set to arrive at the planet in three years. "Nice morning," indeed.
* War of the Worlds (1988) that to most people they're indistinguishable from the corrupt corporations and organized crime.
* War of the Worlds (1988), the Blackwood Project occasionally steals some alien toy and contrives it into a one-off device.
* War of the Worlds (1988). The message? "Humanity still in danger as future food supply."
* War of the Worlds (1988), "To Life Immortal" was consistently presented as "tu doe nok tay".
* War of the Worlds (1988): "Totally Real", the loser of the VR game lost his life – though this turned out to be the entire point of the simulator's design.
* War of the Worlds (1988) use a combination of crystals and organic technology. Note that the aliens of the first season (and of the movie) do not appear to use organic technology, though they do retain the reliance on crystals.
* War of the Worlds (1988) were subject to this. When the second season premiered, viewers were reportedly incensed that the entire framework of the series had changed (including the deaths of main characters and the changing of several plot-related elements) that they decided to make their displeasure known with hateful letters written to the cast and crew. Their biggest targets were actor Denis Forest and actress Catherine Disher (who played the leaders of the Morthrai on the show). Disher was so angered by the derogatory and negative letters she received (both during and after the show) that, to this day, she won't talk about it at fan conventions.
* War of the Worlds (1988), when they attempt to ransack a military depot and instead let loose some dormant aliens, who take over their bodies.
* War of the Worlds (1988) where the alien joins with a human host through the chest, melds perfectly with the body, and when it wishes to leave the host it's arm bursts through the chest to touch the skin of a new host to repeat the process.
* War of the Worlds (1988), who were the prototype of the trope, though they had to be liberally mixed with the Nazi archetype, since the religious fundamentalist archetype wasn't quite ready for public consumption yet.
* War of the Worlds (2005) is learning to become a better dad, especially towards Rachel.
* War of the Worlds (2019): Both Emily and Sophie get pregnant without intending to.
* War of the Worlds (2019), French troops stationed in the French Alps have begun to desert their observatory posts to ensure the safety of their families from the worldwide EMP attack, while taking anything that they can. This is likely due to the lack of formal contact with the rest of the French government and armed forces and the morale dwindling as their numbers are easily picked off by the quadrupedal scout bots.
* War of the Worlds (2019): In Season 2, one is found left by a young Englishman (after his corpse is discovered). Unlike many such cases though, it's not used to explain what happened (that's known already) and it doesn't show how he died

exactly (though it's implied as a possible suicide). It takes the form of video diaries.
* War of the Worlds (2019): In the Season 2 opener, Emily sees a vision of three people on another planet under an eerie-looking golden sun which is looming over them.
* War of the Worlds (2019) It appears that this was accidental eavesdropping, though it's unclear.
* War of the Worlds (2019): Mustafa Mokrani, a Frenchman of Arab descent, and Kariem, a Sudanese immigrant to the UK, are the only characters of color on the show.
* War of the Worlds (2019), not any of the boys she had consensual sex with.
* War of the Worlds (2019) opposed the genocidal plan his people had, and he was killed for it.
* War of the Worlds (2019): Sacha is able to overhear a pretty shocking revelation from his mother and uncle's conversation when in the bathroom while they speak nearby.
* War of the Worlds (2019): The aliens are clearly intent on this, first wiping out most humans by EMP and then sending in killer robots to hunt down survivors.
* War of the Worlds (2019): The killer robots whom the aliens send to kill all surviving humans.
* War of the Worlds (2019): The story is moved to the modern day, with the aliens coming from somewhere unknown.
* War of the Worlds (2019), they're sent by the aliens to kill all surviving humans after the EMP blast wipes out most.
* War of the Worlds after realizing they were surrounded by the aliens, decides to tunnel his way out toward the city, but instantly unsettles Tom Cruise due to the noise and his daughter's safety and kills Harlan.
* War of the Worlds are capable of turning an entire block to rubble with no effort, or shredding the Bayonne Bridge like it's made of cheap cloth ribbons.
* War of the Worlds convinced her to stay and worked her pregnancy into the story.
* War of the Worlds, Dakota Fanning asks "is it the terrorists?" when the aliens start attacking. The film is full of imagery that evokes the attacks as well: aliens fire heat rays that turn people into clouds of ash, and in one scene the aftermath of a plane crash is studied. Also notable is the attitude of the protagonist's son, who is obsessed with "getting back at them."
* War of the Worlds ending to occur (and be actually needed, from a Doylist point of view)—rioting Los Angeles residents steal vehicles to escape, without knowing nor caring that scientific equipment vital to fight the Martians was loaded into them.
* War of the Worlds everything. It would appear they also have no concept of germs which ends up being their downfall.
* War of the Worlds: Global Dispatches as the Martians are seeking to conquer a resource-rich planet for colonization, rather than just take the water back with them.
* War of the Worlds: Global Dispatches, free-flowing water being unknown on Mars.
* War of the Worlds: Global Dispatches investigates one of the Martians tripods, he activates an emergency mechanism that seals off the dome and causes time inside to be slowed down. When he finally manages to turn it off again after 7 hours, two and a half weeks have passed outside the tripod.
* War of the Worlds: Global Dispatches while Prince Tuan has all the power. The Emperor orders Tuan to kill himself on several occasions, but Tuan always pretends that the Emperor is making a joke.
* War of the Worlds: Goliath and has both the original invasion (as seen in the opening) and the one the movie focuses on.
* War of the Worlds: Goliath has the heat rays from the original tale (albeit highly visible), used by both sides and capable of quickly and horribly disintegrating organic matter as well as blowing up anything else.
* War of the Worlds: Goliath), Nikola Tesla, and Theodore Roosevelt fighting together in a united special organization against Martians.

* War of the Worlds: Goliath setting thanks to humans having retroengineered the technology of the downed Martian tripods.
* War of the Worlds: Goliath takes place in an alternate 1914 on the cusp of World War I, with walking tanks and giant heavily armed airships thanks to retroengineered alien technology.
* War of the Worlds: Goliath world full of human-built tripods armed with human-built heat rays, which become major centerpieces of the action when a second Martian invasion takes place.
* War of the Worlds had New Jersey (specifically Bayonne) getting blown up. The film crew actually did blow up a small park in Bayonne as part of the movie (the crew rebuilt it afterwards).
* War of the Worlds. If they need to feed frequently on something as large as a person, though, then the amount of living matter inside of one is probably significant.
* War of the Worlds in history: The radio broadcast, done as though it were a breaking news story, which many listeners thought was really happening.
* War of the Worlds, it's revealed that the aliens piloting the giant tripods look like human-sized versions of their death machines, making them the extraterrestrial equivalent of humanoid mecha.
* War of the Worlds might be the earliest example. They have the technological know-how to create giant tripodal war machines and chemical weaponry, but...
* War of the Worlds: narcotics have been recently legalized, but this is presented as a symptom of the societal collapse that is in progress.
* War of the Worlds provide the page image, featuring three legs and two arms, evoking the tripod fighting machines they pilot.
* War of the Worlds, Ray spits out the pins of a couple of M67 grenades he uses to destroy a tripod.
* War of the Worlds reacted rationally, flooding telephone lines, rather than streets and highways, with calls to the radio station and police, to ask if it were true.
* War of the Worlds repulsors keeping it hovering in the air. (They originally planned to have the usual tripods, but the amount of money available and the limited technology of the day led them to change it to more fit a "Flying Saucer" motif)
* War of the Worlds says the aliens aren't from Mars and probably come from as far away as E.T..
* War of the Worlds shows the Martian tripods seeding the red vines across the landscape (apparently created by converting human biomass into a fine red mist and possibly contributing to the Martians' inevitable defeat by exposing themselves directly to the microbes inside human beings).
* War of the Worlds. Thanks to divorce induced estrangement and raging teenage contempt, it goes disastrously when barbed comments from his son incite Ray to put a lot of heat on his throws and hurt his son's hand, who then "accidentally" busted a window of Rays house.
* War of the Worlds, the alien rays blast people into clouds of dust with their clothes torn off.
* War of the Worlds; the narrator, hiding in the cellar of the wrecked house, is at the mercy of Martian war machines with heat rays and digging machines with all sorts of mechanical apparatus, but the Martian ultimately elects to open the door.
* War of the Worlds. The orifice that hangs over a Tripod's prison basket also uses a mechanical tentacle to pull people in to feed.
* War of the Worlds, the protagonist is (like in the novel, listed below) a dockworker trying to survive the alien invasion with his two children.
* War of the Worlds: The Second Invasion television series: "There's rioting breaking out from the city...fire is continuing to burn everywhere, troops are shooting people...there are conflicting reports about who or what started the chaos. Will some one tell me what's happening? This is madness! What is this world coming to?"
* War of the Worlds. "The Spirit of Man": 'If one man can stand tall, there must be

some hope for us all, somewhere in the spirit of man...'
* War of the Worlds, the Tripods used to invade the Earth were buried underground at some point in the distant past. A character in the film speculates that they may have been planted before there were any human beings on the planet, but at a minimum they precede recorded history and the oral tradition of any society with surviving descendants. This gives them a minimum age in the tens of thousands of years.
* War of the Worlds told Newsweek magazine in an interview that the aliens might be attacking for water.
* War of the Worlds, Tom Cruise's character enforces this by telling his daughter to sing to herself with her hands over her ears so she won't hear the sounds of his fight with Ogilvy.
* War of the Worlds: When Ray leaves the farmhouse looking for his daughter, he finds that a large portion of the surrounding countryside has been rendered red and unrecognizable by the Invader's terraforming abilities.
* War of Underworld, and just how cool and intimidating his abilities and weapon are.
* War on Drugs and the training or reforms that can help reduce unintended incidents and outrage is just not there. One of the common criticisms of "militarized" police is that they are not held to the same standards of discipline and training as soldiers of the same nation are when performing policing duties overseas.
* war on drugs in particular, or at least the approaches to it that involve prison sentences for the possession of illegal drugs. It is especially often applied to the US, whose prisons are regarded as especially likely to make hardened criminals and whose approach involves locking people up for so much as possessing soft drugs like marijuana for personal use. Sociologists have been trying to raise awareness of this, asking people to apply the concept of prison to other situations. For example: "If you had a child who was behaving poorly, would it help to take that child out of society, and place them in an environment where they are surrounded, 24/7, by other troublemakers?"
* War On Drugs is similar to the fight against crime that all countries have to deal with on one point: both are impossible to win strictly speaking and it's mostly a struggle to keep them below controllable levels for the foreseeable future. Unlike crime however, arguments against drugs are no longer as widely accepted as before with the rise of racial disparity in terms of prosecution, causing a lot of people to turn against the war on drugs like the aforementioned law enforcement of L.E.A.P..
* War, one of the biggest rock bands of the '70s, made it up to #2 with their highest charting song, but that song wasn't "Low Rider" or "Why Can't We Be Friends?", but the less iconic "The Cisco Kid".
* War On Everyone, who are taking down some real scumbags, but also taking the opportunity to get rich (and high) while they're at it.
* War only ever gets replaced in the unlikely event that, at any given moment, there isn't any war anywhere in the world. The moment does not have to last very long, and indeed usually doesn't.
* "war" over Hans Island until, in 2005, the two countries finally decided to resolve the issue once and for all but little has actually happened — presumably they couldn't agree on what to drink during the negotiations.
* Warp 10 wasn't just a theoretical limit, it was infinite speed. Can't go faster than infinite speed, so the scale must indeed have been changed.
* Warp and Weft includes some paper intended to be folded into an origami crane; Veirs pledges to donate a dollar to a peace group for every crane returned to her. This is in reference to the track "Sadako Folding Cranes".
* Warp Angel by Stuart Hopen features a mercenary who, much to her surprise, falls in love with a rabbi/prominent religious leader who later gets kidnapped and shipped to a hellhole planet. The marriage was already kind of weird for her before that, and later Adam tries to figure out how one keeps kosher on the planet (by eating weeds).

* Warp Angel, there are 'acid swords'. An acid sword is force-field projecting hilt that shapes an extremely corrosive pool of acid into a blade. Getting hit by one tends to result in limbs getting melted off and large gouges getting burnt into flesh. The acid sword is so corrosive that, with the exception of the force field of another acid sword, the blade will dissolve through anything in the story setting including hardened far-future alloys.
* Warpath, Brawl, Guzzle, Quake, and others also had tank altmodes. RiD!Armorhide also has a tank alt mode. The triple-changer Blitzwing usually has a tank as one of his alt modes. Even
* Warpath, during Kira Nerys' vision quest her imaginary troops implicitly correspond to the people she interacts with in the real world, in a similar manner to Sisko's "Benny Russell" visions. The names are the most prominent clue, being anagrams of the usual characters' names.
* Warpath. Not much is known about them, though, mostly because they are very secretive and determined.
* Warp. Back when she was a teenager, Antares usually charged headfirst in any situation, trusting her force field to deflect any physical strike. Her adult self is reluctant to take unnecessary risks, so she fights more carefully and cleverly.
* warp, commanding the armies of their gods in their eternal internal struggles, though they're sometimes called back to the material realms whenever the tides of Chaos are strong enough to allow a demonic incursion.
* Warp Darkmatter is somewhere between this and and his arm being the cannon. Normally, he has a robotic claw hand at the end of his artificial right arm, though it has been switched out with a laser cannon and a flamethrower.
* Warped Path of Time, and finally a giant boss called the Gatekeeper.
* Warped, though with Tropy clearly the spearheading and eventually betraying Cortex as well in favour of a more efficient accomplice.
* warped to question them, let alone work around any existing loopholes for moral purposes. Or to work out when he's completely flunked Comparative Religion 101, for that matter.
* War percussionist Papa Dee Allen suffered a fatal heart attack in 1988 during the band's performance of "Gypsy Man"; the band retired the song from its setlist in his memory.
* Warpfire fire drawn from the warp. It's chiefly the domain of Tzeentch (whose daemons are little more than living flamethrowers) and Khorne (whose daemons often brandish weapons wreathed in warpfire). Oddly enough, since they are Chaos, their warpflames might also have the effect of freezing enemies instead (so hot they wrap around and go into negative temperatures) or do something else altogether. The effects are generally spectacular, though.
* warp, flects are a much more insidious example than most others on this page…
* War Pigs which was recorded but never released. Hence, why "War Pigs" contains references to witches and Satan.
* Warp in the West effects of the Warp in the West, he also remained as a "mortal" being (or at least, as mortal as a Lich can be.)
* War Planets by virtually every planet being designed and built, not evolved. The Cluster in particular was created as a quartet of interdependent worlds. The adaptation took it a lot further. Bone provides food, Rock provides minerals, and Fire provides energy. They even have world engines inside.
* War Planets, involved an ages-long war between four planets, until they are all forced to cooperate because they are attacked by a fifth, far more powerful enemy.
* War Planets, the Beast Planet's commander, Blokk, has a tendency for his skeletal face to begin visibly vibrating as static blurs across the image, creating a very freakish sight. It's originally presented as something akin to a nervous tic, but later implied to be more something he does deliberately.
* War Planets; the new king, since he wasn't going to hang around long enough to make it worth creating a new character design, was depicted by another instance of the same anonymous armor.
* War poets such as Siegfried Sassoon and Wilfred Owen subverted this trope

slightly in the sense that they wrote about hating war whilst continuing to serve as soldiers (since they would still have viewed fleeing as treacherous and cowardly). Rudyard Kipling played it a little straighter in the sense that he likewise took on a less jingoistic tone in his poetry after his son died in battle, but he continued to view the concept of besmirching soldiers or the war effort as little better than treason.
* Warp, Oni Lee shoots Victoria Dallon knowing fully well she's protected by a bulletproof personal force-field. Vicky catches the crumpled bullet and just stares at him. Then Oni Lee shoots her again.
* Warp Pad, much to Steven's horror. Afterward, the following exchange occurs:
* Warp-powered gravitational slingshots are used a method of time travel in the franchise, especially in
* Warpspace/realspace overlap. As luck would have it, warp storms sometimes have beneficial effects as well. At one point the Imperium of Man found a Stone-Age alien species on an uncharted world, and as per normal procedure tasked forces to exterminate them. A warp storm blew up and rendered the star system off limits for about 6,000 years. Then the storm dissipated and the Imperium tried again, only to discover that in the interim the aliens in question, the previously mentioned Tau, had become a spacefaring culture more technologically advanced than the Imperium and fended off the incursion quite handily.
* Warp Speed factors would be inconsistent depending on the incarnation. About the only thing clear is that the scale is exponential rather than linear. The original Enterprise was said to have a max speed of Warp 8, but had aliens modify the drive to temporarily reach warp 13. By the Next Generation era it was said that Warp 10 was a theoretical limit break for conventional warp drive
* warpstone; and also a concern to enterprising mercenaries who know that it's worth more than it's own weight in gold, and to the Empire loyalists who are working hard to make sure every last fragment doesn't make it out of Mordheim.
* warpstone, food and slaves. Skaven only value gold in that it can be used to bribe man-things.
* Warpstone is Chaos energy solidified into crystalline form, so while it's still as corruptive as true Chaos, it can also be used as
* "Warp the Rainbow" has one guy eating skittles from an hourglass that represents his friend's lifetime. The friend comes in as an old man and as he continues to age before the guy's eyes, the guy
* Warp to travel faster than light. That project pretty much died thanks to the events of the Heresy, when Magnus accidentally broke the barriers that protected the gate from the daemons. The gate collapsed into a warp rift that will consume Holy Terra itself when the Emperor finally dies.
* Warp travel, if you even get there at all. A graphical history for a given ship would more closely resemble a circuit diagram than a timeline if plotted out.
* Warp travel theoretically lets you go anywhere if you're willing to put up with the inherent dangers of traveling through
* Warp wakes up and finds she has somehow returned to the past before her boyfriend's death and the end of the world, she quickly wonders if she is trapped in a psychic illusion modeled after her own desires.
* Warp Whistle: In real life, you can't just open a map, select a location, and instantly appear there (or pay to suddenly appear there at a specific spot), but if it saves you from trekking across a huge world, no problem.
* Warp WhistleInstantaneously teleport to any location you've been to before.
* Warp Whistles, which let you skip entire worlds. There's two in World 1, and using them together can take you directly to World 8, bypassing almost the entire game.
* Warp Whistle to take the player to any waypoint on the Perfect World Midlands map.
* Warp World setting, where—among other character combinations—Captain America is amalgamated with Doctor Strange into Soldier Supreme, a magically-powered American soldier fighting Hitler's priest of Hell, Dormammu Red, and becomes trapped in the Dark Dimension for decades instead of becoming frozen in

ice.
* Warp Zone: A secret area of a video game that allows you to magically teleport to another level, possibly offering you a choice of levels.
* WarpZone Project in such a way that if someone actually runs into super-heroes or super-villains doing their usual super-hero and super-villain activities, the memories change into the impression of remembering a scene from a comic book or movie featuring the characters.
* WarpZone Project that is being held up by a super-hero that supposed to let him go sooner or later asks if the emprisonment will last any longer because he's late to take a school bus hostage.
* WarpZone Project, this is the case of Eve Bones. She's been alive at least since Renaissance times, as she mentions that one of her rings dates from that period.
* Warrant and ultimately one of those responsible for the "Parental Advisory" sticker on music. The album has a "Parental Advisory" sticker solely because of this track.
* "warrant canary" statements declaring that they have not been served with any secret government orders to hand over customer data. Removing the statement invites the obvious conclusion while not technically violating the gag order.
* Warrant) concerns Sheriff John Brady and Deputy Hedge, two corrupt small-town cops who murder two people and throw them into the Wishing Well. The protagonist and his uncle witness them getting rid of the bodies, but do not tell anyone for fear of being next.
* Warrant disposing of two people they murdered by throwing them in the Wishing Well.
* Warranties often have clauses that say if the customer treats a product in a way that leads to damage that is outside normal usage of the product, the warranty is void.
* Warrant: "In walked her daddy/standing six-foot-four/said "you ain't gonna swing with my daughter no more".
* Warrant Officers in particular are often portrayed as ingenious improvisers who are great at fixing thing but have kleptomatic tendencies.
* Warrant's biggest hit, "Heaven", while still a classic, is not nearly as well-remembered as "Cherry Pie."
* Warrant's "Cherry Pie" has one very quickly, just before the final verse begins: Jani Lane shouts "I'm a trained professional!" over a brief guitar solo.
* Warrant's "Cherry Pie" has the line "Think about baseball and swing all night!"
* Warrant's "Cherry Pie", written in about twenty minutes at the request of the producer who didn't think the album they'd recorded had a radio hit. This joke song worked far better than intended, overshadowing their other work to the point that many people think it was actually recorded by Poison.
* War Reenactors-class frigate fleet also bears the names of Republican moths.
* War Refugees: Civilians who have been rendered homeless by the chaos and destruction of war, fleeing for their lives by staying in refugee camps or migrating to safer countries.
* War Refugees, especially for unarmed civilians who get in caught in it, being forced to flee far away from their ruined homes in order to try and survive the bloody chaos.
* War Refugees: People whose homelands have been brutally devastated by civil war or foreign invasion, so they have fled for their lives by migrating to safer countries.
* Warrel Dane and Jim Sheppard for both their excessive alcohol consumption and their mean, obnoxious, immensely offputting behavior while drunk, and it's been hinted by Jeff that this was part of why he and Van both left the band and essentially caused it to be put on indefinite hiatus.
* Warren about the whole thing, which is generally considered to be very worrying.
* Warren Beatty could not. They've been married for going on thirty years and have four kids: Stephen, Benjamin, Isabel, and Ella.
* Warren Casey had written a solo song for Danny, but had never titled it and it was scrapped. It was added into the 2011 production with the title "How Big I'm

Gonna Be".
* Warren Clarke called Andy. The part was dropped, but he did play multiple roles, as did the rest of the cast.
* Warren comes back in the comics, and it is explicitly mentioned he was resurrected by
* Warren does succeed in killing Tara, even if by accident, who comes dangerously close to destroying the Earth.
* Warren Ellis, a dark crime drama about a cop going through a nervous breakdown, at a convention he was asked who would win in a fight between Batman and the main character.
* Warren Ellis advanced people who came from another planet to Earth in the past and interacted with more primitive humans.
* Warren Ellis dies or is zombified by the end, it's not like they were singled out).
* Warren Ellis, Doc Samson shrugs off a hit to the groin from Moonstone, quipping "Oh, trust me. It's ALL gamma-enhanced."
* Warren Ellis features a variant of this trope when the protagonist stumbles into a conversation with a demented fellow mystery explorer that mentions a homicide by Anal Dentata. Yeah, the book is kind of like that. Warren Ellis is kind of like that.
* Warren Ellis has Mr. Knight fighting his way through an entire brownstone house to rescue a kidnapped girl, including several hallways.
* Warren Ellis has Tom Noir use his old girlfriend's gun to blow up a cemetery, taking both John Horus and Frank Blacksmith with him, thus taking out the main people behind the whole situation.
* Warren Ellis insisted that she be a named Joe, they gave Ellis a list of names, and that's the one he picked.
* Warren Ellis is about an ex spy who, after being fired for constant drunkenness, "volunteered" to have this done to him. He emerges from it a hallucinating, insomniac, sociopathic albino with a completely withered body.
* Warren Ellis is an homage to kaiju manga and anime, with an eye turned toward realism as the robots and kaiju cause massive property damage and send literal waves of kaiju blood washing away civilians.
* Warren Ellis is a warts-and-all depiction of the famous Battle of Crécy in 1346. The narrator acknowledges the dissonance, describing himself as "a complete bloody xenophobe who comes from a time when it was acceptable to treat people from the next village like they were subhumans" and admitting that by modern standards his side have been "acting like evil pricks", but insists that the other side was even worse.
* Warren Ellis is only referred to as this. His "prey" are human beings, although he doesn't seem to recognize them as such.
* Warren Ellis. It's worth noting what the backup plan if the good biofeedbacker lost was - destroy the entire building complex with an air strike.
* Warren Ellis. Known to his fans as Dear Leader, the Internet Jesus or the Love Swami, among other similar monikers. Once commanded a Holy Slut Army of fans.
* Warren Ellis' "Ministry Of Space", Sir John refers to Britain's space dominance as "this new ocean above Britannia's shores."
* Warren Ellis, one of the magicians Gravel faces calls the Wild Hunt down on him.
* Warren Ellis run, he realized Thor would need to be at full strength. To that end, he wrote a scene where Thor banged Mjolnir on the ground while reminiscing about the good old days, which somehow magically restored his powers. The closest thing to an explanation given was "Even a god may believe in miracles," which still isn't much of an answer.
* Warren Ellis's approach to grilling: MAN COOK MEAT WITH FIRE. Not "man show fire to meat and then eat it while it still squirts and pulses." KILL IT DED WITH FIRE YUS. "Medium rare" = "good vet could get it up on its feet in an hour or two." That's not cooked with fire. That's THREATENED with fire. I do not season steak. Start seasoning steak and before you know it? You're French.
* Warren Ellis; Skywatch calls it "Little Stick", a single diamond rod too small

for radar detection, dropped into the atmosphere over a target and striking with the force of a tactical nuke. Bendix uses one to level a recently-evacuated I/O base and threatens he could easily do the same to their New York City HQ.
* Warren Elliss, there's a "spiral of realities" stretching above and below, with the universes "downspiral" being significantly more chaotic and difficult for life to develop/survive in than the the relatively advanced and idyllic universes located "upspiral".
* Warren Ellis story, people at Scans Daily pointed out that genetics don't work that way. Ellis admitted his mistake.
* Warren Ellis, the coroner presents a rotten corpse to Detective Fell while eating a sandwich. After taking a bite, a piece of tomato falls into corpse's chest cavity. The coroner reaches in.
* Warren Ellis, the Hasbro executives told him that he couldn't have Cobra Commander wipe out Beijing; however, they were fine with him wiping out Moscow (Hasbro toys are manufactured in China).
* Warren Ellis there is a brief mention of some Russian scientists who discover that souls are merely electromagnetic fuel for a war between Heaven and Hell. They decide to check out on an A-Bomb, so that the EMP blast will destroy their souls.
* Warren Ellis was finally released on Netflix with Ellis as the head writer.
* Warren Ellis was that he couldn't spend more than a few hours outside a city. It made all-hands meetings on the team's space station base awkward.
* Warren Ellis, weapons designed to be dropped from satellites, heat up on re-entry, and strike the ground with the force of a tactical nuke, and as hot as the edge of the sun. Part of a 'die-back' protocol.
* Warren Ellis: When told to call (555) 555-5555 for help, Mike demonstrates his detective skills by pointing out that the number won't work, as it's only used by Hollywood. To which the Chief of Staff responds, "We gave it to them. It works for us."
* Warren Ellis, who, after finding out that the President is out to kill him, walks into a bar and orders 37 shots of whiskey. Earlier, after a particularly frustrating episode, he produces a shot, downs it in a blink, then shatters the shot glass against the wall (later on, his assistants copy the move perfectly at a bar to vent their own stress).
* Warren Ellis, with the twist that humanity is ultimately responsible for the very creation of the incomprehensible god-things whose very existence renders it insignificant.
* Warren G had two Top 40 crossover hits: "Regulate", a duet with Nate Dogg, went to #2, while the solo follow-up "This D.J." reached #9.
* Warren G. Harding once misspoke in a political speech and accidentally invented the word "normalcy." Nowadays, it's more common to see it used than "normality," the word Harding was supposed to say that means the same thing. At any rate, "normalcy" is attested (if rare) before Harding. The phrase "Return to Normalcy" (Harding's campaign slogan) is now so ingrained that many think it sounds more natural than "Return to Normality"
* Warren has a distinctive downward chopping gesture that he makes with both hands when he's annoyed.
* Warren himself had previously built a robotic girlfriend, only to dump her for a human one. Xander comments that he's had similar thoughts, and when he gets weird looks laments that he needs more male friends.
* Warren Jeffs, the former leader of the FLDS polygamist cult is currently serving life plus twenty years consecutively in Texas for sexual assault on a 12 and a 15-year-old girl.
* Warren Jeffs, the leader and self-proclaimed "prophet" of the FLDS Church. He's currently serving
* Warren killed Tara with one because her husband's father, Freddie Prinze Sr., killed himself with one. Her anti-gun stance would eventually be incorporated into most of her later roles.
* Warren Mears makes a number of robots for this specific purpose (including Spike's Buffybot, which totally creeps Buffy out) and his own girlfriend April.

* Warren Mears starts off as a harmless geek, but in Season 6, his anger over his inability to get a date, and subsequent poor luck when he does, leads to him descending into this.
* Warren originally created a robot that would obey his every whim, but he eventually abandoned the android because he wanted a girlfriend that would be a partner in the relationship and he fell in love with a woman with her own ideas and personality. His creation of a
* Warren Peace has the Squelchers, an alien race with no less than six different sexes, each one with its own unique appearance, and with a reproductive cycle where each sex fertilizes the others in turn. The forms look so different that, to the vast majority of the universe, the species only consists of the fourth sex, which resembles an orange haired saggy sasquatch (kind of like a blown up balloon that's developed a slow leak) with multiple eyes in a ring around its head (usually covered by its fur), oversized feet that let it wade on water, and two giant red nipple-like gamete sacs positioned one above the other on its torso. The fifth sex, the only other one mentioned, is described as being indistinguishable from a tree, except for the presence of a pair of two dual-pronged ovipositors (they look almost identical to staples) sprouting from its trunk.
* Warren's accidental killing of Tara. Is Warren taken seriously as a villain? Yep. Is he alive? Not so much.
* Warrens of Oric the Awesome just hit its 5000 posts mark — that's over 300 pages, with updates almost every 5 to 20 posts.
* Warren the 13th, Annaconda is described in her first appearance as a witch. It initially just seems like the author's way of describing how cruel she is, but then we learn that "witch" is absolutely literal. She and her sisters are genuine, black-magic-casting witches who crave power.
* Warren the 13th is described as looking toad-like, thanks to his huge eyes, elongated jaw, and misshapen teeth. This is a minor source of angst for him, as all the other Warrens before him were known for being physically attractive.
* Warren the 13th is in the boiler room of the hotel, we see a bunch of creepy red eyes glowering at him. Subverted when it turns out that the monster they belong to, Sketchy, is very friendly and means no harm at all.
* Warren the 13th notes that his father, Warren the 12th, had a strong jaw. It serves to perpetuate his kindly-but-strong appearance.
* Warren Zevon," and closes with the melancholy "Keep Me In Your Heart." He passed away two weeks after its release.
* Warren Zevon carried a much more depressing tone than his previous albums, as Zevon was dying of lung cancer and the album was meant to be his swan song.
* Warren Zevon, describing a consumer-driven hell of a dystopian future.
* Warren Zevon enjoyed holding the last syllable of "Berkeley" in live versions of "Roland the Headless Thompson Gunner" — in the album version it's only 2-3 seconds, but on Learning to Flinch it's a good 17 seconds.
* Warren Zevon is set in a very cyberpunk-influenced future. Life is cheap and death is free. Join us in this neon vistas. Ravaged tenaments and laser hologram equipped shopping centers. Dominated by the clergy of the mall.
* Warren Zevon is the ballad of a Canadian hockey player who was best at beating other players up but who would rather score goals if he could.
* Warren Zevon. It's them implied he goes on to become a spirit of conflict, following the major ideological wars across the world and in some cases inciting them ("Patty Hearst/heard the burst/of Roland's Thompson gun/and bought it"). Notably, David Lindell, the man who co-wrote the song with Zevon and inspired him to write it, was a former mercenary.
* Warren Zevon's 'Mr Bad Example' has a phase of this in Australia, stealing the wages of the aboriginals he has hired to work the opal mines, after previous occupations as an altar boy (where he stole the collection), a carpet fitter (where he laid his clients' housewives and stole their furnishings), a lawyer (when he counselled all his clients to plead insanity), a hair replacer ('swindlin' the bald!'), and a gambler (where he lost all his hair replacement money, mugged a prostitute for her passport and her wig, and caught the midnight flight from Monte

Carlo to Adelaide). The song ends with him having to flee another country, cash in hand.
* Warren Zevon song "Poor Poor Pitiful Me" is a masterpiece mixture of this and complete obliviousness.
* Warren Zevon's "Werewolves Of London" has become an oldies radio staple in the UK despite never reaching the Top 75 at all.
* Warren Zevon then tracks the traitor all the way across Africa for revenge and ends up blowing his entire body away.
* Warren Zevon was also crafted after the singer was diagnosed with inoperable lung cancer, and reflects his impending mortality. He died approximately two weeks after it was released.
* War Requiem apart. The first sung line from Wilfred Owen's poetry makes the implications clear: "What passing-bells for these who die as cattle?"
* Warrick informed the father of a little girl killed in a drive-by that it could have been one of the local gangsters. The father went after the guy. The real killers were some kids that he had thrown out of his youth center.
* Warring Natures: A child whose parents are members of different groups that are currently at war with each other.
* Warring Natures. And those two races also happen to violently hate each other. Do I really have to choose a side?
* Warring States Period/Sengoku-jidai naturally featured all the major warlords of the period. The aforementioned Samurott even serves as "link" partner of one of the major characters (though obviously not the only one), and most Pokémon in the game act and are treated as loyal retainers anyway.
* Warrior (2019) and go to war to defend their home. In the end, the mob are driven out.
* Warrior2019 has just about every major Asian character know martial arts. The non-Asian characters tend to be adept fighters in their own right.
* Warrior: Although the sport itself is treated pretty realistically, the idea that MMA is a brutal bloodsport where competitors could die at any moment is played up for dramatic effect, particularly with Brendan's wife.
* Warrior and Mage, Валентин Иващенко):
* Warrior and the book collapsed before any of this could actually appear.
* Warrior Born and peace, becomes a scene of bloodshed. Many of the Xarkonian soldiers involved in the coup are not even aware of the truth behind the incident, including the Enomeg super-soldiers.
* Warrior, but still takes liberties. For example, one character very obviously gets his arm broken in the middle of a bout, but continues to fight on. In reality, getting your arm broken would result in an immediate stoppage, no matter how much you want to continue fighting. For example, Tim Sylvia was forced to concede the UFC heavyweight title after getting his arm broken by Frank Mir, despite his pleas to continue fighting.
* Warrior card game; which consists almost entirely of humans, and they are capable of taking on all kinds of freaky creatures.
* Warrior Cats about how the Clans first formed. Due to fan demand, they published a book taking place after the fourth series, which then continued into a sixth and seventh series continuing the main storyline.
* Warrior Cats, a couple of RiverClan cats do this to rescue a cat stuck in deep mud.
* Warrior Cats: A fight between Graypaw and then-housecat Rusty marks the beginning of their long-lasting friendship (and Rusty's invitation to join ThunderClan) when Rusty defeats the better-trained Graypaw.
* Warrior Cats, after Finleap pressured Twigbranch (who is still a very young warrior) into having children with him, threatening to leave the Clan if she refused, and acting cruelly to her when Twigbranch called him out on it.
* Warrior Cats. After Finpaw's tail has to be amputated, he and Twigpaw jokingly suggest holding a vigil for it and visiting its gravesite to pay their respects.
* Warrior Cats, after the first one, also started doing a short manga chapter at

the end that shows a brief scene that takes place after the end of the book.
* Warrior Cats a group of ShadowClan elders agree to help the ThunderClan warriors recover the kits ShadowClan had stolen. They drag former ShadowClan outcast Yellowfang into the camp and present her to their leader as their prisoner as they sneak the ThunderClan warriors into the camp.
* Warrior Cats, a human girl has picked up Feathertail, who is unable to escape the girl’s grip without hurting her. Squirrelpaw decides to act cute to try to distract her, which works. She then informs the others that she’ll claw them if they tell anyone she purred at a Twoleg.
* Warrior Cats, a kittypet named Velvet comes to the ThunderClan camp looking for help after she was burned when her house caught fire. She and the medicine cat Alderheart start to develop feelings for each other, but ultimately both of them accept that it wouldn't work out due to their different lifestyles, and Alderheart's calling as a medicine cat means too much to him to break his vow and take a mate.
* Warrior Cats, all leaders appoint a "deputy", who is the second in command and succeeds them when they die. Both leader and deputy have quite a bit of responsibility, with the deputy doing jobs such as organizing all patrols.
* Warrior Cats: All new apprentices are eager to go into battle but their mentors won't allow them till they've had proper battle training.
* Warrior Cats allowing Firestar to mate with Tigerstar. The fact that he mated and had kits with her is glossed over.
* Warrior Cats, almost all of the point of view characters in the main series are the descendants of the living legend Firestar, the first hero of the series.
* Warrior Cats, although she isn't his mentor in the sense the series usually uses the word (training the character to be a warrior or medicine cat), Yellowfang serves this role to Fireheart; she's the elderly, dear friend he always goes to for advice. She later becomes Cinderpelt's actual mentor (training her to be a medicine cat) and does the same for her, and they both remember her wisdom after her death.
* Warrior Cats, an ancient WindClan warrior named Rabbittail is stuck in a snare.
* Warrior Cats and a leader would probably face outright revolt if they tried to rule this way.
* Warrior Cats), and a six month gap between the second and third series. The fourth series is also supposed to start around six months after the end of the third.
* Warrior Cats. And don't you dare suggest otherwise. Perhaps justified in that this is pounded into your brain for over twenty books, and not bothering with grammar rules automatically gets you labeled as an idiot on the major forum.
* Warrior Cats; and even Jingo, a cat trying to protect her band of former kittypets after their lives were ruined by Sol.
* Warrior Cats and fan-artist community the series has received. Many come across an animation on YouTube and become interested in reading about the series about dramatic, talking cats.
* Warrior Cats, and got pushed around and beaten up by the other characters in all but one of his appearances.
* Warrior Cats and has special powers, and wishes she could be normal like every other cat; her sister Ivypool is normal but is jealous of all the attention her sister gets. There is plenty of friction between the two as a result.
* Warrior Cats and he'll always love her (maybe even more than he loves her).
* Warrior Cats and overcomes oppression to become the first kittypet-born Clan leader ever.
* Warrior Cats, and sees that the ninth cat is her son who died as a young kit.
* Warrior Cats, and the fact that his prophecies are often misleading.
* Warrior Cats A potential meta reason for him not being punished for his crimes is that one of the authors said she empathizes with him because she too has done crazy things for love.
* Warrior Cats Appledusk as rejecting his children as well. Appledusk's cruelty towards his own family makes him one of the most despised cats in the series, yet he never laid a claw on anyone.

* Warrior Cats, apprentices are assigned mentors at six months by the leader, with the entire Clan watching. Becoming a warrior requires an assessment of skills, an oath to defend the Clan with one's life if necessary, and a vigil. The new warrior must guard the camp alone all night, and is not allowed to speak until dawn, except to raise the alarm in case of attack.
* Warrior Cats arc, Bramblestar's body is hijacked by a spirit pretending to be him. This cat insists that the only way to restore the Clans' connection with StarClan is to punish "codebreakers" - no matter how serious - or not - the crime. Had a forbidden relationship with a cat from another Clan? Exile. Left the Clan for a while but later returned? Exile. Accidentally took a couple steps across the border? Exile. Questioned his orders by asking him to please un-exile the medicine cat? Exile!
* Warrior Cats arc, Lionpaw and Heatherpaw (who are both young apprentices) become friends and begin to sneak away at night to play with each other, and they start to realize that they have actual feelings for each other.
* Warrior Cats are all trained to fight unless they're physically incapable of doing so. And some medicine cats were warriors before becoming medicine cats, which makes them even more skilled in battle. They don't normally need to fight, as they're not supposed to be acceptable targets, but woe betide anyone who breaks that rule.
* Warrior Cats are doing a pretty good job of tying things up recently.
* Warrior Cats are forced to train in the brutal battle training, and many end up dying. Dark Forest training also counts.
* Warrior Cats are implied to have had kits after only mating once or twice. This is especially troublesome as a few of these are cross-Clan couplings.
* Warrior Cats are often presented as too small for their age. Kits that are four or five moons old aren't much bigger than three months olds. Real kittens at five months can be half as big as their mothers or even almost adult-size. There are some exceptions, though, such as when some apprentices are carrying around older kits and find them surprisingly heavy.
* Warrior Cats, a rogue named Slash kidnaps Clear Sky's mate Star Flower, saying that the forest cats need to hunt prey for them like the strays that lived there used to.
* Warrior Cats as a fearless warrior. By the next series, she's an anxious wreck who stays in the nursery taking care of her kits and fretting over them.
* Warrior Cats, as HarperCollins doesn't set strict embargo dates on the books, some stores sell them before the release date, and spoiler threads prior to release used to be a regular thing on official and fan forums. According to one of the official forum's mods, it was legal and they'd allow such posts; it was just that if HarperCollins figured out which stores did it regularly they might delay shipments to that store until after the release date.
* Warrior Cats - a somewhat major character. There's also the case of the elders who stayed behind instead of going to their new home. Did they eke out a life in RiverClan territory, accept food from humans, or die from starvation or the humans' machines?
* Warrior Cats, as well as their rocky history. She's determined to protect her sister from the humiliation and heartbreak such a relationship would bring.
* Warrior Cats as well. Ironically, Cloudtail is white-furred. His pelt colour is another reason why he's looked down upon though. Most ThunderClan cats are "foresty" colours like grey, orange, or tortoiseshell, with pure-white being very rare.
* Warrior Cats attempts to dispose of Ashfur's body by tossing it in a stream, hoping he'll be swept into the lake, the Clan would think he just mysteriously vanished, and that would be the end of it. Things don't exactly go as planned.
* Warrior Cats, a young girl falls into the gorge, and the cats know that it'll mean that other humans will be looking for her - not to mention that half the Clan are or were kittypets that don't want a human to be hurt. When initial attempts at leading other humans to the gorge fails, they get various items out of the girl's backpack and create a trail leading to the gorge.

* Warrior Cats, become united and willing to die for each other like one.
* Warrior Cats Beetlenose comes flying out of the Nursery, squeeing about how cute Crookedstar's daughter Silverkit is. Keep in mind that he's a very nasty cat, and even he found her cute.
* Warrior Cats, Beetlepaw is complaining about having Ottersplash as his mentor when his littermates suddenly try to shush him. He's confused about why, until Ottersplash makes a comment from right behind him, and due to his lack of respect, assigns him to spend the afternoon cleaning the elders' den.
* Warrior Cats, Berrynose steps on a thistle and hops around on his other three paws.
* Warrior Cats, Berrynose was in love with Honeyfern, but Honeyfern died of an accident. Moons later Berrynose mated with Honeyfern's littermate, Poppyfrost.
* Warrior Cats, Blackfoot's nine lives ceremony works this way. He is told before it starts that he can leave at any time if it becomes too much, but that means another cat will have to lead instead. In order to receive each life, he has to relive a memory of his evil actions. These become increasingly more difficult to bear, and he's asked between each one if he wants the life. Although he falters and is tempted to leave, he eventually becomes certain that he needs to complete it for the sake of his Clan.
* Warrior Cats, Bluefur attacks the enemy warrior Oakheart, but misses and falls into a river. Bluefur begs for Oakheart to save her, but he laughs and tells her to stand up, because she was "drowning" in shallow water.
* Warrior Cats book, a pack of dogs gets loose from the tree farm that they were being kept in to guard, and they end up living in the forest. While escaped dogs might not be the scariest thing to a human, they were a big threat to the cats living there.
* Warrior Cats book, Bluestar's recruitment of Rusty is considered to be this by most cats, since recruiting house cats with no fighting experience is basically unheard of in the Clans.
* Warrior Cats book, Fireheart has a nightmare of a faceless queen losing her kits.
* Warrior Cats book, Jayfeather goes back in time to the ancient incarnation of himself. He first sees it just as part of his duty, to make sure he sets certain events in motion so that they affect the future, but then he falls in love. He wants to stay in that time period, but isn't allowed to because he's still needed in the present day.
* Warrior Cats book, Longtail doesn't want Rusty to join the Clan because he was owned by humans, and the two fight. There's a moment during the battle where Longtail grabs the back of Rusty's collar and begins using it to strangle him. Rusty struggles forward until his collar snaps, and the Clan leader stops the fight, saying that it's a sign that Rusty is meant to join the Clan.
* Warrior Cats books, a group called The Sisters makes their young males leave at the age of six moons. They hold a ceremony, and after that the young tom is ordered to walk through the night without looking back or stopping. It's part of them leaving their kithood behind and becoming an adult by their standards.
* Warrior Cats books are made up of several "sagas" that cover completely different parts of the world with a handful of intersecting characters.
* Warrior Cats book SkyClan's Destiny works this way, with the current-day story of SkyClan interspersed with chapters from Stick's point of view, back before he left the city, some time earlier than the main events of the book.
* Warrior Cats Bramblestar, and manages to escape during the ensuing fight. He tells his Clanmates afterward that his injuries were from an owl, but they don't really believe him.
* Warrior Cats breeds, such as Bluestar looking like a Russian Blue with the wrong eye colour and Yellowfang resembling a Persian, which also spurs interest in breeds.
* Warrior Cats: Brightheart was savaged by a pack of dogs, who mangled her face to the point that she lost an eye and parts of her skull were showing even after she recovered. She was even called "Lostface" for a while, but fortunately, Firestar renamed her.

* Warrior Cats) but their adherence to the 'warrior code' resulted in a lot less death and paranoia.
* Warrior Cats came out; it's a prequel about the founding of the Clans, set at least a few decades before the modern books.
* Warrior Cats can do a little of this trope- enough to explain simple things like names, but not sophisticated concepts (like precognition or the Moonpool) to someone entirely ignorant of them.
* Warrior Cats can help them save some cats from the Tribe of Rushing Water, and his father Tigerstar refuses to let him go. She gets caught by Tigerstar and they make an agreement for Tawnypelt, Shadowkit, and Shadowkit's mother Dovewing to leave together legitimately instead.
* Warrior Cats, cats have a variety of phrases that are synonymous with human curses, such as "fox dung" (and similar terms) for "shit".
* Warrior Cats, cats seem to bite each other's tails in battle often. Kits also often practice pouncing on the tail of an unsuspecting older cat.
* Warrior Cats character had contained either a prophecy, a glimpse into the future, or allowed them to speak with their ancestors.
* Warrior Cats characters tend to be depicted as adorable, no matter how they canonically look.
* Warrior Cats, characters tend to be the subject of a prophecy or take on a role like a leader if it happened to their mentor or parents. For instance, the last few ThunderClan leaders have been a series of mentors and their apprentices: Sunstar mentored Bluestar who mentored Firestar who mentored Bramblestar. Hawkfrost tried to take over the Clans like his father Tigerstar and there was a prophecy about the final confrontation that stopped each one. Being the subject of a prophecy and saving the Clans in some way also seems to run in Firestar's bloodline.
* Warrior Cats, Cloudstar gives one to his Clan after they lose an important battle, in order to keep their spirits up and encourage them to fight another day.
* Warrior Cats: Cloudtail fell for Brightheart before she was maimed but didn't begin courting her until after the incident. Brightheart was mauled by a dog, which left her with serious facial scarring and only one eye.
* Warrior Cats complains that the ThunderClan leader Firestar is letting too many kittypets (house cats) into his Clan and tainting the blood of the Clan. Another cat immediately points out that Berrynose himself was a kittypet that Firestar let into the Clan, only for Berrynose to try to claim that it's different.
* Warrior Cats, Crookedstar calls Mapleshade insane after she explains how she tried to get revenge on him, while pretending to be his mentor, all along.
* Warrior Cats Crookedstar is afraid that having a loved one will make him soft. This is further pushed by his spirit mentor Mapleshade, who tries to convince him that his relationship will turn him weak, and push him away from his great destiny, and so this trope becomes one of the central conflicts for Crookedstar.
* Warrior Cats, Crookedstar's apprentice Sedgepaw speaks rapidly, to the point that he asks her to slow down and she even admits that she talks too much... before continuing to "chatter like a blackbird" in more run-on sentences.
* Warrior Cats, Crowfeather and Nightcloud's relationship has been described by the authors as one: he knew that with a mate and kits he'd be trusted more by his Clan again, and Nightcloud figured that he was a strong young cat that was going to be "going places".
* Warrior Cats, Daisy's main role is to care for the kits and help new mothers with the trials of motherhood. She's a literal team mom.
* Warrior Cats: Dawn of the Clans does this for Bumble. While the other cats are wondering whether Bumble should join them or not, Wind Runner bluntly tells her that she can't because she doesn't know the ways of a wild cat.
* Warrior Cats: Dawn of the Clans: Gray Wing is running freely and happily on the moor he recently arrived on, only to crash into Wind and Gorse, the future founders of WindClan, and ruin their hunt. They get off to a bad start, but later they do become pals.
* Warrior Cats den and eventually makes Cinderpaw her official apprentice.
* Warrior Cats depicts an unaware Fireheart as Tigerclaw sneaks up on him.

* Warrior Cats: Dovewing dishes this out on Bumblestripe in Bramblestar's Storm. She broke up with him because she still loved her last mate, Tigerheart, and legitimately felt bad for stringing him along for so long.
* Warrior Cats equivalent, and ended up getting into trouble with the editors for it.
* Warrior Cats. Even he is surprised that his enemies keep falling for it after a while. Other warriors throughout the series use it on occasion, though it's usually subverted when their opponent doesn't fall for it and dodges the surprise attack.
* Warrior Cats even shows that he snapped Yellowfang out of her depression just by talking with her for a few minutes.
* Warrior Cats everyone that he was, Thrushpelt still loved the kits as if they were his own and behaved as if they were, and both of them were fine with everyone assuming that they were mates.
* Warrior Cats: Everyone. They aren't outright happy or excited (except maybe Lionblaze), but no one seems to be at all fazed by all the bloody battles in the series. Quotes from various characters:
* Warrior Cats fans will never let Longtail live down getting beat up by a kittypet in the first book. To make it worse, Rusty couldn't have been much older than a kit, so it's basically like getting beat up by a ten year old who's never fought anyone before.
* Warrior Cats finds himself stuck in the time of the Ancients twice. He manages to leave both times.
* Warrior Cats, Fireheart starts falling for Sandstorm after Cinderpaw tells him everybody can see that Sandstorm is very much into him.
* Warrior Cats, Firestar and Sandstorm are on a mission to rebuild SkyClan, which left the forest and subsequently split up years ago. They find Sky, the only remaining SkyClan descendant who has any knowledge of the Clan. His grandmother was born into the Clan, and he was named after the lost Clan and taught its traditions, and still tries to cling to them, despite younger area cats believing him crazy. He is able to teach them about SkyClan's life in the gorge.
* Warrior Cats: Firestar, Graystripe, and Ravenpaw met when they were barely of apprentice age but stayed close friends for the rest of their lives.
* Warrior Cats, Firestar sees a lion reflected in water, and is so startled that he runs backward into a tree and yowls loud enough that some of his Clanmates come running. Turns out the lion isn't actually a reflection of something real; it's a vision sent to him by StarClan hinting at something he must do.
* Warrior Cats, Firestar shows nothing but kindness to everyone around him and is willing to give his nine lives for just about anyone, including cats of enemy Clans and also Clanless cats.
* Warrior Cats, Firestar's jaw drops open when he realizes that Smudge's home is the former SkyClan camp.
* Warrior Cats focuses on Clans of feral cats. They almost never see humans or their vehicles unless patrolling the borders of/leaving their territory, and they mainly appear as hazards to be avoided. Only in the graphic novels do any of them get speaking roles, but even then they're minor, and it's because the reader is seeing a bit wider view than the main character's viewpoint, unlike in the actual books.
* Warrior Cats Following a string of betrayals and tragedies, Bluestar, the leader of ThunderClan, becomes paranoid and fearful that the other Clans are plotting to destroy her Clan. When her warriors find remains of dead rabbits on their territory, Bluestar assumes that the culprits are WindClan (who regularly eat rabbits), assumes that they have been stealing prey, and plans to attack them, despite her deputy Fireheart pointing out that the rabbit remains were most likely left by a dog. When Bluestar refuses to back down, Fireheart sets up a peace talk with WindClan behind her back in order to prevent needless bloodshed.
* Warrior Cats. For a while it looked like Tigerstar's other son Brambleclaw was going to join them, but he decided against it.
* Warrior Cats for its similarities, including an orange tabby protagonist, similar naming scheme, and usage of cats living in "clans".

* Warrior Cats. For the most part, the cat is already considerably old when it happens:
* Warrior Cats for the same reasons. Like Tigerstar holding up some Jew.
* Warrior Cats, getting your warrior name is apparently a pretty good way to be rescued—Cloudtail and Squirrelflight are both significantly less annoying than they were as apprentices. Berrynose shows that this doesn't always work, though.
* Warrior Cats, Goosefeather calls his mother's name when he's attacked by a badger and thinks he's about to die. Despite having his full medicine cat name, he's only seven moons old - just barely over the age most kits leave the nursery - so he's still quite young.
* Warrior Cats, Goosefeather comes to accept this idea by the end of the book. He had known that he'd be attacked by a badger and nearly die, but even with expecting it to happen he was unable to do anything. He also had a vision of his Clanmates starving around him, and tried to prevent it by coming up with a strategy to "refrigerate" prey in the frozen ground, but the plan failed due to the weather and several of his Clanmates starved to death.
* Warrior Cats, Graystripe and Millie get lost and separated from each other in a field of corn, desperately fleeing from the terrifying roar of a "monster" (a combine harvesting the corn). Some local farm cats find them and lead them to safety.
* Warrior Cats, Graystripe was captured by Twolegs early in the third book of the second series and ultimately presumed dead or permanently lost by his Clanmates. In the first book of the third series - taking place half a year after the second series ended - he returned, having escaped and found the Clans in their new home.
* Warrior Cats, Greystripe has a relationship with Silverstream, a cat from another clan. When Silverstream dies in childbirth, Thunderclan finds out about his secret relationship. Bluestar, the clan leader, decides that losing Silverstream is punishment enough, and doesn't give one of her own for breaking clan law.
* Warrior Cats has a short story focusing on this idea, where a leader asks the other Clans to stop stealing prey from his starving Clan instead of fighting back. This only serves as an invitation to them since they know they'll be unchallenged; in the end, the spirit of his lost mate appears to him in a vision and convinces him to let his Clan fight.
* Warrior Cats has suffered from this a lot, despite being an action series:
* Warrior Cats have a leader. They can be identified by their 'star' suffix and they have nine lives presented to them by StarClan. Each of them have to have been deputy selected by the leader in order to be next in line to be leader.
* Warrior Cats have been convincing Clan cats to train with them and betray their Clanmates by joining their army. Out of all the Dark Forest trainees, only two stayed evil: Redwillow and Breezepelt.
* Warrior Cats have been described this way by fans, since there's really no antagonist and no overarching conflict until the later part of the fourth series.
* Warrior Cats: Hawkfrost, the main villain of the second series, dies by way of his older half-brother Brambleclaw driving the stick of a fox trap into his throat.
* Warrior Cats. He asks Barley's name, and Barley, taken by surprise, responds, "Er... Barley." Then when he calls him "Erbarley", Barley says "No. Just Barley." So Fuzz proceeds to call him "Justbarley" for the rest of the story.
* Warrior Cats. He becomes extremely strict on enforcing the rules, not only within ThunderClan but the other Clans as well, and begins to exile any cat who speaks against his behavior. He even starts checking on what his Clanmates are doing at all times and butting in on private conversations just to make sure they're not doing anything he doesn't want.
* Warrior Cats, he considers it a sign of the same discrimination that he endured, and refuses to listen.
* Warrior Cats, he is harrassed for being such a close friend to a cat of another Clan that he breaks off the friendship and views them more as enemies than anything.
* Warrior Cats", he really meant "whore" (it works in context, and explains

Hollyleaf's shocked reaction).
* Warrior Cats, he remembers something else important and says a little extra as he bleeds to death.
* Warrior Cats, Hollyleaf falls in rage and shreds mouse to pieces, until all that remains of it is described as red pulp.
* Warrior Cats, Hollypaw is amazed at how all four Clans welcome him home with equal warmth. When everyone's crowding around him and Leafpool tells them to give him space, Hazelpaw even protests, "But he's a legend!"
* Warrior Cats, however, he's no longer this. In fact, he even apologizes to Jagged Peak for kicking him out of the forest.
* Warrior Cats how his way is best. He loves to throw around his weight, bullying cats on his border, starving his captive just because he can, making anyone who questions him fear him, and becoming eager at the thought of making himself more powerful and expanding his territory. He's extremely self-conscious about how others view him and spends part of the book wondering if cats are talking about him behind his back, and how confronting them about it might look.
* Warrior Cats. If the 20+ main novels weren't enough, there are at least 4 field guides and more mangas than you can count! The books keep coming because they make Harper Collins rich. And because the fans always want more.
* Warrior Cats implies that Squirrelflight killed Ashfur, due to her showing up late with fur covered in mud (his body was found in a stream). It turns out she was just being clumsy, and by doing so she distracted the reader from the true killer, Hollyleaf.
* Warrior Cats. In human terms, the Clans have only been around for 100 years at oldest. However, to cats, the four Clans have been around for dozens, if not hundreds, of generations. Still, the cats in the origin series speak exactly the same as the cats at the tail end of the series' timeline.
* Warrior Cats in one blow, gives the forest Clans three days to either leave the forest or meet them in battle. The forest Clans spend the three days weighing their options, training, having medicine cats prepare herbs, and coming up with an escape strategy for the defenseless kits and elders if they fail. All four Clans join together to face BloodClan, and the battle itself lasts about a day.
* Warrior Cats, in the battle against Tigerclaw's rogues, Graystripe gets a scratched tongue that won't stop bleeding. The medicine cat apprentice doesn't know what to do for it, so she sends Fireheart to fetch her mentor.
* Warrior Cats into apprentices. This turns out tragically when, during battle, a warrior attacks a three moon old named Badgerpaw and kills him.
* Warrior Cats is a cat who wears a collar with dog teeth sticking out of it. It's uncomfortable, but he wears it because he knew it was awesome.
* Warrior Cats, is a cheerful ditz who is so literal-minded that he thinks Barley's name is "Erbarley", and upon being corrected, then thinks it's "Justbarley".
* Warrior Cats is a collection of rules that all clan cats must follow. Yet almost all of these rules have been broken at least once:
* Warrior Cats is a fun binge. Over 30 novels, and that's the bare-bones experience. You also have a bunch of extra-long standalone "super editions", books explaining history and characters, several series of OEL, and at least a dozen novellas.
* Warrior Cats is aimed at preteens and most of its characters start at the equivalent of 10-13. But they quickly age into adults and as a result the series has a lot of mature themes.
* Warrior Cats is a macro that got passed around for a bit with that original image.
* Warrior Cats is blocked off for unknown reasons, and cats who die during this time are left as ghosts while unable to move on.
* Warrior Cats, is generally considered to be the least popular. Some of the most common complaints are the main characters having superpowers and plot points being reused several times (such as forbidden romance).
* Warrior Cats is in place, as cats that lived fifteen years ago are legendary and those that live forty years ago are ancient myth.

* Warrior Cats is introduced as a kit in the arc's first book and mentioned several times throughout the rest of the arc, only to be killed by Tigerstar as an example of what will happen to those who do not join his new Clan.
* Warrior Cats is only in the first book to lighten the mood. However, his role greatly increases in later books.
* Warrior Cats is that there must be a balance between light and darkness, because without one the other would not exist.
* Warrior Cats is the love a mother has for her kits, in order to help them protect the Clan; this life is often expected to feel gentle, and the new leader is often shocked by how painfully fierce it is - mothers are willing to face any amount of enemies or even die for their kits. One particular Action Mom is Leafstar: leaders normally are not allowed to have kits because it conflicts with their duties, but Leafstar decided to have kits anyway.
* Warrior Cats is trained to fight and can hold their own in a battle. (Except the kittypets, but some of them are pretty basass too.)
* Warrior Cats, it is shown that Scourge, the leader of BloodClan, started innocent but found it easier to kill as time went on.
* Warrior Cats: It's not uncommon for leaders to appoint their family, significant other, best friend or former apprentice deputy.
* Warrior Cats, it's zigzagged. Runningwind is dead and Fireheart sees Whitethroat, who he assumes to be the killer. Whitethroat is hit by a car after Fireheart realizes it wasn't him. Fireheart asks who killed Runningwind, and Whitethroat says who it was but Fireheart can't hear him over the noise of a passing car. Fireheart asks again, but Whitethroat dies just as he's about to say it, however, he has a look of horror in his eyes. Then Fireheart turns around and sees the killer right there.
* Warrior Cats it turns out that half the cats in ThunderClan have broken the warrior code at some point- and they all realize this on the same night.
* Warrior Cats: It was mentioned by the writers that no character was going to use "moon" in their name because they felt this would signify the cat as more beautiful or important than their Clanmates. Bluestar's name was originally "Moonstone" but this was changed. Her mother is named "Moonflower" as an accident. There was a later attempt to change it to "Duskflower", but for continuity reasons Moonflower's name stuck. She was the sole exception until later books gave us Ambermoon and Harveymoon.
* Warrior Cats, Jayfeather suspects that Longtail is giving his water to Mousefur because he thinks she needs it more.
* Warrior Cats, Leafpool accidentally does this to Crowfeather — she'd promised to meet him, but then had to come desperately to RiverClan's aid when Mothwing could not heal them alone.
* Warrior Cats: Leafpool is one of the cutest kitties in the forest in terms of overall sweetness, next to Spottedleaf.
* Warrior Cats. Leafpool tries to make him do this once to figure out where his sister is when, as an apprentice, Hollyleaf goes missing.
* Warrior Cats, Leopardstar is an ambitious and occasionally antagonistic cat who first appears in the second book and is one of the more prominent RiverClan characters, especially after becoming its leader. She ends up living long (more than 10 years, which is amazing for the setting) and dying of diabetes.
* Warrior Cats Lionblaze then leaves the Dark Forest forever, proving to Tigerstar that he wasn't going to let himself fall to the level of the villains.
* Warrior Cats, Lionblaze wants to prove to Cinderheart that destiny doesn't control their lives when the latter thinks so. So he starts a fight with a ShadowClan patrol and deliberately lets Ratscar beat him. It backfires, for Cinderheart gets angry at him for being hurt (since his power prevents him from being hurt) and trying to avoid his destiny. The next time he persuades her, she finally chooses him as her mate.
* Warrior Cats: Lionblaze, whose prophecy power makes him invincible in battle.
* Warrior Cats Made funny by the fact that Flametail is an actual CAT, albeit not a kitten.

* Warrior Cats madly in love with Brightpaw, refuses to leave her side and tells her, "Come back to us. I don't know where you are now, but please come back."
* Warrior Cats makes him gaunt and ragged, with his ribs showing, and almost elderly-looking.
* Warrior Cats manga about Ravenpaw, Barley asks him this at the end of the first volume when they're on their way to Highstones. Ravenpaw assures him that they're almost there.
* Warrior Cats manga covers, especially the Sasha and Scourge ones, tend to have much more fine details and shading (not to mention actual color) compared to the art inside.
* Warrior Cats manga, one scene in the second volume has Sasha wandering into a shop and getting chased out as soon as she's spotted. She's so startled by the experience that she ends up getting lost as she flees.
* Warrior Cats manga trilogy, which involves events that don't happen until part way through the second series of books, was released in Germany before they finished translating the first series.
* Warrior Cats — the identity of the "you" isn't necessarily clear.
* Warrior Cats, medicine cats are forbidden from having kits, so they aren't allowed to have mates. That's not to say they don't break the rule, but for the most part, they adhere to Clan standards.
* Warrior Cats, medicine cats frequently receive prophecies in the form of dreams. Notably, the main character Firestar decided to venture into the forest and join its Clans after having dreams of hunting mice.
* Warrior Cats, Moth Flight's father Gorse Fur tells her he's proud of her after she speaks up to the five Clans and announces that each Clan must have a medicine cat.
* Warrior Cats. Much of it focuses on boring tasks like gathering moss and cutting into smaller parts, to teach her patience, concentration, and good control of her claws.
* Warrior Cats, Mudclaw's attempted coup fails after ThunderClan brings two patrols to help Onewhisker, and he knows that he and his supporters are badly outnumbered. He knows that their only option now is to flee and hope to survive.
* Warrior Cats newborn kittens start walking and talking a day or two after they're born.
* Warrior Cats, none of Su’s headcanons and OCs were canon. This revelation, along with Vicky leaving the Warrior Cats team of authors sometime after, caused the admins of the wiki to send out an apology and get to work on removing Su’s headcanons and OCs from the site.
* Warrior Cats (not even as an apprentice or at least in the allegiances), and her first appearance in the second book was only to rescue Graystripe from drowning. She never had an appearance where it didn't involve another more important character, and the only notable thing she did outside of bearing Graystripe's kits was getting Firestar in touch with cats who knew something about Redtail's death.
* Warrior Cats, occasionally a leader will order that if a particular cat is found in their Clan's territory, they should be killed on sight: this includes when Tigerclaw is exiled from ThunderClan for murder, and when Graystripe is exiled from RiverClan for betraying them during battle to save Fireheart's life.
* Warrior Cats often, parts of their names are things found in nature. Throughout the books, you'll find names containing animals, plants, rocks, landforms, natural phenomena, celestial bodies, weather, etc.
* Warrior Cats often wonder why the arrogant Berrynose attracts Poppyfrost and Honeyfern.
* Warrior Cats of them were minor characters. The other ends up getting reincarnated, anyway.
* Warrior Cats: Omen of the Stars and having to find a different way to defeat the beavers.
* Warrior Cats: Omen of the Stars Spottedleaf mostly disappeared from the plot, with her role as an adviser being given to Yellowfang.
* Warrior Cats, once a StarClan cat or Dark Forest cat fades away over time or is

killed again, they never come back. Examples include Spottedleaf, Antpelt, Brokenstar, Hawkfrost, and Tigerstar.
* Warrior Cats, on rare occasions, a cat will affectionately call their Clanmate by the first part of their name (for instance, Lionblaze once called Jayfeather "Jay".) It happens infrequently enough that it really stands out when it happens.
* Warrior Cats on their collars. (This started when their leader, as a young cat, attempted to use a loose dog tooth he found to try getting his collar off, only to get the tooth stuck. When others asked about the tooth, he claimed he killed a dog and took the tooth as a trophy, and from there the idea took off and became true.)
* Warrior Cats over half a year and several books later, having escaped and found them in their new home.)
* Warrior Cats, part of the medicine cats' standard examination of a cat who has fallen into a stream/river is to check for leeches.
* Warrior Cats (plus two tagalong friends), following a prophecy, quest through unknown territory to follow the setting sun to the sea and "listen to what midnight tells them".
* Warrior Cats policy (and how), the seldom seen Tribe of Rushing Water is made up of about 75% Red Shirts, who get killed off in bunches pretty much anytime the Tribe is featured in a book.
* Warrior Cats: Power of Three: rather than having a main villain to be defeated, features the protagonists struggling with the meaning of a prophecy about them.
* Warrior Cats, Rainflower begins scolding Crookedjaw and Oakheart for telling friendly jokes about the queens, making a (quite) boring lecture about how the queens "enjoy helping their Clan". Crookedjaw and Oakheart just roll their eyes at this.
* Warrior Cats, Rainleap declares that she'd rather die than ask ThunderClan for help (which in Cloudstar's opinion is a bit extreme).
* Warrior Cats: Raptorial birds appear as dangerous foes on a number of occasions. Justified, as the main characters are feral cats and regular-sized hawks and eagles really are dangerous potential predators from their point of view:
* Warrior Cats rats. Once Firestar kills the leader, they're too confused to fight because they have absolutely no idea what to do now, and those who aren't killed scatter.
* Warrior Cats: Rats serve as antagonists numerous times throughout the books, always attacking in huge swarms.
* Warrior Cats" reasoning is just an excuse to be greedy and seize territory and power.
* Warrior Cats, Reena seems to like Talltail/star and is obviously flirting with him. The only problem is, Talltail is gay, so her advances don't even show up on his radar. Reena later complains to Shrewclaw about it.
* Warrior Cats refer to the seasons as Newleaf, Greenleaf, Leaf-fall, and Leaf-bare. They also don't use years like humans. They go by moons. One moon is roughly a month, a half-moon refers to two weeks, and a quarter-moon refers to a week.
* Warrior Cats RiverClan cats are often named after water-related things in nature (Graypool, Lilystem, Lakeshine, Rippleclaw, Rainflower, Stormfur, Rainstorm, Silverstream) or aquatic animals (Piketooth, Troutstream, Ottersplash, Voleclaw).
* Warrior Cats, rogues are cats who don't live in the Clans or with humans. Fans frequently spell the word wrong.
* Warrior Cats, Rootpaw is able to make Bramblestar briefly visible to other cats, and when Bramblestar's mate Squirrelflight sees him, she tries to touch her muzzle to his, but she just passes through him.
* Warrior Cats RPG, as Maine Coons are a very soft-voiced breed of cat.
* Warrior Cats runs without looking where he was going, Gray Wing scolds him for it... before doing it himself by accident. He realizes he's being a hypocrite and resolves on not becoming one.
* Warrior Cats's attempt to destroy the Clans, and the sixth series is about the discovery of the modern remnants of SkyClan.
* Warrior Cats say that weak cats should either look after themselves or die.
* Warrior Cats, seeing as they're semi-realistic cats, and they live in Clans that

don't allow intermixing, this is kind of inevitable, and there are several such relationships like this:
* Warrior Cats series, apprentices play this role during the battle against the Dark Forest cats - traveling through a battle-filled forest where any enemy will kill them on sight so that the Clans can send messages to each other on the status of their warriors.
* Warrior Cats series are rather similar, but there's enough difference in them that they can clash at times - especially when the Clan cats insist that the Tribe try to live like them in order to drive off intruders.
* Warrior Cats series both have two two-page maps per book: One is the "animal view" map, which is more decorative, having houses and trees and everything drawn out, and labeling it with the animals' names for landmarks. The second is a "human view" map, which labels the landmarks with human names. It also looks more like a proper map: rather than drawing the forest, there is a map key, and it just uses the symbol for "tree" lots of times.
* Warrior Cats series, Brambleclaw and Sorreltail are named after author Cherith Baldry's cats, Bramble and Sorrel. Sol's appearance is based on a cat named Aslan, and Millie's appearance is based on the pet of one of Vicky Holmes' coworkers (her name comes not from his cat, but from the fact that he is a fan of the Millwall soccer team).
* Warrior Cats series, Darkstripe is being watched by Brackenfur since he's suspected of being a traitor. He tells Brackenfur he needs to make dirt, so he goes behind a bush for privacy... and sneaks off.
* Warrior Cats series, Firestar is told that he is the subject of a prophecy, "Fire alone can save our clan". Later, three of his kin find out about their own prophecy "there will be three, kin of your kin, who will hold the power of the stars in their paws".
* Warrior Cats series has a greeting gesture, which the Clan cats find strange: extending a paw while bowing the head.
* Warrior Cats series is about feral cats living in a forest near a human city. The series follows several generations, including a grand exodus, and is all through the eyes of cats who see humans only as giant "Twolegs", and automobiles as "monsters". They face horrors such as badgers, dogs, foxes, humans, starvation, disease, and of course rival cat clans for which each kitten is trained to be a warrior in order to defend his clan.
* Warrior Cats series, kittypets (house cats) are terrified of the woods, and tell stories about the savage wildcats that eat bones and the dangerous animals that live out there. Most feel that if you go into the woods, you won't come out, but some of them do like to explore there from time to time, and some actually join the Clans of cats that live out there.
* Warrior Cats series, Midnight the badger is able to speak Badger, Rabbit, Fox, and a few types of Cat, whereas everything else in the series can only speak in the language of its own species (except for one case where a cat knows a little bit of Dog). Why and how she managed to learn all of these is never explained.
* Warrior Cats series, naming Graystripe deputy rather than waiting to hold the usually performed ceremony.
* Warrior Cats series, one battle tactic that SkyClan developed and later ThunderClan used involves the attackers hiding in trees above the battlefield, and then dropping down all at once onto the enemy. This often works, seeing as it has quite the element of surprise, and of course it can't feel nice to have someone land on you from many times above your head height, but if the opponent is expecting it and dodges, this can result in nasty injuries for the falling cats.
* Warrior Cats series, one young cat's spine is broken when a tree falls and she's pinned by the branches. Jayfeather, the medicine cat, tries to encourage her by telling her how ShadowClan once had a cat with a similar injury and had told him about their experiences. Unfortunately, ShadowClan's warrior had ended up dying because of complications with it, which doesn't encourage Jayfeather's patient much.
* Warrior Cats series, owls are often thought of as ill omens. Justified, since an

owl seems quite large to a cat, and owls have been known to carry off kits. However, ThunderClan does occasionally look for owls at night, because if it's windy and they're having trouble scenting prey, they can follow an owl and find prey that way.
* Warrior Cats series, the cats call a certain cave "Mothermouth" because it resembles a mouth.
* Warrior Cats series. The Clans have no experience with rabies, so they wouldn't understand what it is or how to combat it.
* Warrior Cats series, the forest — the home of the Clans — is destroyed, prompting a journey to find a new home where the rest of the series takes place.
* Warrior Cats series, the Great Journey map has the sea to the southwest.
* Warrior Cats series, the names of the characters, which are usually combinations of nouns, verbs and adjectives, are left in English.
* Warrior Cats series, there are two. Cloudtail refuses to believe that StarClan exists, despite seeing his leader come back to life after being killed and the fatal wounds healing themselves. But even more notable is Mothwing, a medicine cat. She had a prophetic dream herself right after being apprenticed, and everything that Leafpool has told her, which she couldn't possibly have known on her own, happens to be true. She has also seen her own leader lose lives and come back to life. As part of a medicine cat's job is to be the spiritual leader of the Clan, this makes her the equivalent of an atheist priest.
* Warrior Cats series, the Tribe rolls in mud to cover their fur in order to disguise their scent and blend into the rock better so that prey doesn't spot them so easily. The visiting Clan cats try this, and aren't too thrilled at the idea, but it works.
* Warrior Cats series, they announced in Feb 2010 that there would be some sort of online multiplayer game based on the books. They picked beta testers in March 2010, saying that the game would be out at the end of 2010. Though for a while they kept listing the release of the game in the "marketing/publicity" section for each new book in HarperCollins' catalog, the beta testers never got another message after the one saying they were picked to be one, the gamemakers didn't make any posts on the official forum to keep fans updated on the game's progress though they'd promised to (to the point that the subforum for it was, eventually, removed because it confused new members). There have been one or two surveys about what fans would like in a game since then, but they have never made any official statements saying whether or not it's cancelled.
* Warrior Cats series, Tigerclaw. He's a highly respected senior warrior, and, by the end of the first book, becomes deputy (second-in-command) of the Clan (and therefore next in line as leader). However, he murdered a previous deputy in order to try and claim the position, which only the young hero Fireheart and his two best friends know. Tigerclaw is such a respected cat in the Clan that nobody suspects him of treachery — even the leader rejected the idea when Fireheart told her his suspicions. Being deputy, Tigerclaw can assign Fireheart punishments in order to keep an eye on him, or order him to perform a life-threatening task, or suggest to the leader that Fireheart should be driven out of the Clan.
* Warrior Cats series when they are chased by dogs or other predators, such as badgers: cats will hide in places such as under a thick bush, or in a rabbit hole, or in a crevice between rocks, where the larger creature cannot reach them.
* Warrior Cats, several characters are like this, but Thistleclaw and Tigerclaw are probably the most notable. Bluestar tells Fireheart that she gave up her kits to become Clan deputy instead of Thistleclaw because if Thistleclaw had gone on to become leader he'd have led the Clan into unnecessary wars. When Tigerclaw is exiled, he insists he would have never have been such a soft, peace-keeping leader and speaks of how he would have made ThunderClan great and feared; Bluestar remarks in response, "And how many cats would have died for it?"
* Warrior Cats. Several hundred cat years apart, plus one stinking prophecy. Need we say anymore?
* Warrior Cats, several of the heroes are apprentices when we first see their

points of view - the feline equivalent of 10-18 years old - and some POVs start even younger.
* Warrior Cats, several of Tigerclaw's followers in ThunderClan were generally jerks, but they remained in the Clan when his treachery was revealed: Dustpelt and Longtail proved to be loyal warriors and grew to treat Fireheart with respect. Darkstripe, however, only refused to join Tigerclaw because Tigerclaw hadn't told him about conspiring with Brokenstar, and later continued to work for him while still in ThunderClan, until he was caught and exiled himself. After Tigerstar's death, Darkstripe joined up with Tigerstar's killer, Scourge, to destroy the Clans.
* Warrior Cats. She thinks about how this means that he'll likely long outlive her, and frets that he can always take another mate after she's gone, and wonders if the reason he's not ready to have more kits right now is because he has so much more time than her.
* Warrior Cats, shocking them both. His "apology" is basically "I'm sorry you don't understand that questioning me puts us in danger."
* Warrior Cats short-story featured in the "Battles of the Clans" field guide, Mistystar is seen training a group of apprentices in water combat. Rushpaw, the smallest, is having trouble swimming due to the water temperature and her size. After driving everyone crazy with her problems, she accidentally splashes water everywhere when they're tasked with ambushing Mistystar. She thinks she ruined everything when Mistystar admits that the water splash made her think the apprentices were on the other side of the stream — and that it could be considered a brand new battling tactic.
* Warrior Cats shows how Spottedleaf felt about the whole thing after her death: she was jealous of Sandstorm to an extent but more than that she wanted Firestar to be happy, and was glad that Sandstorm was there for him since Spottedleaf herself couldn't be.
* Warrior Cats, six cats were sent to deal with the mountain lion, Sharptooth. The Clan cats meet three of them: Talon, Bird, and Rock, who explain that the other three had been killed by Sharptooth. In the next book, the Clans return to the Tribe, and there's a fourth cat, Jag, listed as being one of the ones originally sent to fight Sharptooth, with no explanation as to why we didn't see him in the last book (though the characters do recognize him and say they'd met him before).
* Warrior Cats, SkyClan had to endure this. Forced out of their home, they found a gorge and settled down in it. However, a massive horde of rats surrounded them, just waiting for them to try to leave the get some food, take a nap outside the gorge, or something of the sort. When a cat left, they were swarmed by rats and killed. It was enough to drive a cat mad, and led to the end of SkyClan. However, the cats get the last laugh, as the rebuilt SkyClan drives a group of rats under a pile of garbage, surrounds it and waits for them to try to escape, then kills them as they leave.
* Warrior Cats, Snowtuft mentions an island where Ashfur keeps spirits prisoner. Shadowsight asks for more information, and Snowtuft responds, "You really don't want to know", refusing to say anything else on the topic. It helps build the tension and significance of one of the most important locations of the book.
* Warrior Cats, so even though the Clan cats are pretty battered, they are able to recover because the Tribe takes them in for a little while.
* Warrior Cats spoiled that Ravenpaw was going to learn about and travel to the long-lost Clan.
* Warrior Cats, Spotpaw is in trouble after sneaking up on and attacking Bumblestripe as a joke. Her parents explain to her that half the reason Bumblestripe is so furious is that he almost killed his Clanmate before he realized who she was.
* Warrior Cats Squirrelflight and Brambleclaw's son, a living reminder of the mate he couldn't have and the future he was denied. They don't get along. While they are never outwardly rude to each other, Ashfur mostly gives Lionpaw the cold shoulder and doesn't try to bond with his apprentice the way all the other mentors do. When Lionpaw demands more intense training, Ashfur takes this request very specifically... by unsheathing his claws and fighting Lionpaw as if it were a real

battle. Ashfur is eager to finish Lionpaw's apprentice training quickly so that they won't have to see each other eye-to-eye anymore.
* Warrior Cats, Squirrelflight tells this to Ashfur to end his romantic relationship with him. While she honestly wants to remain his friend, he still doesn't take that too well.
* Warrior Cats starts with Leopartstar at the Bonehill, watching Stonefur die. The rest of the book shows her life up to the point and the decisions that led her there.
* Warrior Cats, Sun Shadow explores a cave in the mountains, and is spooked by a colony of bats flying around him out of the cave.
* Warrior Cats, Sunstar decides to take back Sunningrocks from RiverClan by walking into their camp with a patrol and announcing that Sunningrocks is ThunderClan's territory now, and that any RiverClan blood spilled in an attempt to re-claim it will be on their leader Hailstar's paws. As Sunstar had planned, every Clan knows how strong ThunderClan is at that point, and RiverClan doesn't make an attempt to re-claim it after that.
* Warrior Cats, Super Editions, and manga, plenty of popular characters get their own adventures. Tigerstar, Graystripe, Crookedstar, Tallstar, Yellowfang, and more have all gotten either novellas, manga, or Super Editions about them.
* Warrior Cats tell them how it was all Longtail's idea and that Darkstripe couldn't stop him.
* Warrior Cats), ten super editions, five guidebooks, thirteen mangas, and twelve novellas. And counting.
* Warrior Cats that prey animals are sapient, though cats cannot speak with them and it is suggested that they are less intelligent (or at least more primal) than cats.
* Warrior Cats, the author frequently insults her readers for giving her bad reviews.
* Warrior Cats, the characters will, on rare occasions, attack another Clan's camp instead of just fighting somewhere in the territory. This can be risky, though, as the home Clan knows the best way to defend it, will be fighting more fiercely and desperately to protect the defenseless kits and elders, and the raiding Clan is usually outnumbered. It's worked about as often as it has failed.
* Warrior Cats, the Clan leaders are given nine lives by Starclan, the feral cat afterlife. The first eight times they die, they heal for a few minutes, then get back up.
* Warrior Cats: the Clan society has almost perfect gender equality, with equal numbers of female leaders and warriors throughout. The only real difference in how they're treated is when a female warrior becomes pregnant: she spends a few months in the nursery to have her kittens.
* Warrior Cats, the Dark Forest invades, but the two Heaven equivalents, StarClan and the Tribe of Endless Hunting, fight alongside the Clans to even the odds.
* Warrior Cats, the Dark Forest is made up of cats from all four Clans, which are treated like races in the series.
* Warrior Cats, the dogs have a "!" appear above their heads when they realize that the stake holding their chains has been dug up, leaving them free to escape the fire.
* Warrior Cats, the feline characters believe that humans smell, and even once the main character earns his place in the Clan (since he was born as a house cat), other cats still occasionally insult him by saying he smells like humans.
* Warrior Cats, the first book in the upcoming new arc. The artist was only a third of the way done, so since he was unable to finish it in that amount of time, it ended up being split into three shorter volumes with the first one being released on that day. Later manga in the series followed suit by splitting the story into three parts as well.
* Warrior Cats. The first series follows Fireheart as he joins the Clan and eventually becomes leader. The second series is from his children's point of view; they consider themselves Clanborn and don't really think much about their non-Clan roots. The third and fourth series are from his grandchildren's point of view, and

their kittypet heritage is rarely if ever mentioned.
* Warrior Cats. The idea that the Clans should get along is repeatedly scoffed at throughout the series.
* Warrior Cats, the main villains are defeated two-thirds of the way through. The rest of the plot deals with Barley's brothers hanging around the barn, abusing Ravenpaw until Barley finally tells his brothers that they should get the hell off his property.
* Warrior Cats, the moon is bright red and the medicine cats comment that it's the color of blood, worrying that it's a bad omen from their ancestors.
* Warrior Cats, the most common unit of measurement is a "tail-length", which is equivalent to about a foot. "Foxlength"—about a yard—is used occasionally as well, and on very rare occasions they'll use "kittenstep" (about an inch).
* Warrior Cats: The New Prophecy), who are even younger than the kits of the protagonists of series 3 and 4.
* Warrior Cats, the others often can't keep up with the massive cast, especially characters who were created just to flesh out the allegiances, so this has happened to several characters (most notably Sedgewhisker and Rowanclaw).
* Warrior Cats, the "prequel" Super Editions, many novellas, and then a number of short stories in the field guides, such as the one about Barley's past. Even the main series has some of these moments.
* Warrior Cats, there's a section where Millie asks Graystripe to teach her to fight, and it shows training sessions spanning several days, interspersed with her asking questions about Clan life, with Graystripe narrating over it about her progress.
* Warrior Cats, the RiverClan leader Crookedstar dies mid-sentence: "Perhaps Mudfur was right. Perhaps death isn't—"
* Warrior Cats, the second arc, just isn't as good as the original series, though many admit that the writing quality, if not the story as well, improves at the third arc.
* Warrior Cats, the ShadowClan leader Ripplestar orders his Clan to attack the other four Clans at the Gathering. During the battle, he and the ThunderClan leader, Finchstar, are left on the Great Rock. Ripplestar slips, and Finchstar tries to save him despite what Ripplestar had done, but he falls off and dies.
* Warrior Cats, the StarClan and the Dark Forest cats can still interact with the living, so many fans have made pairings based on this. Examples include Firestar/Spottedleaf, Ivypool/Hawkfrost, and Jayfeather/Brightspirit. And then there's Hollyleaf/Fallen Leaves, which is borderline canon, partially because Hollyleaf doesn't know that Fallen Leaves is actually dead.
* Warrior Cats: The suffix "-heart" was originally one of the rarer ones out there and was only used for particularly kindhearted and brave cats. Over time, more and more cats have been named with it, making it lose its uniqueness.
* Warrior Cats the sunset). It also results in Feathertail nearly getting captured by a Twoleg and Tawnypelt being bitten badly by a rat.
* Warrior Cats: The villain Tigerclaw has unusually long claws to add to his menacing appearance. It's one of the first things the main character notices about him.
* Warrior Cats, they are kept to the cats themselves, not affecting most of the other species.
* Warrior Cats they lead to the conflict of loyalty to Clan vs. loyalty to mate in a battle, but this doesn't stop these relationships from forming.
* Warrior Cats. They pretty much say that they've been around since the beginning of time, but it's not revealed exactly what they are.
* Warrior Cats, they visit all four Clans and attend a Gathering, not only listening to stories told by cats, but also being visited by deceased warriors in their dreams for stories that the current Clans couldn't possibly know.
* Warrior Cats, things become awkward when Bristlefrost confesses her feelings to Stemleaf, and it turns out that he views their relationship this way (he even describes her as being like a littermate to him); he has feelings for Spotfur instead.

* Warrior Cats, Thistleclaw asks the apprentice-aged Spottedpaw to be his mate. She declines because of her age. Thistleclaw says that he'll wait until she's a full-grown warrior if he has to.
* Warrior Cats three months too soon. He was accidentally killed in battle. In StarClan, he was renamed "Badgerfang" because that would have been his warrior name if he had survived into adulthood.
* Warrior Cats, Thrushpelt did not get Bluestar, and several notable genderbent examples include Cinderpelt and Firestar, Spottedleaf and Firestar, Mapleshade and Appledusk, Feathertail and Crowfeather, and Leopardstar did not get Tigerstar.
* Warrior Cats, ThunderClan and RiverClan cats are described as being large and powerful, but slow.
* Warrior Cats, Thunder is reluctant to attack Star Flower in training. She points out that she's not made out of cherry blossoms and that if she can give birth to three kits then she can certainly teach them some battle moves.
* Warrior Cats Thunder tells Clear Sky that Star Flower is his mate only because he's like her father, One Eye.
* Warrior Cats, Tigerclaw and a WindClan apprentice named Sorrelpaw are both chasing the same rabbit without realizing it, and end up colliding with each other.
* Warrior Cats, Tigerclaw orders Redtail to attack the WindClan apprentice Sorrelpaw, who's accidentally strayed across the border. When her mentor arrives, he rightfully calls out the two full-grown warriors for attacking a young apprentice on her own who's just made a mistake.
* Warrior Cats, Tigerstar convinces RiverClan and ShadowClan to combine into one Clan, and offers the other two Clans the chance to join, saying the all the leaders will rule jointly. Tallstar and Firestar refuse, and Tigerstar snarls to Firestar that he just gave up his last chance to save ThunderClan.
* Warrior Cats, Tigerstar murders an innocent WindClan apprentice in front of the rest of WindClan. Tallstar and Firestar know that Tigerstar did it to send a message to them on what to expect if they continue defying him.
* Warrior Cats to create a story about cats. She wasn't thrilled because she doesn't like cats all that much, but she decided to add things that interested her, such as lots of action.
* Warrior Cats) to hurt Squirrelflight—who had rejected him the year before.
* Warrior Cats to join ThunderClan in the forest. Born a housecat, he doesn't know anything about clans or being a warrior.
* Warrior Cats, trains make their first appearance in the series. Tigerheart and his family are staying close to the tracks to find their way home, when one day the kits are playing on the tracks and an unusually fast train comes. Spire saves Lightkit by dragging her out of the way just in time, and warns Tigerheart that they need to leave the tracks or death will come - "Death too quickly. Death without meaning."
* Warrior Cats, Tree's mother Moonlight yowls a terrified "Mrrrroooooooooooow!" during a storm.
* Warrior Cats, Twigpaw and Violetpaw were discovered as evidently-orphaned kits and raised in the Clans. After meeting and starting to live with their father, Twigpaw asks him to tell them about their late mother. Violetpaw's a bit mad at her for asking, thinking that Twigpaw's being insensitive, but Hawkwing assures them that he's always happy to talk about Pebbleshine and tells them a story about when she was young.
* Warrior Cats) until they die and join StarClan, since StarClan feels too guilty about how SkyClan was driven out. Upon learning of SkyClan, Firestar is so shocked he nearly loses faith in StarClan altogether,
* Warrior Cats uses the "moons" type, having the cat characters measure things in lunar cycles. They also have different names for the seasons. (Leaf-bare for Winter, Newleaf for Spring, Greenleaf for Summer, and Leaf-fall for Autumn/Fall.)
* Warrior Cats, usually with warriors braving the elements to hunt for their Clan. One notable moment is when Cloudtail, as a kit, sneaks out of camp to go hunting even though he's not old enough. As a result, Firestar and Sandstorm need to brave the weather in order to find him.

* Warrior Cats was also to contain a short story about Fernpaw and Ashpaw leading the dogs to the gorge, but this didn't make it into the actual book.
* Warrior Cats) was killed in battle, it was decided that a couple of apprentices would bury the body, and no elders need be present, as his actions meant he did not deserve a funeral.
* Warrior Cats were originally living in New Forest in Southern England, locally known for being a former royal forest and nothing else.
* Warrior Cats, when Bluepaw suggests that there should be something in the warrior code allowing you to put thistles in your denmate's nest. Later, when Pinestar leaves his clan, Bluefur notes that she wouldn't be surprised if there was a rule added to the warrior code stating that warriors should reject the soft life of a kittypet. This is almost the exact wording the newly-enacted law uses.
* Warrior Cats, when Fernpaw's mentor was exiled and she needed a new mentor, Dustpelt, who had feelings for her (and was already mentoring her twin, Ashpaw), asked if he could be her new mentor. She was thrilled at the idea, but Dustpelt's request was denied because he wouldn't be tough enough on her, hindering her training. This doesn't stop them from becoming mates, however.
* Warrior Cats when he becomes Clan leader. A while later they realize how dumb they're being and that they still love each other, and get back together.
* Warrior Cats when Sunfall starts to confront her about her antisocial, suicidally reckless behavior.
* Warrior Cats, when Swiftpaw does so, he comments that the cat on watch, Cloudtail, wouldn't notice a car crashing through the camp.
* Warrior Cats, when the deceased ancestors of StarClan want to send a message to a living cat, they choose as messenger someone who had a close relationship with the recipient. For example, Firestar talks to Spottedleaf, an old friend of his. Echosong talks to Fawnstep, who was the medicine cat of SkyClan before her. Aside from comforting both cats, this custom means they can skip introductions and get down to business.
* Warrior Cats where RiverClan cats attempt to sneak through ThunderClan's territory. Unused to thick undergrowth, they make a lot of noise just walking through, and then they have a whispered argument about how noisy they're being.
* Warrior Cats, where they helped save the Clan from an outbreak of sickness.
* Warrior Cats, which both take place during droughts and involve cats trying to cross land that would normally be covered by water. While neither resulted in a death, both were life-threatening events and required the help of others to escape.
* Warrior Cats, which has influenced many cats, including clan leaders and plotted to overthrow the clans since long before Firestar came to the forest.
* Warrior Cats, which is not only a perfect starting point for new readers, but also contained fresh themes, a faster pace, witty dialogue, plenty of death, a whole new crew of likable characters, tighter continuity, a protagonist vastly different from Firestar, an antagonist who wasn't a rehash of Tigerstar, Brokenstar, or Scourge, and a perfect combination of lighthearted scenes and darker scenes. The reception has been almost entirely positive.
* Warrior Cats, which is spoken of in several prophecies, and had been built up for most of the series.
* Warrior Cats, which, so far, have given the spotlight to Mistystar, Cloudstar, and Tigerstar, with Mapleshade and Goosefeather novellas forthcoming.
* Warrior Cats. While Bramblestar is dead, the spirit jumps into his body and takes over, pretending to be him and causing chaos in the Clans.
* Warrior Cats, while Fernsong is a gentler tom. Ivypool wasn't certain about having kits since she didn't want to spend a whole six moons in the nursery, but they decided that once the kits were weaned, Fernsong would move into the nursery to take over their care until they became apprentices. His name is also often considered feminine by fans since both halves of it have been used more often for female characters.
* Warrior Cats. While she spaces out a lot, leading to some near-death situations, she's an expert with herbs and healing.
* Warrior Cats, Whitepaw is injured by one that she's trying to catch.

* Warrior Cats, who had a scene in the prologue of the first book and was killed offscreen a few chapters later.
* Warrior Cats who has one eye and ear missing and is horrifically scarred in that area, are both heroes. Tigerstar, another villain, has a scar across the bridge of his nose and a split in his ear. Longtail, a hero, has a V-shaped cut in his ear as well. Of course, one has to take into account that almost every character in existence is scarred somehow, but...
* Warrior Cats, who in his backstory was an inquisitive, cute little kitten who had bad things happen to him, turning him into a crazy killer.
* Warrior Cats who joins ThunderClan in the first book. Being raised a pet, he has no understanding of how Clans work and has to be taught alongside the reader.
* Warrior Cats, WindClan does the feline equivalent of this by making a cairn to honor those who had died in the battle against the Dark Forest, with each stone representing a specific warrior who gave up their life to save the Clans. The book begins with them adding the last stone to the pile to represent Crowfeather's mother Ashfoot.
* Warrior Cats with no redeeming traits. Should have added a little more sugar there, buddy.
* Warrior Cats, with sludgy rivers, and no prey. Each evil cat is meant to walk the Dark Forest alone, but they haven't exactly been doing that lately.
* Warrior Cats) with unusual black water. Just seeing it causes inexplicable fear in Rootspring and an instinct that falling in would be a "fate worse than drowning". Both Rootspring and Shadowsight do fall in, and in the few seconds they're in there, it's described as an unnatural choking sensation rapidly sapping their strength, all while filling them with a deep despair. It's even dangerous to spirits, since an island on the lake is where the villain has trapped all of his enslaved minions; even the RiverClan spirits seem unable to cross it.
* Warrior Cats works this way, except with series each containing six books. The first series works well by itself and nicely wraps up the ending. The ending of the second series has a few unsolved puzzles and sequel hooks, but can also work fine as the final ending of the whole book series. However when the third series ended, many plot points were still unresolved and it was clear it was just setting up the stage for the fourth series.
* Warrior Cats would be kind of baffling (and very spoilery) for a newcomer.
* Warrior Cats. Yellowfang and Spottedleaf, for example, probably did more in the series dead than while alive.
* Warrior Cats, Yellowfang tries to convince the main character to kill her, because she is shamed by being defeated.
* Warrior Cats, young Tiny/Scourge invents a story about him fighting a dog. His "story" is drawn in a very rough, sketched style, and the "fight" is drawn as a ball.
* warrior classes) as well as gaining healing spells very early on and having decent mana. Their main drawback is that they can't use bladed weapons. (This is actually a fair mechanic, considering about 75% of the weapons in the game are bladed. This includes all the good ranged weapons.)
* Warrior class gains skills that, in exchange for Attacking Multiple Enemy's in a Single Attack, required payment from both HP and MP — counterbalanced by the fact that these guys happen to have the highest amount of HP out of the classes in the game, hands down.
* Warrior Class, the Turkish general visiting Nellis AFB denounces Kurds as evildoers, to which American Colonel Rebecca Furness notes that the American public would find (public knowledge of) bombing Kurds distasteful. Not too much later, the German and Russian foreign ministers discuss how Muslim "terrorists" creating havoc for both their peoples, who aren't squeaky clean themselves, are abetted by American funding.
* Warrior comic, one scene shows them sitting in their hotel room with all of the on-screen colors inverted, leading to this exchange:
* Warrior comic, when the title character returns from the hospital, his butler gives him his wheelchair in order to help him relax. Warrior flips out at this and

tosses the wheelchair into the stratosphere.
* warrior culture. However, this failed when Duchess Satine and Padme exposed the conspiracy, convincing the galactic senate not to deploy Republic forces.
* warrior culture that has been refined over thousands of years, and view war as just as much an art form as painting or singing, they have formidable psychic powers, can predict what their opponents are likely to do, and also their technology is borderline magic, it's that advanced. Their Drukhari cousins take the Warrior to the psychotic extreme - all the lethality of their "good" cousins, but every single one of them is a bloodthirsty killer as their culture is based around raiding realspace to slaughter and take captives (like the Aztec Flower Wars in real life), and they leave menial tasks to their slaves.
* Warrior: En Garde agent has died in a kendo practice accident, receiving a crushed windpipe... just as the agent walks in in his kendo armor.
* Warrior: En Garde be recharged faster via a ship's fusion power plant in an emergency, assuming the ship has the fuel to burn; but this risks potentially undetectable damage to the highly sensitive drive core and thus, again, a catastrophic jump accident.
* Warrior has destrucity, foked, skronk, and jet-jack. Although skronk could possibly be an onomatopoeia.
* Warrior Heaven: A warlike culture's idea of Heaven is an afterlife full of war.
* Warrior Heaven that he brought their souls to the foot of his throne.
* Warrior Heaven that's pretty much a stand-in for Valhalla, where anyone who "dies" in combat returns to life after 24 hours.
* Warrior Heaven: The place where all noble warriors want to go when they die.
* warrior king of Ulster, to Conall Cernach, the number one cause of death among men of Connacht, to Cu Chulainn, the greatest hero in all of Ireland.
* Warrior Kings, barring the demons, the big bad and his 2nd, there is no unit more powerful than Artos and that's before he gains increased stats and new powers.
* Warrior Kings: Pagan(Subversive), Imperial (Powerhouse) and Renissance (Cannons).
* Warrior-like Randyll Tarly (said to be the finest soldier in the realm) bypasses his heir, the cowardly, compassionate, bookish and weight-challenged Samwell, for his younger son Dickon (and by "bypasses" we mean "chains him up for three days, threatens to kill him, then has him forfeit his birthright and be exiled to the Night's Watch rather than let him become a *gasp* academic"). He explicitly tells him he'll enjoy hunting him down like an animal if he doesn't join the Watch while skinning a dead deer. He rips its heart out in front of him for emphasis.
* Warrior Monk: An ordained priest who is also a professional soldier.
* Warrior Monk questions a Justicar-sanctioned killing because, in their culture, Justicars are above reproach. The harshness of their life and the unbending nature of their code tends to root out anyone within their order who would abuse their power.
* Warrior Monk's head that continued to bite down on her leg even after it was decapitated.
* warrior monks, not unlike the Jedi. The various Kai skills are nearly all Psychic Powers, ranging from clairvoyance/danger sense, resistance to poison and hostile environment, psychic defense/attacks, animal empathy, and telekinesis.
* Warrior Monks of Yevon and, to a lesser extent, the Summoner Guardians, since they're respectively the army and the bodyguards of the "saints" of Yevon.
* Warrior Monks who maintain several of the largest libraries in Wildemount, and devote themselves to the Knowing Mistress, the goddess of knowledge, arcana, philosophy, and stories.
* Warrior Nun Areala involves a division of the Catholic Church devoted to hunting down Supernatural Evil, with both Magic-using priests, badass Warrior Nuns, holy relics, super-technology and the resources of the global organization of the Church.
* Warrior Nun Areala is often considered one. However, her creator Ben Dunn argued against classifying his comic as this trope, noting that the protagonist has good and altruistic motives, and never resorted to violence first.
* Warrior Nun Areala) or western comics, this series was the first to focus on such

a topic.
* Warrior Nun for it. Also, the current team's mentor, Father Vincent, is a minion of Adriel's who has been stringing them along in order to engineer his master's release.
* Warrior of Light. This is shown best when he is genuflected before her, he sees she's in pain and raises a hand to seemingly comfort her, but quickly retracts said hand.
* Warrior Of Ras was an early RPG that required called shots for each attack. While the head was weak, it is still stronger than the neck which only had a few hitpoints.
* Warrior of the Lost World annoying talking motorcycle. When a monstrous vehicle called Megaweapon crushes it, the guys react in sheer joy.
* warrior people. They come across as so inhuman at times that it makes one wonder.
* Warrior Poet: A character who is proof that you can be both a capable warrior and a cultured artisan at the same time.
* Warrior Poet: And they'll gladly recount their harrowing experiences of the battlefield in verses.
* Warrior Poet: King David slew giants, won wars... wrote poetry, and once danced naked to celebrate the return of the Ark.
* Warrior Poets himself an aspiring vintner. Tizca's libraries are the greatest collective repository of knowledge outside of Terra within the Imperium, and the living standards the population enjoys one of the highest. And then came the Space Wolves...
* Warrior Poets was a young officer and war hero at Lepanto, and so it goes.
* warrior-poets who roamed the stars bringing civilization, not cowards and bullies who prey on the weak and kill each other for sport."
* Warrior Poets who were skilled both physically and intellectually. While this has detoriated quite a bit over the centuries, this bit of intellectualism crops up more than once in a while to further reinforce the clan's passions.
* Warrior Poets with only the older members dedicating themselves to the more intellectual side of things.
* warrior-priests amongst the Space Marines. Their official purpose is to help keep Space Marines from being corrupted; however, not only were they created by the very first Legion to be corrupted (none of the other Traitor Legions have fallen Chaplains amongst their ranks because Chaplains were strictly found amongst the religiously-zealous Word Bearers), they were actually instrumental in corrupting the other Traitor Legions. Nobody remembers this fact now...
* Warrior Prince involve her teaching him to make flower crowns. They can potentially marry too.
* Warrior Princess. The Phil Jiminez run even has a three-issue arc titled "The Witch and the Warrior" which revolves around Diana and Circe's enmity.
* Warrior Princess Zeetha is often injured or defeated to show that she's up against something serious. The Monster Horse Beastie, Baron Klaus Wulfenbach, a drugged-up Zola and a Geister have all defeated her at some point.
* Warrior Prince: This heir to the throne shall lead his people to victory on the front lines.
* Warrior Prince who led the cavalry allied to Scipio Africanus in the Battle of Zama.
* Warrior Queen". However, she eventually let's him go and actually soon forgets all about him when she meets another man.
* Warrior Queen, much to the dismay of her own commanders. She is, by a fair margin, the most powerful fighter of her side — and that's without an artifact weapon.
* warrior race" who spend most of their time exercising and training for battles and hostile situations. When villains show up, they inevitably break into panic just from seeing them. In comparison, most MLP ponies (including non-protagonist civilians) are usually able to stand their ground just fine when a villain appears, unless threatened directly.
* Warriors Adventure Game, the cats protect a young girl who gets attacked by a

bear. Notable for being the only time bears appear in the series.
* Warriors Adventure Game, was an attempt by the publisher to get tabletop RPG fans interested in the book series. The book series is targeted at children ages 9-12, while tabletop RPG players are generally much older, so there already wasn't much demographic overlap. The game is too complicated for a kid who's never played a tabletop RPG before but too simplistic for an audience that's experienced with RPGs. The pre-written adventures were included in books 19-24 of the series, which make no sense unless you've read books 1-18, so if you've just picked them up for the adventures you're not going to get into the book series from them. Essentially, nobody who reads the series is going to be interested in the game, and nobody who plays RPGs is going to pick up the game, to begin with, never mind start reading the series because of it. Predictably enough, the game lasted under three years before getting canned - although you can still find the rules on the website, and current printings of books 19-24 continue to have the adventures in the back, nothing new will be published.
* Warriors All-Stars has the Regard system. Regard Levels are increased toward the player character by using support abilities during battle, using Musou Rush, activating special events in the Sanctuary, and encountering characters in the hot springs. Different abilities/items will be awarded when reaching certain levels. When two characters have high Regard for each other, they will trigger character-specific events. Regard is split into 5 distinct levels, from lowest to highest: Associate, Acquaintance, Friend, Companion, and Confidant.
* Warriors All-Stars named Tamaki, Shiki and Setsuna, whose ambitions to each seize the royal throne are what form the game's plot.
* Warriors All-Stars. Seeing as how Hajime and Darius are appearing in a crossover game that's being localized, even before their own series has seen a western release, they are a perfect example of this trope.
* Warriors: Big, red, four-armed soldier creatures with fiery, orange eyes. They're ridiculously strong and tough, and as a culture are extremely competitive.
* Warriors characters) can toss their foes... and worse yet, it's usually unblockable!
* Warriors comfortable an area. They weren't dying nearly as much as their forest-dwelling peers, so soon the area was overpopulated with cats. This led to the tribe splitting up.
* Warriors do well in sales but have almost no online exposure. They don't even have much in terms of fandoms.
* Warrior-Servant structures were similar in several ways, but had a much more subdued, brutalist look to them. No unnecessary carvings or detailing, unless it was something glorifying the Forerunners' Mantle of Responsibility. Red and orange lighting played more of a role, as well. Tellingly, their buildings incorporate a lot of spaces designed to be easily defensible choke-points and killing boxes, befitting the fact that they are soldiers by trade.
* warriors-for-hire, protection and bodyguard services, and, at the highest levels, dealing with supernatural threats including vampires, necromancers, and Daedra worshipers.
* "Warriors' Gate" that she eventually comes back and becomes Lady President of Gallifrey.
* Warriors, got many people into cats, while also turning many of them into furries.
* Warriors have a more standard example: the Execute skill converts all of their rage into damage in one attack, but the enemy's health has to be below 20% to use it. This is often a massive overkill if the attack is critical. Except against raid bosses, which still can withstand a lot of punishment at 20% health. There is even one that
* Warriors have several shout abilities giving a range of effects, although these could not directly deal damage until Mists of Pandaria introduced Dragon Roar, an attack that hits all nearby enemies and briefly stuns them (and a
* Warriors Kingdoms: The Prophecy Begins, Graie makes sure that Ross knows his name isn't "Gray".

* Warriors Kingdoms: The Prophecy Begins: Humans that act as servants to the gods are called "god-toys" by the Kingdoms.
* Warriors Kingdoms: The Prophecy Begins is a girl masquerading as a boy. She wants to be a knight, but women aren't usually able to become knights.
* Warriors Kingdoms: The Prophecy Begins, squires have only one part to their name, but get another part once they change in rank. Monarchs have long names like "Tahliorius" and "Braukkiniaum", as well as their second name being "Star".
* Warriors: Legends of Troy even goes so far as to include dismemberment for human and non-human enemies alike.
* Warriors: Legends Of Troy gives your health back after three failures, or rather gives health back to the guy you have to protect in a mission when he acts as a suicidal coward.
* warrior society would experience some extreme growing pains in their first period of protracted peace, Nicholas Kerensky allowed events to unfold that saw all the Clans allied against Clan Wolverine. Nicholas happily sacrificed Clan Wolverine in the Trial of Annihilation to cement his vision of and control over the Clans.
* Warriors of Blood and Dream by Dave Smeds is about a teen wheelchair user who competes in virtual martial arts tournaments and wins consistently.
* Warriors of Camlann). There are elements of magic, but it tries to address historically plausible explanations for Camelot and Arthur. Though good luck, at points, figuring out who is who with all the alternate naming.
* Warriors of Chaos are basically Heavy-Metal Satanist Vikings so they naturally have long, flowing, plaited beards loudly proclaiming their copious badassery to all who look upon them.
* Warriors of Chaos army book describes a Nurgle-tainted landowner who locked himself in his room and inscribed verses of reverence to the Plague Lord all over his study, in his own blood and filth of course. "The mewling wreck that was found gibbered and moaned ceaselessly, crippled in mind and mutilated in body. He cradled and caressed many self-inflicted wounds, but none dared to dwell upon the cause of his missing hands."
* Warriors of Chaos generally use hefty axes, swords and hammers, as well as chain flails and large two-handed weapons. A fair number, especially those devoted to Khorne, use two weapons and eschew shields. They are no-nonsense born warriors and boisterous vikings, so close combat is what they're all about. They also have no traditional missile weapons beyond the odd throwing axe or throwing spear. Most of the weapons used by the Warriors of Chaos are forged by Chaos Dwarf smiths, and thus tend to be of high quality, and occasionally intricately detailed. Some of their heroes wield sentient weapons possessed by daemons.
* Warriors of Chaos have no settlements, carrying their minimal infrastructure with their armies, and as such have no way of maintaining internal income. As a result, they need to constantly defeat other armies and sack and plunder civilized settlements, in order to make money and maintain their dark gods’ favor.
* Warriors of Khorne often have such pads, characters such as the Slaughterpreist may actually have them stuck to the shoulder. As in, strapped on, and the buckles for the straps have been
* Warriors of Mars is that they are bipeds who walk on their legs and have a head and body like humans.
* Warriors of Might and Magic has some succubus-like enemies in the last two areas.
* Warriors of Might and Magic: In cutscenes, Alleron is shown to have a huge chin.
* Warriors of Might and Magic. They're mainly demons worshippers and, for some reason, Gnolls and Ogres.
* Warriors of Might and Magic, you can't learn Dark spells, and the few swords imbued with the dark element aren't really strong. Furthermore, Skeletons, Ghouls, Undeads, Wraiths, and Demons have the Dark Element with them.
* Warriors Of Plasm. Justified in that their world itself is a giant, squishy living organism.
* Warriors of the Apocalypse, includes a Bane character named Tsannik. His human host summoned him using an ill-gotten book of sorcery.
* Warriors of the Deep" features the Myrka, which was unfortunately unfinished; as

a result, it can barely move, and so characters can't really "run" away from it.
* Warriors of the Deep, inciting Michael Grade to personally start trying to kill the show off for being an embarrassing 1960s relic (which is what eventually did it in, although it did take him five years and several false starts).
* "Warriors of the Deep" missiles if it was not. Nobody was very surprised that the sync-operator (the guy that did the launching) was under stress.
* Warriors of the Deep", the Myrka is killed by an intense ray of ultraviolet light aimed at its eyes.
* Warriors of the Deep" were originally men, until director Pennant Roberts made them female. Roberts usually gender-flipped at least one role in every story he directed.
* Warriors of the Deep when he'd only done that once — the story's writer was presumably including the Sea Devils, a cousin to the Silurians, in that count.
* Warriors of the Wasteland are a biker cult which wants to purify Earth by slaughtering humanity.
* Warriors of the Wasteland. Good thing they have weapons, because they mostly look like go-karts.
* Warriors of the Wind manga was in fact published in its entirety several years before Disney released the true movie in North America.
* Warriors of the World, because one prefers to tell the truth and the other doesn't have a brain-to-mouth filter.
* Warriors of the World depending on the animal in question. A Creamy is referred to as to exactly what it is (a large butterfly); same with the Lunatic (a fluffy, if large, rabbit). However, a Tarou (a large white rat) stays a Tarou, and so does a Familiar (a vampire bat).
* Warriors of the World has the Raulus mercenary party. Despite their quirks they turn out to be extremely capable at what they do best.
* Warriors of the World: Soldiers of Fortune Argath shapeshifts into a swarm of black bats with silver wings to travel.
* Warriors of the World: Soldiers of Fortune concerning Iruna's chest despite the fact that she never wears anything revealing over the course of the story. He is well aware of this, internally reprimanding himself for it.
* Warriors of the World: Soldiers of Fortune. He speaks about a total of five or six times in all 35 chapters and only when it's about something important. The rest of the time his best friend explains why this is so, and speaks for him.
* Warriors of the World: Soldiers of Fortune is sharp enough to slice through tree branches like paper.
* Warriors of the World: Soldiers of Fortune powers and toys around with people's heads just because he got bored and finds watching others react to it fun.
* Warriors of the World: Soldiers of Fortune that took place fourteen years prior to the fic. All anyone knows about the war is that it was "between mercenaries and the Chivalry", and that Valkron was part of it. He's reticent on the subject, but he does imply that it changed a lot about how the way things were run in the Kingdom afterwards.
* Warriors of the World: Soldiers of Fortune. They start getting on well with each other once they determine exactly what they're meant to be doing.
* Warriors of the World: Soldiers of Fortune, to the point that he very nearly loses his job because he disobeyed an order to not disobey.
* Warriors of the World: Soldiers of Fortune, Valkron finds the need to straighten things out with Emeth when he makes an odd request.
* Warriors of the World: Soldiers of Fortune, whether the victim regains his soul or remains dead is still unknown.
* Warriors of the World: Soldiers of Fortune, who is more than happy to cultivate his image of being a bad guy, but has standards on wiping out entire races, isn't afraid to give the Normans a leg-up and keeps to his word.
* Warriors of the World - there is a ban on old magic being used within the Kingdom. The law extends to sentient non-humans and creatures as well.
* Warriors of Virtue consisted of this when the protagonist falls into a whirlpool and is teleported to the land of Tao.

* Warriors of Virtue: General Grillo was once with the Warriors of Virtue, and Yun tries appealing to this when they're captured by Komodo. However, even then they were apparently rivals, and Grillo reminds Yun of that, rejecting his plea for help.
* Warriors of Virtue had Tsun return to her home, an underground Lifespring facing a nasty rat infestation. Several times, she has to deal with the rodents being so thickly packed on the ground that there's hardly any place to step, and reacts to being bitten at least once.
* Warriors of Virtue, the forces of good and evil have been at war for years… but never kill anyone. Ever. The leader of the good guys accidentally killed someone before the start of the film and the titular heroes are about to go their separate ways in disgust. When the human POV character asks why everyone is so aghast at the idea a war might result in death, he is repeatedly shouted down. "IT WAS A LIFE!"
* Warriors of Virtue the realm's rightful queen and has been ruling Tao with iron fist.
* Warriors of Virtue to avenge her brother, who had been accidentally killed by a kangaroo ninja. She's ultimately killed by her boss when she has a change of heart and helps the hero escape.
* Warriors Orochi 3, in between battles, you can hold parties that increase the bonds between your current character and the other characters you unlocked.
* Warriors Orochi 3, which added even more characters, four additional story chapters, a new Gauntlet Mode, and tweaks to the gameplay.
* Warriors Orochi 4 update, adding new characters, story chapters, Sacred Treasures, Infinity Mode, and a deification.
* Warriors Orochi, everyone just inexplicably speaks modern English/Japanese.
* Warriors Orochi game, Yoshitsune Minamoto has a special gauntlet that produces an energy blade. Said gauntlet and blade can even fire energy blades.
* Warriors Orochi had Nobunaga say, "Encircle, eviscerate, and extirpate the odious ophidian!"
* Warriors Orochi in order to amass a large enough army to defeat the Hydra once and for all.
* Warriors Orochi. In Orochi's Story, the end of one of the levels has Orochi's forces whoopin' Cao Cao's ass. The cutscene afterwards shows Dian Wei carrying his body off the battlefield, making it look like he's dead...until they zoom in on his hand.
* Warriors Orochi in the DLC levels as at least two of them involve Yoshitsune trying to find some new clothes for Ayane.
* Warriors Orochi, Liu Bei spends his time being held hostage in Orochi's prison and be the focus of the battle for the rest of the Shu characters, whereas other rulers like Nobunaga, Cao Cao, and Sun Jian eventually broke out and join in kicking Orochi's ass. In the sequel, however, Liu Bei is able to return to kick some ass to make up for his Distressed Dude time from the prequel.
* Warriors Orochi (released after Takishita's death) where Gracia talks about Sima Yi in an unusually melancholic way, which many fans have interpreted to be a tribute from Shikano to Takishita.
* Warriors Orochi series gets quite into this, especially as it continues.
* Warriors Orochi series, you form a team of three fighters, and while each of them has their own life meter, the game is over if any one of them is defeated by the enemy.
* Warriors Orochi they are rescued by Kaguya, who sends them back in time and begins this plot.
* Warriors Orochi was a spinoff that brought the cast of Dynasty Warriors and Samurai Warriors together.
* Warriors (over a thousand, mostly composed of extras and bit characters). Many characters suddenly change pronouns between books or even within the same book. For example, as a kit and an apprentice Sedgewhisker was male but she turned female once she became a warrior.
* Warriors puts more emphasis on each Clan having a generalized look thanks to

inbreeding and natural selection:
* Warriors Redux actually have supernatural powers. The Clan cats believe in their afterlives and believe seers are mystical but, unlike in the original series, there's no concrete proof in either.
* Warriors Redux after having gone for a walk one night. It was thought to be an unfortunate accident until several months later another seer was attacked (but this one survived).
* Warriors Redux, cats that either repeatedly eat before feeding the elders and queens, break Border Laws, or shirk their duties must give up meals as punishment. This is an especially potent punishment for Clan cats as they're frequently at risk of starvation.
* Warriors Redux mythology has been expanded to depict the forest's creation. It involves a monstrous creature called the Mother eating smaller monsters and then giving birth to three children: Tiger (Rokhar), Leopard (Suriin), and Lion (Horoa). Her children created the water, trees, clouds, etc. The Mother created the wildlife, with "less perfect" animals being made out of the monsters she eaten. Her greatest creation was the domestic cats and, as a result, she gifted them the forest. It's also explained that the sun and the moon are each an eye from Lion and Leopard respectively.
* Warriors Redux series. Cats judge time by the position of the sun and moon. They also have their own names for the seasons. To be more specific:
* Warriors Redux since kittenhood. He's also terribly shy and speaks with a stutter.
* Warriors Redux, ThunderClan is known as the most fight-happy Clan. They also consist of the largest, most muscular cats:
* Warriors Rewrite: Darkstripe hates his younger brother Graystripe because their mother died in childbirth with him.
* Warriors Rewrite, is taken in by ThunderClan, who recognize that she has been framed.
* Warriors Rewrite: Sometimes loners who can't take care of their kits will abandon them by Clans so that the Clan will adopt them. Swiftkit and Ravenpaw were both abandoned by their mothers and adopted into ThunderClan.
* Warriors Rewrite. They're only allowed to see one another at monthly Gatherings and it's not even guaranteed that both cats will go to a Gathering. Still, they make do and oftentimes end up having kits nevertheless; once they're older, the kits choose which Clan they want to be with.
* Warriors Still, Clans do coincidentally have a lot of similarities to how actual cat colonies work.
* Warriors, Teller of the Pointed Stones exiles six of his own cats (they're meant to kill Sharptooth or never return), Bluestar exiles Tigerclaw because he tried to kill her, and RiverClan exiles Graystripe because he saves Firestar's life.
* Warriors: The Days The Clans Died to take mates, nevermind have kits.
* Warriors: The Days The Clans Died: When asked who the previous medicine cat was, Sandfreckles guesses it was someone called "Jayclaw". She never met Jayfeather because he died before she was apprenticed.
* Warriors The Tiger Force commander is incensed as it sets a bad precedent and demotes the pilot from flight leader.
* Warrior's Way. Which looks rather weird considering you're using your own Mii avatar as the monarch trying to rule everything.
* Warriors were more dependent on gear than any other class until Cataclysm, largely because of Rage as a resource. The more damage their auto-attacks did, the more rage they had for their active attacks. A warrior in questing gear was starved of rage, in epic gear had a full bar from a single weapon swing. This was fixed by normalising Rage to rise only in respect to one secondary stat (haste).
* Warrior: Technically, any individual who pass training. Those warriors without a rank are equivalent to Privates.
* Warrior tribes lacking access or knowledge of metalworking have made armor coats made from bone as well as other materials (wood, leather, hide, etc).
* Warrior trilogy. They refer to protagonist (and implied turncoat) Justin Xiang

with racial slurs, a very rare instance of outright race-related bigotry in a setting where people have kind of gotten over racial origins—this is the same setting that once featured a tanned green-eyed redhead being addressed as "Rabbi Martinez" to absolutely no one's surprise or confusion.
* Warrior U as an actual medical condition, after Harv is run over by a cart while rescuing a cat from the road.
* Warrior U dresses as a boy so that she can learn to become a warrior.
* Warrior U: Finn gets all the class to skip school and go to the beach, where they are joined by recurrent antagonist Hevvin the Unicorn. After a while, they are caught by the teachers and locked in detention. Hevvin loudly protests that he shouldn't be there because he doesn't even to go that school.
* Warrior U. Finn has a gaping hole in his chest as the result of a unicorn attack.
* Warrior vs. Sorcerer: Warriors and sorcerers depicted as enemies or rivals.
* Warrior. Warriors typically consider themselves warriors at all times, even when not equipped for combat.
* Warrior) were still niche supporting/character actors who had not yet headlined many flicks of their own and were only gradually building a bigger reputation. The film was dropped in a September release by Lionsgate and lost money.
* Warrior: We see Mad Dog crush his sparring partner with a spinning back elbow, only to be crushed himself by Tommy the first time we see him fight.
* Warrior when a superhero with Super Speed wonders why there is no sonic boom.
* Warrior Wolf Women of the Wasteland, having sex causes the women of McDonaldland to start transforming into wolves. This happens anytime they have sex, and it is irreversible.
* War Rocket for aliens, though they still have a fore-and-aft design that ensures that they work like the rockets anyway.
* Warrod Seeken, the 4th ranked Wizard Saint, possesses Green Magic, which he uses to halt the spread of deserts as a hobby.
* War Room segments, she claims "My hobbies include professing my love for the Lazurian Army and vowing revenge."
* Wars are often taught in a very simplistic fashion. It would take the whole school year to get a non-Theme Park version of one war, especially complex events such as the
* Warsaw Ghetto Uprising The German commander Jürgen Stroop reported:
* Warsaw Pact Rebellion: Members of the Warsaw Pact (often Poland or East Germany) rebel against the Soviets. Explored by Hackett and a few other authors.
* Warsaw Uprising of the previous year, saw this. By late-summer 1944, the Soviets had annihilated Army Group Center and pushed all the way to the gates of Warsaw. The Polish resistance believed that the liberation of their city was at hand and so began their long-awaited uprising to cast out their German occupiers. Unfortunately, they did not realize that by then, the Soviets had exhausted their offensive capabilities and had to replenish. On top of that, Stalin had no interest in seeing a free Poland which would have close ties to the Western Allies and also deprived them of use of Soviet airfields to resupply the Poles, who held out for two months before finally surrendering to the Germans. By the time the Soviets entered the following year, Warsaw had been flattened.
* Warship armor protection evolved due to this trope. Originally, it was common for ships to have the thickest armor around the sides, bow, and stern, to protect from direct enemy gunfire. Improvements in artillery and range-finding led to the addition of armor protection against "
* Warship Gunner 2 while submerged and submarines usually attack with torpedoes. If you'd researched the best sonar and long-range torpedoes (giving yourself superior detection and attack range to enemy subs), you'd be fine as long as you didn't advance too quickly. If you didn't do that, expect to see the game over screen frequently.
* Warship Gunner with battleships, the most powerful weapons in the game are "Wave Guns," which come in several sizes but all of which fire lasers larger than the player's ship (which cause the player's ship to rocket backward thanks to laser recoil) and can sink fleets of enemy ships, yet will do fairly little against the

game's island-sized bosses, who can have multiple wave guns and giant, hull mounted instant death buzz-saws.
* warship, it was never clear if "gunship" refers to size, tonnage, armament, or just any very heavily armed ship other than the above named types. Talyn was constantly growing and revealing new capabilities, such as stealth travel and intelligence gathering. He was also capable of long-range independent operation without support vessels.
* Warships and other military vehicles (e.g. tanks, aircraft, etc) have a "design triangle": You can have
* War Ship: Shipping two characters who are on different sides of a war.
* Wars of Italian Independence. Thus the House of Savoy and their ministers tried to secure Rome peacefully even before they managed to proclaim the Kingdom of Italy, after which they had to ignore Pope Pius IX's continuous provocations while using the French protection of the Pope as a reason to do so... Then France had to recall the garrison due the losses suffered in the war against Prussia just as Pius IX was using the First Vatican Council for yet another provocation, at which point, after one last attempt to secure Rome peacefully, Italy invaded with overwhelming force, surprising the international community with the obsession in putting their capital there.
* Wars of Liberation: the allied forces would execute tactical retreats when faced by armies led by Napoleon himself while attacking armies led by his marshals, so to conserve their forces while weakening Napoleon's. It worked, and while they did lose the battle of Dresden against Napoleon himself this defeat was more than offset by the simultaneous victories of Großbeeren and the Katzbach, as well as the battle of Kulm where the defeated allied main army brought the pursuing French I Corps to grief. By the time they willingly accepted to fight Napoleon at Leipzig, his forces had been weakened enough that the allied forces could overwhelm him.
* Wars of the Roses (1455-1485), famously depicted in Shakespeare's plays.
* Wars of the Roses and the declining mental state of Henry VI. Because he came to the throne as an infant, and never became a forceful leader, the nobility descended from different sons of Edward III grew in power and ambition. This was complicated by the fact that Henry's grandfather, Henry IV, was a usurper, and one without an ironclad claim to the throne, from a certain perspective the Yorkist claim to the throne was actually better then Henry VI's claim.
* Wars of the Roses: began in 1455 over a dispute in the succession dating back to 1399 and ended in 1485. The man who won the war and became king wasn't even born yet when it began.
* Wars of the Roses between two rival branches of the English royal family, got their name from the red and white roses that each branch of the family adopted as their dynastic symbols. They were also infamously bloody and tumultuous for England as a whole. At the conclusion, the ultimate victor in the conflict (Henry VII) created a special "Tudor rose" by combining the two badges as a symbolic manifestation of his role in ending the conflict.
* Wars of the Roses in 15th century England. It effectively meant the extinction of the Plantagenet dynasty and whole family line.
* Wars of the Roses kept restarting all the time because no one faction was able to build a lasting peace.
* Wars of the Roses: King Edward IV did this in 1471 upon his return to England, seeking to take his throne back from Henry VI. It worked, as he crushed the Lancastrians and ended the Wars of the Roses.
* Wars of the Roses: The First Battle of St. Albans was a battle between armies of thousands, but ended as a decisive Yorkist victory when the Duke of York's men went straight for the Duke of Somerset and killed him. The total number of casualties was less than 100.
* Wars of the Roses, the town of St. Albans, which lay a few miles north of London and controlled one of the major roads to the capital, saw two battles, in 1455 and 1461. The town lacked strong walls, and so the two sides ended up fighting in the streets on both occasions, with predictably bloody and confused results.

* Wars of the Roses. With no source of employment, many joined the retinues of individual noblemen, enlarging them into private armies. This led to private wars between noblemen that eventually fed into Richard of York's struggle to become King of England.
* war, son, and don't you forget it! Now get out of my sight before I smack that smile off your face!" Especially "Sgt." Gomery, who will knock your freaking teeth out if he thinks you aren't being serious enough.
* Warspite is a cruiser designed to test the new spinal mount plasma cannon technology.
* War Stories" has Mal's fight with a torturer, while Zoe initially tries to stay out of it:
* War Stories: he has Mal and Wash captive, and agrees to let one go while the other will continue to be tortured. He starts to make a dramatic speech about how she must make an impossible decision, and Zoe interrupts him by immediately picking her husband. Subverted, in that Niska is angry about having his moment ruined, and takes it out on Mal by slicing his ear off.
* "War Stories" (where Zoe and the crew rescue Wash and Mal from Niska) and "The Message" (where Mal and Zoe are shown in flashbacks saving Tracey's life).
* War Story, the adjutant (Executive Officer), charged with keeping the squadron in essential stores, is a corrupt gambling addict at the end of a chain of corruption. As a result the airmen are on basic rations with no coal for heating as the officer charged with providing food and warmth has gambled it away. The situation is only resolved with a change of personnel and a barter system, based on food parcels containing sought-after luxury items sent by rich relatives of affluent officers. The old Adjutant is demoted and sent to a penal regiment, whose ex-con soldiers kill him when they discover he's gambled away their rum ration.
* Warstrider features an inversion, as the tripods are actually the humans' titular mecha.
* Warthogs expy has to roll back time repeatedly in order to pass his magic exams.
* War Thunder allows players to apply decals to customize their vehicles, with many based on historical examples, including a very large selection of kill tallies. These are purely for show however, since a players actual kill tallies would very quickly cover their entire hull, though a detailed breakdown of any vehicles kill stats are logged for screenshots and showing off in their garage.
* War Thunder), but it's not uncommon for players to have to make landings with a significant amount of their control surfaces missing or with huge holes in them, or have to perform a crash landing with nonfunctional landing gear or a dead engine.
* War Thunder, damage to the breach of the tank's cannon can cause it to misfire. Attempting to fire with a damaged breach has a fairly high chance of causing the shell to explode in the breach, instantly killing the crew.
* War Thunder ENEMY TANK". Besides the abominable grammar, it essentially instructs would-be players not to troy them, however one goes about troying something.
* War Thunder Ground Forces, aiming for specific parts of the tanks is essential. This includes the view slits for the crew, ammo or fuel storage for a quick kill, but also the engine, transmission (getting stuck in reverse) tracks, or the turret to keep the enemy tank from firing or escaping.
* War Thunder, he'll counter your barrel roll either by using a series of diving attacks, or predict where you'll end up, and blow you out of the sky. It's even worse for you if he has a friend playing with him. Regardless, those that study the art of the dogfight, will excel at the game.
* War Thunder offers a couple maps in which the enemy has a naval task force hidden in a fjord. The targets are entirely optional, but if a player is going for the big payoff by taking out a surface ship, he'll need to fly down the fjord in a bomber, dodging flak from ships and shore, and praying that the enemy fighters stay distracted long enough for him to drop his bombs or torpedo.
* War Thunder's ground forces game mode, various mechanics that incorporate spotting exist. Any enemy target hit by friendlies will have a marker pop up over it, to indicate its rough position (allowing you to use your machine guns or main cannon to spot a target). Most light tanks have the "scouting" ability, which

allows them to scout an enemy vehicle they are aiming at via the gunsight or binoculars, which makes it visible as a marker on the map and pointed out via a marker in-world. All players can also click on the minimap to place a marker there, to manually bring a spot to the attention of their teammates. And finally, medium and light tanks and SPAA vehicles have the ability to call in an artillery strike.
* War Thunder. The Soviet one in particular has the added weakness of being unable to aim forwards, because shooting through the cabin with an autocannon would not be particularly wise.
* War Thunder (though of course each player can only have 1 tanks active at a time, and many other vehicle times can fill some of those 96 slots).
* War Thunder. Torpedo boats and gunboats will duke it out in fast-paced close-to-medium range battles (i.e. from point-blank to about 4 km), while destroyers, cruisers and battleships will require a more patient playstyle and skill in long range gunnery (it's possible to hit opponents at a distance of 10 km).
* War Thunder variants. Likewise, post-WW2 aviation branches of Germany and Japan are comprised almost exclusively of American fighter jets.
* Wartime Cartoon: Animated films as pro-war propaganda, meant to instill viewers with militaristic and nationalistic sentiments against the enemy.
* Wartime Cartoon, a Rosie the Riveter type leaves her baby in Porky's care, along with a book on child-rearing for help. After following the advice fails to control the unruly kid, she shows Porky the correct way of using the book - as a spanking paddle.
* Wartime Cartoon as a woman-hating messenger bird being used to get a secret past a spy who had been seducing messengers.
* Wartime Cartoon "Bugs Bunny Nips the Nips", Bugs encounters a parachuting Japanese pilot and hands the guy a "scrap iron" donation (See: Anvil) and the poor fellow instantly plummets to earth like his canopy was cut.
* War Time Cartoon, but is mostly an excuse to make jokes at their expense.
* Wartime Cartoon "Confusions of a Nutzy Spy", one of the wanted posters is of a pin-up girl with no crime alleged, but a note attached saying "and you ain't kiddin', brother!" and signed "U.S. Army."
* Wartime Cartoon "Ding Dong Daddy" is about a dog falling in love with a statue of a greyhound named Daisy. Every time he tries to kiss her, the statue gets struck by lightning, which makes him think she's a great kisser. When the statue gets smelted to make ammunitions, the dog wanders the factory until he finds the shell that Daisy got turned into. He gives the shell a kiss and it explodes. "She hasn't changed a bit!"
* Wartime Cartoons, air raid wardens would often be the subject of ridicule. In particular, a character would have a tendency to yell either, "TURN OFF THOSE LIGHTS!!!" or "PUT OUT THAT LIGHT!!!"
* wartime cartoons, and has 1940s-esque designs and animation to match.
* War Time Cartoon shorts dwell on stereotypical representations of Germans, Italians and the Japanese.
* Wartime Cartoons weren't mindless propaganda, but they were harsh commentaries about war itself.
* Wartime Cartoon theatrical shorts, after a fashion. A giant bomber, larger that anything ever built, carried a number of small, one-man fighter planes aboard, launching then off the top of its fuselage.
* Wartime Cartoon", the Screwballs, obvious Nazi analogues, are defeated when it starts to rain and they all rust solid.
* Wartime Cartoon where a factory worker has Porky watch over her sack-o'-hell baby. She gives him a large child psychology book before she leaves, but its advice proves thoroughly useless. It isn't until the mother returns that we see how she intended him to use the book: as a spanking aid.
* wartime is floating downriver when a slew of Japanese snipers aim their guns at him.
* Wartime Wedding: A couple gets married during a time of great war and strife.
* Wartortle is said to live 10,000 years. Though not as extreme as Arceus, that's still a

* Warts and All: A person remains revered and respected in spite of their flaws.
* Warts and All: Don't let a great hero's character flaws obscure or discredit the good they did.
* Warts and All: Look, kid, there was more to the legendary heroes than what you heard. They had their shortcomings, just like you and me. Deal with it.
* Warts and All: The legendary hero you idolized turns out to be more horribly flawed than you thought.
* war tubas were really large hearing aids, and Jack Dee joking that the first geisha were all men.
* Warum läuft Herr R Amok?, a film where absolutely nothing happens, despite the fact that the main character kills his family and then himself. Although, the film does a pretty good job of illustrating why Herr R. runs amok. It's just not the violent crime film or psychological thriller everyone expects from the title.
* Warverse "Remind me to talk to you about the cult of six-one-two, fun story, that".
* war. When Rhaegar and Robert finally met at the end of said war, they had an epic battle that Rhaegar fatally lost. Unfortunately for pretty much everyone, Lyanna died anyway.
* war, whereas they are now considered technical problems which can be solved through social development, economic growth and technological development.
* Warwick Davis. He has extensions so that he can operate the pedals of a car but he only has a set for an automatic (accelerator and brake, no clutch) and the "Reasonably Priced Car" is a manual. Richard Hammond's attempts to cludge together a work around were... less than optimal.
* Warwick's current lore, where he's an alchemical hybrid in the shape of a werewolf, zig-zags this a bit. He seems to be resigned to his "curse," the result of the alchemist Singed trying to bring out his "beast within" literally, but appreciates the knowledge of his "true nature" as a killer and the ability to hunt other killers.
* Warwick the Kingmaker, to fall out with Edward and try to overthrow him, as he felt that Edward wasn't following his advice.
* WarWind flamethrower. However, it is vulnerable to enemy units with Deconstructor ability, and can easily massacre your own troops (if the friendly fire option is activated in the options menu).
* WarWind has a few elite units equipped with laser weapons, which do considerable damage and have a long range of attack. The latter advantage makes them very useful in softening the advancing enemy before he reaches your main defence force, especially when you place the laser-equipped unit in a watchtower.
* War Wind live in harmony with Yavaun's ecosystem, have natural magic abilities, and genuinely strive for peace and harmony among all races on the planet (including humans in the second installment). All this doesn't mean they cannot be a dangerous foe in combat, especially when it goes about the weak and oppressed.
* WarWind, there is a unit modification that allows the user to disguise themselves as an enemy unit. This can be applied both by you and your computer opponents.
* war with Mexico), the territory's original borders were minorly balkanized—parts of Wyoming, Colorado, Kansas, Oklahoma, and New Mexico once belonged to the Republic of Texas.
* War With No Name: Sebastian and Sheba were based on an actual cat and dog.
* War With No Name:The translator gives enormous knowledge, and this is a danger for a first-time user.
* War Without End. He even says "unstuck in time" to explain Sheridan's condition.
* War with the Newts - just after starting a war against humankind, the titular newts take over the radio world-wide and declare that recent earthquakes and flood are made by them, not by natural causes.
* War World a large number of planetoids explode when Superman and Supergirl fight alien warlord Mongul's star-sized weapon satellite. Warworld itself explodes when Superman reprograms its computers.
* War World, and although he doesn't want to kill J'onn, he knows fire weakens Martians, so he uses his heat vision to ignite the ground around them, and then he

punches J'onn out.
* War World and gives him food for thought. As Clark reflects on his newly-learned lesson, The Spectre fades quietly when he was not looking.
* War World are forced to fight. The Martian hero tries to fight off his weakness to fire when Superman ignites the ground around them.
* War World attempt to destroy it, they confirm that a pair of blows of the weakest weapon of Warworld can kill them in spite of being nigh invulnerable.
* War World: Before entering the command console, Mongul pays a visit to the grave of the last Warzoon.
* War World cellmate from a prison camp and again forces them to impregnate her as the first time didn't take.
* War World deduce the way to beat super-villain Mongul by observing a mass graveyard located at the titular weapon-satellite.
* War World features ancient warlike alien civilizations, planetary tyrants and the titular bigger-than-a-star mobile war machine.
* War World, his first appearance. Subsequent artists ignored this trait, though.
* War World Kara flies at incalculable speed when she hurls herself at Warworld.
* War World, Kara hurls herself at the eponymous massive weapon satellite at incalculable speed and collides with it, breaking it down.
* War World out. The Spectre is humanoid, but he is the embodiment of God's Wrath and unimaginably powerful.
* War World rather than explaining his plight so both heroes could come up with a plan (although, to be fair, J’onn didn’t ask either).
* War World series has black white people—the descendants of extreme South African white supremacists who wound up on a planet with so much UV that they selected for dark brown skin. One of the latter-day inhabitants describes this as "ironic".
* War World: Superman bursts through thousands of walls and ceilings when he hurriedly flies inside the eponymous weapon satellite.
* War World, Superman has this reaction when Mongul — who is blackmailing him into retrieving an artifact — reveals where the Crystal Key is:
* War World: Superman prepares to look for his cousin, who has become lost in space after helping destroy Mongul's star-sized super-weapon. Superman reminds himself he must calculate her trajectory carefully before tracking her down or he'll never find her, no matter how long he searches.
* War World Superman resorts to Supergirl to help him bring Mongul and Warworld down. The two of them fight together and manage destroy the massive war machine.
* War World: The Alien Sky is an important plot point, as the moon Haven has a day/night cycle 87 hours long, so having a heat-radiating Brown Dwarf in the sky can mean the difference between freezing to death and merely losing a few toes.
* War World, the Martians prepared a cluster of miniature missiles armed with Kryptonite in case that Superman tried to seize the device that controls the eponymous super-weapon and they were tasked with guarding.
* War World tried to stop him from pursuing; naturally he fights back; and naturally he can't even budge the Spectre physically or otherwise. Eventually the Spectre convinces Superman that following Supergirl would lead him into realms that no mortal should witness (implied to be Heaven. Supergirl was unconscious, so it wasn't a problem for her.) When Superman asks for the Spectre's help, he responds "Of course; you only had to ask," and simply teleports Supergirl to them.
* War World tries to show this to Superman, so he gives him a chance to save Krypton and prevent his foster parents' deaths. Superman fails both times.
* War World use super-ventriloquism to communicate with each other through the void of space.
* War World warns him that he is putting countless lives on the line for three people. Unfortunately Superman cannot trick Mongul and has to choose between giving the Key to the galactic despot and letting his friends die. He decides he cannot bring himself to hand over the key.
* War World, when Superman goes after his missing cousin he pours on speed until he breaks all barriers of speed, space and time.

* War World, where Mongul incapacitates Superman by attaching to him the Black Mercy, a plant that grants an image of its host's innermost desires, hoping to conquer the planet while the Kryptonian reamins asleep.
* "War", yet another Whitfield-Strong composition originally performed by The Temptations, is more widely known for Edwin Starr's rendition. The Temptations' version, released on their 1970 album
* Warzone 2100 allows you to build sensor vehicles and towers that can act as spotters for artillery and VTOLs.
* Warzone 2100 Dr. Reed hacks into the Project's Synaptic Links (which were also developed by Reed) and begins taking control of the player's units and structures.
* Warzone 2100) eventually powers up his laser satellites against the player during the semi-final mission as at this point all of his systems are now back online.
* Warzone 2100 has this for most of the higher-tier artillery units, such as Ripple Rockets, which fire about 20 missiles in an arc to a target up to half a map (even further for some others) away, and take about 10-20 seconds to reload.
* Warzone 2100 is depicted as a cone of fire descending on it's target area.
* Warzone 2100 mentions "wars over cans of dog food" in the years following the nuclear apocalypse.
* Warzone 2100 of some description. The tanks you could build depended on the technologies you found and ranged from a light tank with a 7.62mm machine gun to hovertanks that had armor made of an ultra-dense alloy and carrying a rail gun. The pinnacle of tank technology is the Dragon multi-turret chassis, this is an extremely tough chassis that uniquely lets you mount two weapons on it for a tremendous firepower advantage.
* Warzone 2100's defunct developer, Pumpkin Studios, released the game and its source code under the GNU General Public License.
* Warzone 2100, your faction The Project, needs to find technology to build up their languishing tech knowledge. This in a post-apocalyptic future where you'll be fighting factions that have cyborgs, VTOL gunships, hovertanks and etc. A large number of your early tech found, is no different than what you find in the late 20th/early 21st century. The first tech artifact you find is the 7.62mm machine gun and a turning point for your faction is when several levels down the road, you recover the technology to make 120mm cannons. That lasts you quite a while and it's also when the more futuristic tech starts really showing up.
* War Zone has a supplement describing the flora and fauna of the colonized Venus as basically consisting of giant carnivorous plants, dinosaur-like lizards, deadly bacteria infesting the waterways and quicksand pits every inch you dare to tread. And that doesn't even include the Dark Legion's nightmarish troops lurking in the jungles.
* War Zone in service of the inquisition), with a one-edged sword and a large pistol.
* War Zone series, Punisher once went up against a mercenary named Roc, who was impervious to harm. The explanation given was that he was incredibly muscular and had no nerve endings. This doesn't explain how he was able to survive being shot at point blank range with a double-barreled shot gun, or how he shrugged off getting a large knife shoved between his shoulder blades.
* Warzone universe, the "Dark Huntsman" is a Dark Legion unit in the form of a former human soldier who was brainwashed by the Dark Symmetry and then sent back to the no man's land between the front lines to prey on his ex-comrades. His modus operandi is lying in a ditch somewhere crying for help, claiming to be wounded, then killing any soldiers that come investigating. Of course, since he retains all knowledge of codewords etc., he is also a perfect infiltrator.
* was a 1990 unsold pilot where an animated, talking dog interacted with live actors, in a rather blatant swipe of the Roger Rabbit formula.
* Wasabi as Hubert uses creative ways to deal with them without her noticing.
* Wasabi: During a case, detective Hubert accidentally injured the son of a nightclub owner and went to visit him in the hospital to apologize. Hubert gives him flowers (putting them in the boy's glass of water) but when he leaves he slams the door, which causes all the shelves of flowers the boy had received to fall. The

glass of water spills onto the son's hospital bed, frying the switch, which makes the bed collapse. He has to go back into surgery because of it.
* Wasabi insists on using his turn signals and stopping at red lights (on an empty street), even when his car is being chased by a supervillain trying to kill everyone. Annoyed, GoGo takes the wheel and does some crazy maneuvers to escape.
* Wasabi is "Quite possibly the greatest French-language, English-subtitled, Japanese action-comedy of all time."
* Wasabi No Ginger goes from a quiet, disciplined warrior to a neurotic plasma engineer with
* Wasabi no Ginger's name is shortened to just "Wasabi". It's a nickname in the movie.
* was able to correctly identify Kahn as Laotian at first glance (Hank and the gang kept asking him if he was Chinese or Japanese even after he said he was from Laos).
* was able to enter the Sacred Realm in the first place and bring about the Crapsack World.
* was able to keep Peeta alive in the arena (no small feat in itself) by cleaning his wounds and draining his pus.
* was about defense matters—that is, it was the annual appropriations act intended to keep the military fully supplied for the coming fiscal year.
* was a breakdown, but the Italian navy conveniently failed to ask why the Soviet sub was hiding in Italian waters or why they had a support ship just outside territorial waters.
* was actually a clone, and her "father", the custodial parent, treated her as nothing more than a scientific specimen, so the mother tried to fake the girl's death so that she could disappear off the radar and live a normal life.
* Was Actually Friendly: Thanks for apologizing to me for misjudging me. I forgive you. You see how well you can get along with people once you actually get to know them?
* was a cure, and it had been administered on Rain. It was just given to her too late.
* was a different story and was able to dominate Vegeta in their first fight thanks to his transformation. Even after Vegeta surpasses him, he still puts up a decent fight.
* Was a downplayed version of this as all of the movies tried to avoid inter-franchise
* was a founding member of the team, he only lasted three issues, since he was hardly a team player.
* was a girl all along; the genie didn't mishear the wish, but wasn't powerful enough to make her male, so changed her memories so she thought she was male instead. The anime has a character suggest this without resolving it at the end.
* was a high cliff - given the speech just before when he claimed he didn't accept help from anyone, least of all into his grave. That he survived was apparently just a lucky coincidence.
* was a human scientist who, while exploring an undersea ruin in the 1800s, became touched by. Subverted in that he doesn't feel cursed. Usually.
* was a kid's game marketed which involved miniature siege engines that launched marbles, with the attacking side having the goal of breaking down the walls and the defenders aiming to take out all of the siege engines. The siege equipment included cannons, a trebuchet, a catapult, and ballistae.
* was a little-known prototype version of the MP 38, the MP 36, which bore a superficial resemblance to the later weapon but it had a wooden body, a slightly tilted magazine housing and was produced in very small numbers). Of course, as the Germans were collecting paranormal technology, they obviously must have acquired a short duration time-machine.
* was allowed to use the bath house and there was actually a small section set aside just for him.
* Was also averted in one episode. House and Cuddy were on an airplane returning from a conference about rare infectious diseases. When a passenger got sick, Cuddy thought it was one of those diseases, and it seemed she might be right when another

passenger displayed similar symptoms. Despite the symptoms, the passengers had entirely different things wrong with them.
* Was also used for a Glade Plug-Ins commercial. The painting was animated and reacted to the bad smells in the area before the plug-in was activated.
* was an accident, but Morse's investigation uncovered an art fraud ring.
* was an anonymous donor, so he didn't technically lie to anyone. The best that can be hoped for is ethics charges, as criminally there is no case. He may have committed fraud in a couple instances where the patients wanted to be fertilized by their husband's sperm, but it would require a paternity test to prove someone else was the father, and the couples in question are so happy to have finally conceived a child that they refuse to take part in any prosecution and cannot be legally compelled to allow said testing. It's one of the few instances on the show where the good guys lose all around.
* was an asteroid impact that occurred right around the Cretaceous–Paleogene extinction and that this was a significant contributor to the mass extinction event. A big reason this trope is still so pervasive is two fold. Firstly, there is still some ambiguity as to if the impact and resulting catastrophes did the gruntwork of the event itself or if it kicked off a chain reaction that did the majority of the ecosystem collapse. Secondly, while the asteroid impact hypothesis has been around since the 1980s, unambiguous support only sprung up in the following decades. Given many now-adult writers were children during this ambiguous period, you'll see this trope crop up more in their stories than youth tales which near unanimously point to the asteroid as the author might be under the impression the true cause of the extinction is still totally mysterious. The short of it is there was a mystery in the 1980s and early 1990s as to why the dinosaurs perished, but further findings have given reality significantly less wiggle room.
* was an attractive woman with football posters on the wall, who responds to Peter's misaimed threats against "Jason" by calling the police.
* was and claims he can't relax without it on hand. Considering the dangers he faces this concern is probably for more practical reasons, but who's to say whether the possible emotional and practical reasons can't complement each other?
* was, and his sexuality has continued to receive quiet nods within canon since then.
* was and said he was just a hired bodyguard, not realizing they were talking to the CEO of Stark Enterprises under the mask.
* was a necromancer since he willingly sacrificed himself to save his subordinates all) of the Kages from the other great ninja villages seem to have embodied this trope as well.
* was an incomplete enemy of the Shock Jockey-Vigor Junkie left in game files, It was repurposed for this DLC for an in-universe drink named Old Man Winter that the enemy is addicted to, that Booker and Elizabeth must fight.
* was an insufferable genius back in the day (to the point where the Five rejected him), before going batshit insane after his daughter died.
* was an internet, they likely were never said by any politician who only came to public prominence well afterward.
* was a normal-looking cathedral, until Andariel and her demonic minions took over.
* was an upgrade — they lost several unique powers, but also gained new ones.
* was a parody of drumming instruction videos featuring needlessly complex and masturbatory parts with extremely large drum setups that contained components that were either largely superfluous or used to the point where the part was irreducibly complex and would not easily translate to smaller setups. Many viewers who were not aware of the video's origins, but were aware of the kind of videos that Armisen was parodying took it completely seriously.
* was a pirate, and even as he laid dying, tried to impart to his crew not to let their hatred lead them to his fate (long story, but after he was mortally wounded, a blood transfusion could've saved him but Fisher refused because it was human blood and his hatred wouldn't let him take it). This wisdom fell on deaf ears when it came to Arlong and he decided to take revenge on humanity by enslaving as many as he could and building an empire from it...by going to the the more peaceful of

the four seas, East Blue, and taking over an island of residence who likely don't even know much about fishmen let alone would abuse them.
* was a plan in the 1930s to extend the Northern line's Edgware branch north to Bushey Heath, with intermediate stations at Elstree South and Brockley Hill. The plans were ultimately put on hold in the 1940s due to World War II, and canceled completely after the implementation of the Metropolitan Green Belt.
* was a popular theory about them in the early days of the show. Jack and Kate just roll their eyes when they hear it.
* was a rank in the US Navy, at the O-7 (one star) level. However it was abolished as an official rank in 1983 and replaced with Rear Admiral (lower half). It is still used as an honorary title, given to Captains (O-6) who are in command of multiple units, such as a fleet of ships or an aviation squadron.
* was around during the birth of Christianity, and quite possibly even before that. Xenosaga is a bit over 5000 years into the future.
* was as insane as his commercials implied; his business eventually ended up tanking because of it.
* was asked about there being a Christmas special that year, he said they seemed to be making an 11th episode, even thought they only had a series of 10, notably without actually saying the word "Christmas". Come November, it was officially confirmed that the holiday special had been moved to New Year's Day.
* was asked repeatedly if the code could actually be scanned, and he confirmed it does!...but only registers an item worth 3 yen.
* was a small blip on the lie detector, just not big enough to be registered as a lie. Laurel realizes that means he did lie intentionally, but kept his biometrics under control, meaning he could have been lying on any of the questions.
* was a soldier in Iraq, but an IED explosion killed almost her entire unit; only Amanda survived the blast.
* was a sophisticated, well-educated and highly intelligent professional woman, with important and valuable friends, and that she had written two poems that appear on Danish Web sites supporting the preservation of the baby seal population in eastern Canada. For this, she was roundly ridiculed in the blogosphere. Then it appears that Anonymous took an interest in the case. Guess what the poor lady now finds when she Googles herself?
* Was a staple of the comic strips in old-style British magazines for young teenage girls, like
* was a top-notch player, but he was only a safety while Roethlisberger was (and still is) the quarterback.
* was a tribe from around Colchester that the Romans called the "Trinovantes".
* was Austria-Hungary. He proceeds to describe how strange, unappreciated and unflattering it was. In the end however, he realizes that Kakania/Habsburgia had an underlying order that betrayed a stroke of genius.
* was a wrinkled old man on the inside even before he became one on the outside.
* was based off of, in her words, a "weird as hell dream" Amoridere had. Apparently, if the aforementioned fanfic is to go by, said dream involved a psychotic mother and two girls attempting suicide as an escape.
* was being sold for real money, which of course is copyright infringement any way you slice it.
* was best known for dying tragically who beats out many of the other Spider-Women with sheer popularity.
* was born a long time ago on a stormy night, or if she's just overexaggerating.
* was built as an attempt by terminally ill Aperture CEO Cave Johnson to achieve Immortality
* was, but went rogue when their extreme methods of peacekeeping caused rifts between them and government forces, resulting in LMB turning a considerable chunk of east Midtown Manhattan into their own little fiefdom.
* was, but who weren't actually gods. This has since been completely ignored.
* was by hiding in their heat wake. Wash noticed something funny about the sensor readings, but he dismissed them, probably for that exact reason.
* was by his own forces on the order of a prelate after his own less-than-

controlled "witch-powers" allowed him to rescue a Karsite hamlet from a nasty bandit raid.
* Was Camber really a saint? Perhaps a guardian angel? Did he choose to become a saint or an angel in the afterlife? Did his powers and his arcane knowledge permit him to choose that destiny for himself?
* Was Carol really from the Justice Department? If so, why does she smuggle her files in clothing boxes? Why does she screen her hotel room for bugs? Why didn't any of the police who arrested Maggie stay around to take statements from anyone else at the scene?
* was carrying a loaded SA80 rifle, and had carried out the full procedure prior to firing the gun before the tourist relented. Had the moron been any slower, he may well have been shot for his idiocy.
* was caught and redeemed by the Doctor after preying on the workmen building the London Underground, and a later episode confirms that yes, she continues to eat people, though she seems to restrict herself to serial killers (presumably she eats other food too).
* was changed to a serious and intelligent individual and a skilled planner and manipulator.
* was Chief Warlock of the Wizengamot, which appears to be something like a cross between Speaker for Parliament and Chief Justice of the Supreme Court, leaning toward the Chief Justice side. But when politics takes that away it doesn't seem to bother him much.
* was clearly shocked at a boy saying he'd send a kiss to "you, ma'am".
* was comic that put a lampshade on this trope; the main character, Doodle/Zachary, was sent to the principal office. Said principal accused him of murdering another student and shoves a picture of Doodle killing her. Doodle's response?
* Was common practice at DC Comics in the 1950's-1960's (though almost exclusively in
* was completely unrelated to the other seasons transporting the cast to the 40's as stock characters in a film noir plot were Archer is a private detective investigating the murder of his partner while working for a shady crime lord..
* was continually growing younger. When Drom gets killed, Spidey realizes that by the nature of Drom's affliction, all memory that he ever existed will probably vanish as well. So Peter narrates a record of the incident on a tape recorder for himself. Just as he finishes the recording, he forgets what he had been talking about.
* was controversial, which some saw as undeserved (or, at least, rushed and anticlimactic)
* was cut from the theatrical version, but several references to it still appear. Most obvious are the reprise 'When Love Is Found' and the pop song version during the closing credits. It is also prominently featured in the soundtrack's overture. This applies to the Blu-ray release too, which ported over a behind the scenes extra from the extended cut DVD showing the recording of 'When Love Is Gone', even though the song is completely absent from the Blu-ray.
* was dating Chuck for a while, who, as it turns out, might have actually been God.
* was dead in one of those stretches, but that's usually a sign it's time to move on.
* was delighted to be highlighted' response tweet led to Menik adding to her Twitter bio “'Really really ridiculously good looking' - Screen Junkies”.
* was driving drunk in order to take his friends out on a joyride, but they got into a car accident that killed all of his friends, with only Ben himself surviving the accident.
* Was dubbed into Czech twice; the original in 1997 for VHS, and again in 2006 for airing on ČT. Jan Schánilec voiced Vladimir in both dubs.
* was either killed or was Put on a Bus "God knows how long till we find out." (Because when an eye is covered by something, you know it's covered for a reason...)
* was enclosed from the get-go was Southdale Center in Edina, Minnesota in 1956.

* was ends with "...and there in this house, the girl in the bottle plays spin the astronaut."
* Was Entrapta truly raised by her robots? Did they exist before she was born? Does she have human parents in the past? How was Dryl able to achieve such technological progress?
* was especially, as it's very different from the romances. Still, a lot of the old guard are flat-out "Key fans" instead of just "Angel Beats fans," etc.
* was established in the last game) are trying to conquer it. And that's not even getting to the fact that the Russians would presumably change the launch codes and/or not accept them from a man who they know has been kidnapped.
* was estranged from his brother Ford and went they met again, the brothers got into massive a fight that resulted in the latter’s disappearance for thirty years, had to fake his own death and take other his brother’s home to survive, lie to his family including Dipper and Mabel and their parents, spent years working on the portal to bring his brother back Not to mention that he constantly worries for the twin’s safety and has a hard time bonding with them at times. And has a cruddy love life on top of everything.
* was falling from a skyscraper, certain to die on impact. Duke shot him in the head just before impact and completed the contract.
* Was famously then-ABC commentator Al Michaels' dumbfounded reaction to the
* was fired and arrested after vandalizing his own school and spray-painting insults about his own players, in the hopes that a rival school would be blamed and his team would be riled up for the upcoming game.
* was fired for incompetence). Seemingly he had submitted a non-fiction work that was reasonably factual but the publisher rejected it and asked him to rewrite it as fiction; too bad it was then marketed as historical non-fiction. Destroyed Gavin's credibility as a historian forever.
* was fired once but was re hired shortly after, said incident was when the artist took a holiday which meant the next comic had some delay. That aside not even throwing a plunger in his bosses face got him fired.
* was Fluttershy during the events of "The Return of Harmony", only to discover she's a spiritual clone of Fluttershy created by Discord after Twilight used the Memory Spell on her.
* was for a time corrupted by the Horcrux locket, which led to him abandoning Harry and Hermione for weeks in their dangerous quest to destroy the Horcruxes to both boys.
* was forced to spy on the team as Wo Fat was holding her fiancee hostage. She finally delivered Steve right to his enemy, was brought to see her love...only to find he'd been dead for months and Wo Fat was hiding it to continue to use Jenna. She ends up sacrificing herself to save Steve, noting that she threw her entire life away for nothing but can at least help him.
* was, forcing him to rely more on his brute strength and ferocity to compensate for his weakened mental faculties.
* was for their father's utterly nonsensical actions. Granted, that was his plan to get Will stop acting the way he did.
* , was found in a 34,000-year-old ice core harvested from permafrost in Siberia. Thankfully, it only infects amoebae.
* was Frank was involved with. Although Mr. Miller never found out about the full truth, he nevertheless suspected that there was more to her death than it seems and thus holds Frank responsible for it.
* was French, but had grown accustomed to speaking English with his fellow POWs in the camp) instinctively responded in English as well. A fictionalized but relatively close version of the incident is depicted in the film version of the story (see entry under "Film").
* was French who never surrendered between '40 and '45, who hurt the Nazi war machine, saved the lives of three-fourths of the French Jews, and fought alongside the Allies until the victory.
* Was getting socked for sneaking a kiss from Sandy worth it? According to Swampy,
* was Glover...and it worked! Whether or not they were fooled, they liked Grable

enough to not complain.
* was gods, even with the Philosopher's Stone. And that is the closest anyone really gets to a coherent eschatology in the setting.
* was going to be killed by the shadowy conspiracy, but the SGC rescued him via Asgard beaming, sending him to explore other planets (which he was happy to do). Of course, his case for the existence of aliens was disproved.
* was going to do the broadcast either way since it was live and he had a devotion to his job.
* Was guckst du?! in Germany, only with Turkish and Central/East Asian minorities.
* was guilty of murder, he just got himself "one hell of a plea deal.")
* was guilty of the original murders all along, but due to double jeopardy, he can't be retried for them. However, Monk finds that they still can rearrest Barton for killing his partner from the original crime out of fear the guy would talk.
* was had them replace the old doctrine, based on the hoplitic phalanx, with Hellenistic doctrines based on the Macedonian phalanx.
* was, half jaguar, half serpent, half scorpion and half mad (for a total of three homicidal maniacs).
* Wash both regularly performed this duty while the rest of the crew were out on jobs.
* was her childhood doctor) then grabs a bottle of her father's sake and swallows half of it in one gulp.
* washerwomen (most of whom do very little washing) are often mentioned in ASOIAF, they can be seen following the Freys, the Boltons and the Lannisters (and, presumably, every other army).
* was, he was a mutant during a time where they were hated and despised, and he mostly received prejudice from the populace for being a mutant.
* was hijacked by Somali pirates dispatched to the scene, shooting three of the pirates from the rear of a Navy destroyer and rescuing the hijacked crew.
* Washing detergents also apply. There was a Tide commercial that somehow manages to "magnetize" dirt away from the cloth.
* washing one's hands. This starts the two friends discussing cleanliness (SpongeBob is pro-clean, Patrick is not), and soon engage in a battle of their own.
* Washington at least once, Grif's just the one who survives the funniest ones.
* Washington. Church originally takes it with a sour attitude, but eventually learns to accept it by the end of Season 10.
* Washington, D.C.-area rivalry between George Mason, in the Virginia suburbs, and George Washington, in the District proper. Both schools were named after Founding Fathers whose plantations were in Mason's (the school's) home area of modern-day Fairfax County.
* Washington, D.C. could have been a great obituary for him, but it was also published before he died.
* Washington, D.C. evac site is getting hit hard, and we need to buy 'em some time. Hooah?"
* Washington, D.C. explains the full story behind the song, and insists that "a good marketing tool should never be abandoned until everyone is completely saturated with it!"
* Washington DC police officer Eugene Goodman earned recognition by using reverse psychology against a mob invading the US Capitol building. As he reached a door to the area where congressmen were sheltering in place, Goodman began walking in the opposite direction, repeatedly telling the mob to back away from him. The mob continued following him, allowing Goodman to lead them away from the congressmen.
* Washington, D.C.'s Metrorail system almost certainly counts. It was a huge step forward when it opened in 1976, but its decor has changed surprisingly little since, and the elaborate automatic train control system has started to show its seams (the deadly crash that happened on the Red Line in 2009 has been blamed on failures in that system). Due to budget and time constraints, there are still some 1000-series cars in service, despite being over 30 years old and not having had a major overhaul since the 1990s; they're the ones with the disco-fabulous red/orange/beige interiors.

* Washington, D.C., the Capitol Building, and especially the Washington Monument are severely damaged.
* Washington delivers the Trope title (in full snarking mode) when Doc suggests the Reds are behind a well thought through trap. Made quite creepy by the fact that Washington never laughs otherwise. It's probably for the best.
* Washington does this twice in Season 11. The first time is when Donut and Doc show up to rescue the Reds and Blues, but the ship they arrived in has left.
* Washington Generals. They are basically real basketball players paid to look bad.
* Washington Irving (1783-1859): Author of numerous classic tales of terror. Some, like "
* Washington Metro averts this in the suburbs, where there can be gaps of several miles between stops (especially on the Orange and Silver Lines), but it's played straight in central D.C. Most specifically, get on the Red Line at Metro Center and go one stop east to Gallery Place / Chinatown to transition from the Orange, Silver or Blue Lines to the Green and Yellow Lines. You've gone all of less than 1,000 feet. There have been proposals to build a pedestrian corridor here so that people can walk this distance and alleviate crowding.
* Washington Metro—particularly ads bought by lobby groups and foreign countries to drum up support in the nation's capital, probably hoping that the commuting bureaucrat(s) and/or staffers handling some deal or other benefiting them will see it and have them in the back of their minds.
* Washington Nationals, who would win their first title at the 2019 World Series.
* Washington Post: A security guard found the lock on a stairwell door taped open. Thinking it had been left by maintenance workers, he removed it. He came back to find the lock taped again, and decided to make a more thorough search, catching the burglars in the act.
* Washington Post (Be that as it may, the song was her fifth number-one hit from the album, the first time a female musician has pulled that off.)
* Washington proves himself quite handy with knives too, as seen in his fight with the Meta and with Felix.
* Washington Redskins, and both sacks involved a three-time Defensive Player of the Year (although this one is iffy because the defender in the earlier incident didn't have his third DPOY yet when the accident occurred).
* Washington Redskins rookie running back Timmy Smith was only in the starting lineup for
* Washington's career slowly petered out into early retirement afterwards, while Rudy T went on to coach the Houston Rockets to two NBA Championships in the mid-90s. And Kevin Kunnert, who by most accounts started the brawl,
* Washington's Dirigible, to fight the British in the American Revolution.
* Washington's first verse in "Right Hand Man" uses this, as a shoutout to
* Washington's protege Alexander Hamilton became a colonel during the revolution. His contemporaries (including his mistress) referred to him as Colonel Hamilton throughout his civilian career. He didn't do many badass things during the war, but his life included such highlights as founding America's first bank, building the treasury department, creating the Coast Guard, and helping suppress the Whiskey Rebellion.
* Washington Square: Catherine starts off feeling this way about Morris, but soon comes to terms with the fact that she had been exploited, and when he does return twenty years later, she has no longer has any interest in him.
* Washington Square. He spends the rest of his life belittling and tormenting her emotionally.
* Washington, Virginia not far west from the more-well-known Washington, DC. Signs that lead there say "Washington, Va.". The denizens there call it "Little Washington".
* Washington, where the human inhabitants believe themselves to be the sole remaining human-controlled nation and labour mightily to maintain the strength of their military robots to keep it that way - controlled, of course, by their 'tame' AI that in actuality runs the government.
* Washio Sumi Chapter, Sonoko tells Washio and Gin about a dream she had where they

were an idol group and the audience was made up of cats.
* Washio Sumi Is A Hero: Gin tries to take a photograph of a Vertex on her smartphone but it isn't visible in the photo.
* Washio Sumi Is A Hero: Sonoko's a great writer even at eleven. She mentions wanting to one day write a novel loosely based on her friends.
* Washio Sumi Is A Hero starts around Halloween. Even 300 years in the future Halloween is still a foreign holiday in Japan. Sumi and Sonoko briefly dress up at school.
* Washio Sumi Is A Hero, that, while in the past teachers physically harming students to any degree was an issue, corporal punishment is allowed as long as it's not excessive. When Gin gets late to school, her teacher taps her on the head with the attendance sheet.
* Washio Sumi Is A Hero. To better get along with her two teammates, Washio looks up "how to make friends" online.
* Washizu is this towards Ibuki, who never really acknowledges his feelings, either because he
* Wash knows that his job is limited to flying the ship and providing needed levity and snark, and leaves the fighting to his Amazon-like wife Zoe. His acceptance of their non-standard relationship (aside from a brief bout of unfounded jealousy in "War Stories") results in them having arguably the happiest and most stable relationship in the whole show. To his credit, he does make it through two personal firefights late in the series, at a starting disadvantage in both.
* "Wash Me" Graffiti: Writing "wash me", or words to that effect, in the dirt on the back of a vehicle.
* was, however, humiliated when Pearl forced him to stand outside in a Krab mascot costume.
* wash supposedly permanent paint off Mr. Krabs's first dollar by repeatedly bashing the painted dollar with a computer.
* Wash's "Worst [X]. Ever. Of all time." has been used by Tucker and Caboose and calling Church "The worst wingman."
* Wash This Blood Clean From My Hand, always leaving a convenient culprit for the police to find (drunk or knocked-out people, preferably homeless, with the supposed crime weapon in their hands). One of those culprits was the protagonist's brother, who has spent more than thirty years not knowing whether or not he had really killed his girlfriend.
* Wash Tubbs comic, Wash and Easy are shanghaied into working on an old-timey whaling ship. They eventually lead a mutiny against the first mate and his supporters. Interestingly, while most of the other crew members were shanghaied to fill positions on the ship, Wash and Easy were targeted specifically because the first mate knew they had a lot of money on them to steal.
* Washu Hakubi has a combination of reasons for being interested in Tenchi. Part of it is
* was human once, but his later incarnations are a bit less obvious about that fact.
* Washu, the genius scientist who could destroy a planet by accident.
* Washy Watchy in the way that clear-front washing-machines are not very common in laundromats portrayed in popular media, as the machines are usually much newer (anyway, why would a laundromat owner upgrade when their '80s/'90s machines work fine?).
* was illegal, so graverobbers often stripped a body naked and threw everything it wore back into the coffin. This legal loophole existed because the government knew that medical schools needed bodies to study, so dragged their feet about closing it.
* was impaled on a pipe and got back up may have tipped them off that something was wrong.
* was in 1791. In 1908, 15 years after Doubleday died, a commission whose open aim was to prove that baseball was strictly American in origin announced their findings that Doubleday was the inventor. This claim was based the testimony of just one person, an elderly mentally ill man, who would have have been a young boy in 1839.

The report was forgotten until the 1930s. Then Major League Baseball kicked of a massive campaign to celebrate the supposed centennial of baseball in 1939, culminating in the opening of the Baseball Hall of Fame in Cooperstown.
* was in a plane that crashed, with the crash killing everyone else aboard; only Zoey survived.
* was in a polyamorous relationship with both Miranda and Thomas Barlow back in England. Thomas' rumored death is what drove Flint and Miranda to Nassau and began Flint's days of piracy.
* was in East Germany, before eventually being exhumed again in 1970, crushed up thoroughly to leave no trace, then dumped into the Biederitz River.
* was in fact "saved by a lie", with Angel making a deal that wiped everyone's memory and placing Connor in a home with a loving family believing he was their natural-born son.
* was inspired to start studying the human microbiome by the experience. The mouse botfly plays the trope a little straighter. Its a lot like the human bot fly except it lives over a much greater range and is MUCH bigger in proportion to its host. Wile they prefer to live between the skin and muscle, they often get big enough that their anchoring spines tear holes that expose their poor hosts organs. If this happens, the cavities they leave upon erupting will indeed give the mouse a lethal infection.
* was instead of the test message. They fixed the problems by the next time they did a nationwide test in 2016.
* was intentional) leaving no time to develop their relationship at all, and furthermore, fans (especially Henry/Drizella shippers) argue that Henry and Ella have no chemistry whatsoever, which is essential towards a believable love story. Yet even though their romance in the past is rushed, somehow the writers still have time to show these two onscreen together all the time.
* W, as in "windowed". X, being the letter after W, was a perfectly legitimate name for W's successor.
* "Was/Is this/that trip really necessary?" (reference to a slogan used to encourage people not to take unnecessary trips to free up gas and rubber for the war effort and to free up space on trains to ferry troops to their duty locations.)
* Was ist los? — "What's going on?" (or "What's wrong?") Usually uttered by a clueless Nazi trooper about to be killed by members of the resistance or in an ambush.
* Was It All a Lie?, a character asks them if all of their good times together were a ruse.
* Was It All a Lie?: Someone finds out that a person had lied to them and ponders whether the fabrication means everything involving their relationship with this person was insincere.
* Was It All a Lie?: Someone finds out that they have been lied to by a loved one and ponders whether the fabrication means that everything concerning their relationship with this person was insincere.
* Was It Really Worth It?: A character finally succeeds in their goal, but doesn't enjoy their victory because they're ashamed of what they had to do to make it possible.
* Was It Really Worth It?: It can be sad to see someone question whether achieving their goal was truly worth what they had to do to make it possible.
* Was It Really Worth It?: You wonder whether everything you went through to achieve your goal was really worth it.
* was itself an angel of the hashmallim choir are basically watered-down versions of the same concept.
* "Was It Something I Didn't Say" by 98 Degrees is about a breakup caused by this.
* was judges, he forced the brothers to find two judges because "They declared a Throwdown."
* was just being a teenage boy. Knowing Giles' teen years, this assumption makes a bit more sense.
* Was Just Leaving: A character in the middle of an intense or threatening

conversation announces they were "just leaving" when a third character interrupts; the character then leaves.
* was killed, but that was after a considerable amount of gunfire. (Though those were Serpent Guards; those guys are elite troops and thus get the best armor.) It isn't until the SGC became a recognized defensive asset that needed better weapons and got them that the armor becomes obsolete.
* was killed when he took two anti-ship missiles to the face, although he would have actually survived and possibly recovered from the first.
* was knocked off the air nationally when a broadcast truck lost power. The game was off the air for about 30 seconds leaving commentators on screen referencing the incident and Fox switched coverage to that of MLB network. The situation lasted about five minutes.
* was known primarily for their bloodthirsty and tyrannical ways until Bill and Barry gave the family a bit of an image makeover with their heroics. Armored toys in the nursery is a telltale sign, though little iron cages were used more sparingly.
* was "Kossith," but they're so dogmatic that they haven't used that term in centuries, at least. It's just an example of how devoted they are: their philosophy sees no difference between the grey skinned horned giants and spindly elves, so they do not even have a name for their own race. Even "Kossith" isn't the name of their race. It's the philosophy that predated the Qun.
* was legitimately mentally ill and committed his murders because of this. His insanity defense led to him getting the psychotherapy he needed, and when we next see him, he's slowly recovering and guilt-ridden from the crimes he committed. Either way, he isn't a threat to anyone else now, as his final fight with Spider-Man was so brutal, it left Sin Eater a stuttering wreck who needs help getting around.
* was Lemuria, Mu and all the other such realms — or rather, that for the same reasons where and when the Ladder was made and fell are unsolvable, the realm where it happened could be any one of them, at any time and in any place. Atlantis is just the most commonly used name for the place (or concept) amongst modern mages, for similar reasons to this trope being called Atlantis rather than, say, Lemuria.
* was, letting her take the blame for expensive forks going missing when she went missing.
* was list of quack remedies and prescription drug-abuse includes injecting bull semen into his bloodstream as a virility tonic?
* Was Lola a normal girl who was corrupted by Satan, or did Rita (her mother) give birth to a normal girl (Lana) and Satan at the same time?
* was lost at sea and presumed eaten by a squid held a wake for him. This was followed by the reading of his will, which mostly consisted of the various characters greedily demanding to know what they were left, or bitching about what he bequeathed them.
* was loyal to Catelyn, and only told everyone Jon was a bastard to protect him from Robert Baratheon.
* was made Peggy's self-inflated ego into her defining character trait. This is taken to its logical extreme in one episode, in which Peggy accidentally takes a Mexican girl home after misunderstanding her. Peggy is arrested and tried for kidnapping. She's acquitted after Hank prompts her attorney to have her testify in Spanish, showing the judge that Peggy really did understand Spanish so poorly that the "kidnapping" had been a huge misunderstanding.
* was married, this led directly to the Trojan War (at which point Paris learned why it's generally a bad idea to slight Hera). This indicates how little Aphrodite cared about the idea of marriage in the first place.
* was mauled to death by one of his own tigers in Carrolltown, PA in 1997 in front of students from six different schools.
* was meant to show that a normal person would not be able to survive in that universe normally like that, nor do they have lobster for dinner on a routine basis.

* was merchandise of the show released in the United States, such as VHS tapes and kid's meal toys.
* Was mir behagt, ist nur die muntre Jagd into Diana during the Renaissance).
* Was mir behagt, ist nur die muntre Jagd is in the first five movements, where Endymion worries that Diana has forgotten him in her rush to participate in the birthday celebration. The two eventually resolve to go together, and...that's pretty much it as far as plot is concerned.
* was more common among women and children in the tribes that practiced ritual cannibalism as part of funerary rites, had to do with the parts that they were eating. Men were eating mainly the skeletal muscle, while the women and children were restricted from doing so, and consumed the brain and other organs instead. (i.e. the parts more likely to be infected with the causative prion.)
* was more of an annoyance/rival than a true threat) points out to Dexter that he had to learn moves from another comic and not "Mister Misery" as Dexter (in disguise) bought all the copies. His line at the end of the episode says it all:
* was mostly filmed on an apartment set-piece for only 13 days with a budget of $300,000.
* was movie ("A Friend For Life" would ultimately be used instead) and was eventually released on Hasbro's Youtube page in August 2014.
* Was moving from data cards to the online-requiring Sega Aime infrastructure a wise move? While it does mean that the player doesn't have to worry about outright losing their data — since the data is stored server-side, card corruption ceases to be a concern and a registered Aime user who loses or otherwise is unable to use their card anymore can simply buy another card and tie it to their account — it also means that the game, which is
* was murdered, and the attempt to tie up a few loose ends has now attracted the attention of the Federal Bureau of Investigation.
* was murder, in that the ghost they thought was their perp was actually trying to give warning about the crooked cop who knifed her and the imminence of his knifing them. Naturally, he arrested the guys for his crime that they thought had been committed by a dead woman.
* Was never used, because it sounds like "uranu" ("will not sell") in Japanese
* was no longer in effect, allowing them to amend the constitution using their internal procedures and follow along when the rest of the League's remaining assets and institutions were transferred over to the United Nations.
* was no "Roswell Incident" in Fry's initial timeline, this one's stable.
* was not a girl. She wonders if she should 'check lower' just to be sure, but Tamahome quickly tells her to knock it off!
* was not an alternate universe, the one he has always been at had been rebuilt.
* was not as harsh as it may appear, which crippled and often killed the victim.
* Was (Not Was) - the singer mainly seems enamoured with how subserivent she is.
* wasn't a change. Since the circumstances leading to her adoption never took place, her last name remains as Testarossa rather than becoming Testarossa-Harlaown.
* wasn't Anya, who usually has a very matter-of-fact attitude towards supernaturally related death and violence, is completely at a loss and in tears.
* wasn't certainly seems to indicate Htrae has some semblance of intelligence and/or sentience.
* wasn't committed. The accused man is innocent, but there's so much circumstantial evidence, and the legal system in Springfield is so corrupt, that he'll be convicted unless Bart speaks up.
* wasn't due had the same attitude, holding that the gods were distant, blissful entities unaware of humans, thus prayer or sacrifices to them were a waste (though worship was proper since they represented an ideal state). In their case, however, they didn't believe that the gods created the universe, and had even evolved from mortal beings, combining this view with a strict materialist cosmology.
* wasn't exactly a paragon of heroic virtue, although he did go to great lengths to help his friends and his deeds did the world a lot of good. The fact that his volcanic temper was usually the result of Hera's doing is also a big factor. The

Hercules in this movie is a wide-eyed boy scout who doesn't have many if any, vices. The worst thing he does is lash out at Phil for trying to warn him about Meg being in league with Hades, but he immediately comes to regret that.
* wasn't going to gloat at first, and only decided to do so after Drakken goaded her into it.
* wasn't, in fact, the Doctor's very first female companion ever. She was also visibly displeased at any indication that the Doctor might be impressed by someone other than her.
* wasn't in the script reacts with visible surprise and almost laughs.
* wasn't named this way, but claim that it was (for instance, by claiming that shaving cream was invented by Albert Shavingcream).
* wasn't one of these at some point. Franklin's first job, planned out by Lamar, would have netted them a combined take of $2K, but a dye-packet went off and ruined both stacks. Even worse was Trevor's first job, which went very similar to Ryder's robbery of the Pizza Stack above, except he didn't get away with it and spent six months in jail because of it.
* wasn't over just yet, as the Pats were backed up in their own end zone, and Tom Brady didn't have enough room to take a knee without risking giving up a safety, which would've given the Hawks one more shot. However, Seattle's defense lost its discipline, incurring consecutive penalties which gave Brady more than enough room to run out the clock.
* wasn't particularly dreading it, in favour of eloping with Theo Du Medd.
* wasn't quite dead Santa was healed, only to swear revenge on the Smiths. This eventually led to a bloody battle between the family and Santa and his army of elves. Although the battle was cut short because he had to leave at daybreak, he promised to return to kill them next year.
* wasn't quite dead) shoots a supporting character, and the focus turns to saving one of two critically-injured people in CTU's medical wing.
* wasn't quite that anymore) did and thought about when he wasn't, well, antagonizing.
* wasn't really honest about it. He blamed all his perverted issues on his mother's upbringing, which Brian outright labels cowardly. When Quagmire retorts that Brian himself is a hypocrite because he's an atheist defending his purist Christian mother's virtues, Brian nonchalantly admits to it (and that he'll greatly enjoy the thought of Quagmire pondering over it as he rots in a cell).
* Wasn't That Fun?: A character (ironically or sincerely) states that a terrifying experience was fun and they want to do it again.
* Wasn't That Fun?: A common utterance after surviving yet another escape.
* wasn't that powerful, though. Circa episode IV, he barely even knew how to use the Force, had only some casual pilot experience under his belt, and was really just on his first adventure himself.
* wasn't the only time Kasem ran into problems during a voice-tracking session.
* wasn't the Stalin's death, so the guy's only real crime was basically accepting a bribe. The police finding it in dollars would only be a minor problem, adding maybe a misdemeanor to his case.
* wasn't thrilled) with him. When Susano-oh woke up and caught up with them, he relented and gave the lovers his blessings.
* wasn't was why everything felt slightly off, which is itself an instance of this trope.
* wasn't what it looks like, shove an apple into the mouth of Snow White Jessie during the school play and growls at her, "I hope you choke on it, beanpole."
* was often played for laughs. More common with regional promotions that had their own syndicated TV programs, a heel wrestler or tag team would seriously and in a normal but concerned tone of voice deliver a promo recounting a supposed meeting with a sad-eyed boy or girl, who is crying because (s)he can no longer take his/her father's physical abuse, the wrestler then asking the child if he'd go live with his/her mother to which the boy claims she beats him/her also, then asking who he'd like to live with, to which the kid says, "I wanna go live with (whatever face wrestler/tag team said heels are currently feuding)... because he/they don't beat

nobody!" ...with the heel wrestler's demeanor suddenly turning from somber to mocking as he delivers the punch line.
* was once a host himself before he got Akane Sakamoto pregnant, which only increases Ryuji's anger towards the present-day host.
* Was Once a Man: A non-human being who was originally an ordinary human.
* Was Once a Man: A non-human character who used to be a normal human.
* Was Once a Man: It turns out that there's a monster or other strange creature, who used to be an ordinary human being.
* Was Once a Man: Since the undead used to be alive, this means that they used to be human beings.
* was once Ben Solo, although how much of a "hero" he was in the first place is up to debate, since it's implied he was resentful towards his parents from the start. Like Jacen Solo, Kylo Ren is also Anakin's grandson and ironically succeeds in many of the same goals Anakin failed in, such as usurping his generation's Supreme Leader and taking over the galaxy. Anakin is even somewhat of a role model for Ben, although to be fair Kylo probably doesn't know all the details
* was one — which made a surprising amount of sense, as dogs have complex social hierarchies, mark territories, work in packs, etc. It wasn't recognized outside its own membership (only a few dozen dogs were actually members) and was really more of a personality cult.
* was one of the last things he did before killing himself. Presumably nicknamed as such because his father and older brother were both nicknamed Dick and liked to torment him.
* was on the verge of taking over the Federation a few seasons later. The extra material on the DVDs even makes note that they were first mentioned in a Ferengi episode, where fans expect nothing to have a lasting effect.
* Was, or at least became the gimmick of Lin "Bitch" Bairon in SMASH. She had to be
* was Or for that matter, who would think of removing a doll's backpack when they're in the state of panic from the doll in question trying to chew off their finger or hair?
* was originally branded as Lite beer by Miller after it was purchased from Meister Brau.
* was originally by "dance" of the title: the only two moves given for the crusher itself are "take your fist and put it on your waist" and "squeeze your partner's head 'til she's blue in the face", and the listener is also repeatedly urged to "do the hammerlock" and "the eye-gouge".
* was originally meant to be the successor of Hokuto Shinken instead of Kenshiro, were it not for his sudden illness from the nuclear fallout. Even when weak and dying, Toki was still one of the most dangerous martial artists of the series.
* was or something. Loki later on tricked Spidey into using his favor to save a random civilian, however.
* WASP agents happen to arrive, who immediately realize something's not right.
* Wasp also became a Decepticon after Blackarachnia mutated him into an organic wasp shortly after he vowed revenge on
* was paralyzed from the shoulders down at first (and ended up needing a wheelchair for the rest of his life), extensive physical therapy eventually allowed him to regain the use of his arms and hands.
* was. Performed by Pamela Stephenson, this soon drew the attention of Kate's lawyers, who promptly sued on the grounds that the parody was so like the original that their client was being improperly deprived of her intellectual property. To this day, Brewis does not receive a penny of royalty money, as this goes straight to Kate Bush.
* WASP first and foremost, and mostly makes use of his wits and his ability to manipulate people and act unsuspicious. He can fight hand-to-hand and use a gun, but he takes care to avoid ever needing to do that.
* WASP have a song called "Chainsaw Charlie", which starts off with few chainsaws revving up.
* Waspinator, he screams and his hands can be seen clawing at the machine.

Blackarachnia casually comments that it might hurt a bit.
* Waspinator, in a more traditional villainous example, gets hit with this to a very small extent. The original was a
* WASP is this, forever unfavourably compared to his brother Michael, and the problem intensifies after Michael's tragic death.
* Wasp knife example above. It was developed for divers to use to fight off sharks by injecting them with air, so they float to the surface (and don't bleed as much, which might drive other sharks into a frenzy).
* was planning to "cull" a large portion of the population to conserve oxygen. Clarke herself was put in solitary confinement for this same reason.
* was pointed out that most poultry suppliers don't use cages in the first place, so it's not unique to Whole Foods.
* was points out that most humans don't do anything to actually stop discrimination against faunus, because they live cushy lives and don't face discrimination themselves. Jaune himself admits that if not for his situation, he would've also ignored the plight of faunus.
* was portrays him as honestly in love with her. It is of course perfectly possible to fall in love with a 'Good' match.
* was pretty much never seen again after. The situation in the previous point was orchestrated so that Vash had to be fully aware of his decision to kill after weighing his options. Legato wanted Vash to willingly and without duress decide to take a life.
* was previously married, and has a child that she gave up for adoption!
* was produced in smaller numbers than the T-34, this was more a result of the United States simply not being as focused on a single land war as the Soviet Union. A good portion of American production was put towards the naval war with Japan, as well as an air war and bombing campaign in Europe, not to mention supplying trucks, food, and countless other supplies for the entirety of the allied military. If the U.S. had singlemindedly produced M4 models like the Soviets did with the T-34, it's likely that the Sherman production would have vastly outpaced that of the T-34.
* WASP, saw their record sales double and vocalist Black Lawless was all too happy to use them as a vehicle to promote the band. Finally, like the Eminem example below, during one awards speech, Steven Tyler thanked Tipper Gore for ensuring that if an album had a few dirty words on it, it would sell an extra million copies.
* W.A.S.P.: Self-Ironic interpretation of the name of the band (one of interpretations): "We Are Sexual Perverts". And if you listen to early songs by them...
* WASP: several in "Scream Until You Like It", and a smaller one in the far darker "My Tortured Eyes".
* WASP: Sirians call humans "Spakum", which means "bed bug". Humans return the favor by referring to them as "blowflies" (because of the Sirians' blue skin, and thus blue buttocks).
* Wasps' Nest. A dying man who has lost his fiancee to his best friend decided to kill himself using cyanide after convincing his love rival to purchase said poison for the purpose of getting rid of a wasp nest in his backyard. Thankfully, Poirot caught wind of his plot and switched out the poison with harmless soda.
* WASP song "Animal (Fuck Like a Beast)". Comic phrase in comic song: "I'll nail your ass to the sheet..." It's self-irony 'cause it's just riotous fancy of a finger-artist.
* WASP. (The album was released in 1991, three years before Cobain's suicide.)
* WASP: The alien Sirian insult "soko", which apparently means something analogous to "bastard".
* Wasp tries to switch places with Bumblebee and one of the things he does is switch their voice processors. So after the switch Wasp has speaks with Bumblebee's voice while still maintaining his weird speech patterns and Bumblebee has Wasp's buzzing voice but still talks normally.
* Wasp, until it's dark and they are scrounging through garbage for food, that's parental neglect.
* Wasp, who, after being falsely accused of being a traitor, spends over 50 years

in prison and goes insane.
* was rarely mentioned. Also his son, Tom Owen, as the character's son Tom Simmonite.
* was rather than the other Clans just raising a slight protest over the aggressiveness of the action.
* was realised how stupid killing her off so anti-climactically was...
* was regular marriage. Formal weddings were reserved for royalty and nobility; everyone else just moved in together with little or no fanfare.
* was related by the author, who had a cousin with muscular dystrophy attending a fundraiser, and Doohan, despite being at the height of his popularity, took it upon himself to spend the entire evening pushing her wheelchair and keeping her company.
* was released as a book that more closely resembled the in-series book (pages are made of parchment, black-light hidden messages, a magnifying glass, etc.) being sold almost a year after the show ended.
* " was released on Halloween 2018, and while the episode is very light on Halloween themes and thus does not count as a proper Halloween Episode, he does wear a Billy Idol Halloween costume. It can be inferred this is how he will celebrate Halloween in his videos from now on.
* was remorseful and guilty over his actions, but it still wasn't enough to keep from getting expelled when he confessed to the principal.
* was rescued from them beating her up by Kyoko and returned to school.
* was resurrected. A lot of those were people living on islands that Cell destroyed. Unless the wish meant those islands were remade too, they likely drowned long before making land. Way to go, Yamcha, asking for wishes without thinking them first. Similarly, the people killed in the same saga by No. 20 and No. 19 were never resurrected.
* was roaming the launch bay shoving munitions up the Draconian ships' tailpipes
* was scattered through the Doctor's timestream to save him from the Great Intelligence. She could be written into old or new stories - or crossovers, such as her cameo in Captain America: The First Avenger.
* was sentimental, but the owner forgives their friend for breaking it.
* was shaped and painted to look like a swan. Petra even refused to fly south for the winter due to not wanting to leave her "mate" behind, so the two were instead moved to a zoo together.
* was slated to be killed off later for the movie to compensate), even though Crabbe isn't a particularly "wholesome" character to start with. Waylett later attracted further controversy after being charged with violence during the London riots in August 2011.
* was starting to get panicky and erratic. She either hanged herself or one of her friends (presumably Emma) rubbed her out and made it seem like a suicide.
* was straight, and thought he was a girl. Previously, he had simply assumed that the guy was gay.
* was sunk when the vast majority of Italians voted to keep it) in 1974, but the relevant law remained on the books until 1981.
* was supposedly denied dinner. Ragyo, her wicked-to-begin-with mother, locks Satsuki in a limo overnight; even going as far as kicking the young girl which resulted in Satsuki coughing out what she ate earlier on the day Ragyo was free again.
* was supposedly written by Pope Honorius III, who was evidently so holy that he got bored fighting off the temptation of the mundane world and took to summoning demons solely to turn down their offers.
* was supposedly written by the very CMOT Dibbler itself. That alone should raise questions of accuracy.
* was supposed to have been a series that featured different writers creating stories for each of the individual civilizations.
* was sweet and fitting (or at least more so than the alternative) to die for one's country.
* was swindled by the doctor into spending all their money in a non-working treatment

* Wasta would of course, be an understatement, and with the entry of these countries to the global marketplace, frictions between native Middle Easterners and expatriates have been on the increase and are not expected to go away any time soon.
* Wastebasket Ball: Characters crumple up a piece of paper and try to toss it into a wastebasket (usually without standing up from the chair).
* Wasted Away: Radon's memories are third-person, and represented as video tapes in his mind.
* Wasted Minds). She tells him "France" and they lean in to kiss each other, only to be interrupted by Mr. Sekoi calling out:
* Wasted Minds, the villains at one point get their instructions from their boss on a malfunctioning TV (because they dug it out of a garbage dump, being too cheap to buy one). At the end, they're told that "This TV will now self-destruct." One of the villains remarks, "Like it hasn't already?!"
* WASTED pack a more significant punch than most starting weapons. In fact, the El Seis or Ocelot revolvers deal more than twice as much damage per shot as a semi-automatic rifle. This is offset by the scarcity of their ammo, though.
* Wasted Talent by Angela Melick are her friends or family members, usually with a nickname in place of their real name (mostly in early strips though, Red and Lucky still have their nicknames, but other characters have real names). Of note are her colleagues, identified by workplace, who were invented as fake people so Angela could avoid accidentally writing a comic about someone who wouldn't appreciate it.
* "Wasted Talent" ends with Stewie hitchhiking over live action footage.
* Wasted Talent", Peter needs to be drunk to play piano and they ran out of beer, so he and Lois crash an underage drinking party. The cops show up and bust them in the back yard. Peter handles it by telling Lois "Look over there." She does. He then tells the cops "Run!". They do.
* Wasted Talent", there's a flashback where Peter as a kid asks a tour guide in a museum: "Why did all the dinosaurs die out?" He responds: "Because you touch yourself at night."
* Wasted. The first season ends with him delivering the line "One does not simply kill Sean Bean".
* Wasted Youth, this happens to Roger when he's caught using a peephole to watch the girls sleeping in their dorms.
* Wasteful Days of High School Girls allergy rather than some kind of psychosomatic problem.
* Wasteful Days of High School Girls are there, and in Majime's case, falling seriously ill during high school admission exams.
* Wasteful Days of High School Girls as well, as she seen playing with petri dishes, soldering a PCB, and measuring chemicals on a scale, all on her school desk.
* Wasteful Days of High School Girls comes up with extremely off-the-wall scenarios where she conquers boys and men, which show her complete lack of experience with the opposite sex. Every interaction ends up with the man uttering the same phrase about her:
* Wasteful Days of High School Girls, "Majo", which means "witch", comes from this trait.
* Wasteful Days of High School Girls never buttons or tucks in her shirt, thus showing an orange T-shirt underneath. In addition, she usually wears crew-length socks while other students wear knee-highs.
* Wasteful Days of High School Girls. She lives alone in an apartment paid by her parents because she couldn't tolerate living with her dad after he lied to her all of her life regarding having a pet cat because of his allergies, the condition being that she'd sustain the prospective cat with her own earnings.
* Wasteful Days of High School Girls. The group is forced to issue an apology as they started using the correct name.
* Wasteful Wishing: A person wastes their wish on something frivolous.
* Wasteful Wishing: If wishing for something that's unimportant seems selfish, then so be it!

* Wasteful Wishing is not granted and doesn't count toward his three wishes.
* waste iron; this one process alone apparently has to be performed often enough to make wearing a uniform a serious hassle, and at least one other involves venting blood from gills in his back. So there are about a million different things Cirbozoids can do; one for every time they have to go to the bathroom every day.
* Wasteisolation by that point. While the two still produce music together, it's highly unlikely they'll return to the Black Dresses name any time soon.
* Wasteland 2010, and he retains his intelligence in his new form. Also, he's the only one of the three leads who remembers the pre-Changing world, which he often has to explain to his younger teammates.
* Wasteland 2010, Cammie is the series' equivalent, although her "jungle" is "the forests of the Midwest."
* Wasteland 2 ask General Vargas what he thinks about Angela Deth (while she's in your party), and he'll respond that he thinks enough of her not to talk about her behind her back when she's right in front of him. "Oh, how's it going, Angie?"
* Wasteland 2), causing any of her robots that the party failed to destroy beforehand to attempt to finish them off.
* Wasteland 2: Rubik's cubes, Teddy Ruxpin dolls, and snap bracelets are just some of the things you'll find lying around.
* Wasteland 2 simplified this to enemies and armors either being conductive (generally higher armor value, but taking more damage from energy weapons) or non-conductive.
* Wasteland 2 so bad that people are flat-out trading with raw materials, even though it's treated exactly like currency.
* Wasteland 2. Unlike the previous game, energy weapons aren't just straight-up required to beat the game as they knock old bullet-sluggers into obsolescence. Energy weapons are more powerful (especially against enemies with heavy armour) but kinetic weapons are still more abundant, reliable and easier to keep, and the same is true for bullets. An AR-15 might be a more useful main weapon pick over a laser rifle in the long run despite its statistical inferiority, but it's still handy to have an energy pistol on hand to deal with those special moments when ordinary bullets don't have the kick to punch through armour.
* Wasteland 2 was released, and the Quirk that buffs critical hits was named "Goat Killer." Someone at the studio clearly wants goats to have more visibility in games.
* Wasteland 3. He is actually friendly and an aspiring scientist with some skill, but he himself admits that his intelligence and ability is nowhere near his proginator because of this trope — as is evident by his own attempts at cloning experiments (both on himself and on members of your squad if you ask) producing less than stellar results.
* "Wasteland" by the German Gothic metal band Atargatis describes how, after having ruined Earth reducing it to a dry wasteland, humans become wretched, naked, creatures of knotty limbs looking in vain for fertile land. The Gaia's Vengeance parts is how Mother Nature itself wants them to give up and leave Nature heal itself.
* Wasteland. came out, it was numbered "the real number six", and the cover, apart from framing elements, was pure white. For a horror comic, it worked quite well.
* Wasteland came with the famous Paragraph Book. Due to the technical limitations of the game itself, the story of it was in form of separate, physical script, with game prompting player to read the right paragraph. This served three different purposes: reading the story without the prompts made it look as completely different genre (with mission to Mars being the final goal), fantastic copy protection (players absolutely needed the thick manual to play at all) and allowed to make the game absurdly open-ended in its design, since the paragraphs allowed to wander in any direction without disrupting the plot of the game or need to trigger specific event flags.
* Wasteland coyotes have very little in common with the actual animals. They're a recolor of the game's other wolf varieties (real-life coyotes are much smaller than wolves), hunt in packs (coyotes are usually solitary, and at most form mated

pairs), and live in the desert (the closest coyotes get to that are drier prairies).
* Wasteland Elder: The older leader of a small survivor group, probably with the knowledge of how the world was before it ended.
* Wasteland Empires is based on this type of scenario, though what type is not stated.
* Wastelanders Anonymous: Although this is an ensemble piece, Benjamin acts as the catalyst that brings the characters together. Anne also has some of The Hero in her but not as much as Benjamin. Paradoxically, Benjamin hasn't got a clue that he's the catalyst. Both he and Anne think Anne is the real catalyst.
* Wastelanders Anonymous: Jeff is a zombie. At least that's what everyone calls him. So far, he's acted exactly like a normal human though he's kinda helpless. Also he has that scar that never healed because he doesn't have any blood to heal with. Benjamin also teased him that he can be killed by a bullet through the brain. Other than that, he's just another human.
* Wasteland features this as well. Nukes do fly, too. You're in a bit that didn't get worked over too much, although fallout radiation still hangs out in a few spots.
* Wasteland has the proton ax as its strongest melee weapon. The more common and far weaker fire axe is also present.
* Wasteland, numerous pre-apocalyptic military bases and research complexes can be explored. Some of them were adapted to fit their current users' needs, others are abandoned or still serving their intended purpose, crawling with formidable enemies.
* Wasteland RPG featured this. Trying to go past the map's edges caused a comment about the irradiated wasteland beyond and the notion that you wouldn't survive it.
* Waste Land the Apocalypse has meant it's tough to make anything new, proper maintanance is reserved for the most important things, and everything is getting kind of rusty. One of your jobs as the Desert Rangers is to help people repair things (explained by how the original Rangers were Army Engineers).
* Wasteland Warlord: The despotic leader of a survivor group, often organizing them into warbands to raid and harass other survivors.
* "Waste Not": A sinkhole suddenly forms underneath an elementary school playground, killing a teacher and injuring several children. During the investigation into why it happened, it's revealed that a construction company has been dumping toxic waste underneath the playgrounds they've built at several low-income schools.
* Waste of Space gets some credit for being genuinely chastened by this.
* Waste of Time can be very cute and charming, but she will threaten to hurt you without hesitation.
* W.A.S.T.E. vs E.M.P.I.R.E. vs M.O.T.T vs X.S.M. all to to be found in the pages of Matt Fraction's
* Waste World RPG presents some kool spelling variationz like "skavengers," "drakonium," "konvoys," "kimera" and the like.
* was that Carbosilicate Amorphs, the species of the titular Schlock, are naturally evolved from the incredibly durable data storage mediums the Bradicor store their brains in. This means that Schlock and his kin are effectively immortal, and gives you an idea of just how long the Bradicor have been around.
* was that he seduced, slept and impregnated the fiance of a member of his crew.
* was that Luna was vastly different from the most common portrayals at the time, being mysterious, playful, slightly intimidating, and quite terrifying when she wanted to be. This turned out to be a lot closer to her official characterisation than the more common portrayals.
* was, the 163 cm 57 kg, blind in one eye, Act Yasukawa (Despite being beaten into a bloody mess, Yasukawa refused to let the match be stopped until it reached the previously decided finish, proving to be as worthy a pro wrestler as any).
* was the apple of Franz's eye (and the only one she could raise in her own terms), Marie Valerie.
* was the bad news (said troubles are being caused by something much worse).

* was the case in the Bad Old Days, where the Beetle-kin and several other kinden were enslaved by the magic-using Moth-kin and others to perform the menial labor of empire. Then the Beetles developed the crossbow. Now the world is divided between the "Apt" peoples who have a natural facility with technology; and the "Inapt" peoples, many of whom could literally not use a crossbow to save their own lives. Needless to say the Apt are doing quite well for themselves, having inverted the trope completely by the start of the series.
* was, the edge of the crevasse broke just as he was pulling himself out the first time.
* was the fear that non-English songs would lead listeners to tune out.
* was the first truly successful example and the one that laid the foundation for all those that would follow, especially once the fuel crises of the '00s caused them to displace SUVs as the rulers of the American road.
* was the Hiroshima and Nagasaki bombings, putting it on par with an actual nuclear strike.
* was the Indonesian national champion, despite having only fought 3 matches total in his life.
* was their biggest hit. It went Top 5 in the UK and Germany, Top 10 in Austria, and Top 20 in Ireland and Canada's rock charts. "Scars" only reached #82 in Germany, and didn't chart anywhere else outside the US.
* was their only visit to most worldwide charts than the original version of the song. Their highest charter locally is the #17 "Attracting Flies". Additionally, their biggest success back home wasn't even their own song, but rather "White Noise", their collaboration with Disclosure. Speaking of Disclosure, see their entry below.
* was their RAM and graphical power. Compatible games don't function in a standard NES without the Aladdin, due to it containing those components, and nearly all of them were also available as regular NES games no different from their Aladdin-compatible counterparts. It's less like upgrading cartridges, and more like breaking them in two and selling the parts separately. It's technically an upgrade, but in the sense that a functional but average game is an upgrade over a game that's missing its parts and doesn't fit in your NES. The actual reason was that the Aladdin was an attempt to keep costs down by taking shared components of their cartridges (including one to bypass NES copy-protection) and selling them as a separate part that consumers would only have to buy once.
* was the kind of sanity-doubting unusual things going on at the same time. As Lonnie is an abusive deadbeat, it's implied that Joyce has fallen victim to these kinds of manipulations before.
* Was the legendary hero Chuck Norris a real person, whose actual actions became exaggerated and mixed up with tall tales over time? See the debate
* Was the move from an up/down shifter to a 6-gear H-shifter necessary?
* was the one of the only Soul Reapers to show him any kindness. He tries to avoid fighting Kenpachi for the same reason, but the latter insists on their rematch, forcing Ichigo to kill him.
* was the one who brought his suspicions to Jon Arryn in the first place and helped him investigate, but then left court out of fear for his life and resentment Robert didn't make him Hand. It was only Ned Stark and his older brother's death that pushed him into action, and made him take a more decisive stance.
* was the product of one and has been on the run for years because of it, thinks PS238 is just more of the same and strikes against it because of that.
* Was there any Radar O'Reilly connection? There was a strong vibe there... (It's also unclear from canon if his first or last name should be Walter, since you'd expect a General not to call a very junior aide by his given name.)
* was The Remnant — it's mentioned in various sources that he fought on at Serenity Valley with his troops for several weeks after the leaders of the Independents stopped fighting and began negotiating terms of surrender.
* was the son of the mob boss Yakone and a young waterbender who was taught by his father to bloodbend. Eventually his father's abuse of both him and his brother Tarrlok, brought him the belief that bending was the root of all evil and needed to

be ended. By the time the series comes around and by the end of it he has become just as cruel as any bender was.
* was they didn't want to cause any trouble with her children's claim to the throne.
* Was this a common method in the wizarding world? If so, how did kids sixteen and under, who can't use magic outside school, handle their waste? If not, why would newcomers to Hogwarts be a-OK with an environment where their teachers and classmates poop on the floor like dogs?
* was. This bypasses the usual weakness of attempting Instant Transmission in combat, because Goku was able to concentrate on Cell's location and charge up his Kamehameha at the same time, and since Cell thought he was bluffing he stood still to figure out what Goku was playing at.
* was This ended up unnerving everybody involved in the assignment, including Phil Coulson and even Tony Stark himself.
* was this for the Charlotte Family, as she defied the wishes of her mother, Big Mom, to marry.
* "Was This Really Worth It?" has her spitting out a cookie in surprise when she wins an award she never thought she'd win.
* Was this something that happened in one of the movies? Because I don't remember that being the way it went down at all. In the anime Aizawa suspected Light was writing notes, and made his own indentations on the bottom of the notepads to see if they'd still be there when he checked out the room after Light left. Since they disappeared it confirmed his suspicions that Light was actually Kira. It ultimately comes to nothing. Light suspected Aizawa was up to something but was unconcerned, and, just as Light thought, Near showed no interest either because Aizawa couldn't produce the contents of the note pads which could have damning evidence.
* "Was this/that trip really necessary?" (reference to a slogan used to encourage people not to take unnecessary trips to free up gas and rubber for the war effort and to free up space on trains to ferry troops to their duty locations.)
* was this trope back in the days. More than half their ads were just bashing their rival company (usually Nintendo) in 'creative' ways. We all know the 'Genesis does what Nintendon't' one, which chastised the NES for being 8 bits lower than the Genesis. When the SNES came out, they found the only thing they could say was better about the Genesis was its slightly lower price, so they included a kid screaming at this 'higher price' in fear. Even though they were only about $50 (one game) apart.
* Was Thor really fighting the Midgard Serpent? Or was it an excuse he just made up?
* was throughout that episode was that Chandler had found Heckles' old school year-book and was freaking out at their similarities).
* Wasting Away serum (which explains their durability), and see everyone else moving quickly. Things like their hair and skin falling off and hunger for brains are explained away as side effects.
* Wasting Away who's acting weird (their undead brainwaves run slower, so normal humans move and talk in an incomprehensibly fast manner).
* "Wasting My Time" begins with a frustrating phone call where the narrator tries to get a straight answer from his lover on whether she's interested in him.
* "Wasting Your Time," Carlos Jean turns into a cartoon character after playing a toy piano and washing his face.
* was to a joined Trill, which confuses, and, depending on one's interpretation of the joined Trill/Symbiont relationship, laughs in the face of the whole matter. (None of the major Daxes have had any problem with long-term couplings with persons who aren't joined Trill.)
* was to make Shifu proud of him. Shifu declares that he was always proud of him, but that pride worked against him and kept him from seeing that he was setting Tai Lung up for disappointment. And once more, Tai Lung is too proud to accept this, and says he only wants the scroll.
* Was Too Hard on Him: A character feels bad when he has to scold another, especially if it's really harsh.

* Was Too Hard on Him: A character feels sad and guilty over scolding or harshly punishing someone.
* Was Too Hard on Him: Someone is remorseful of being too harsh to another person.
* Was Too Hard on Him: The character who deals with others harshly may feel bad about doing so.
* Was Too Hard on Him: You feel guilt for punishing a loved one harshly.
* was to the Hound's, except caused by festering teeth of an evil idiot rather than by fire.
* Was UB-65 really a cursed ship that ended up being haunted by the ghost of Lieutenant Richter, or did a series of unfortunate accidents and the stress inherent to being on a military submarine lead to a case of mass hysteria?
* was unaware of this particular trope when he named his character Riddly Lancer. Fits the bill too, well actually only up to the third sentence of the description that is... but Cwen is definitely the leader between the two characters.
* was unjustly killed by Scorpion as he tells Raiden and "losing trust" in him was not justice at all.
* Wasurenagusa. In that organization, there was no room for relationships of any kind, and having such would be met with severe consequences.
* was used for the 1999 Kids' Choice Awards victory speech 6 months before it premiered on TV.
* Was used in a newspaper advert for a UK internet provider, showing a screen with the top of the image loaded (appearing to be a pair of female buttocks) and then contrasting it with their allegedly faster image loading, in which it was revealed to be a photo of two bald men standing close together.
* was used with much irony in an anti-smoking poster from the American Cancer Society
* was voted "Worst Dressed Sentient Being in the Universe" seven times running...
* "Was" vs "Were": "Was" is used as a singular past tense, while "were" is used for plural past tense. "Were" is also used in imaginary and hypothetical sentences (such as sentences that start with "if", or "I wish"), regardless of it being singular or plural. An exception is made when it is assumed that it might possibly be true and the speaker indicates a statement.
* was wasn't watching the twins at all, but merely happened to be seen by them.
* was watching the interview, and sympathizing with Yukari's grief he decides to bring back Minato in his new reality. Meanwhile, Amamiya Ren chooses to accept Maruki's reality since it not only grant his friend's wishes but also brought Akechi back to life. As a result, Maruki's new reality spreads and is able to grant Yukari's wish of seeing Minato again... by pulling him away from being Nyx's seal, allowing the Dark Hour to return in Tokyo.
* was were Shiny. Meaning that Shiny Pokémon were somewhat stronger than your standard mon, but still not the strongest they could be.
* was what Brain was pondering this time." However, when he says "And do you know what else'' I'm pondering?" Pinky's response is something considerably more Pinky-ish.
* was when she guest hosted Raw. Only this time Trish was the face and Jericho the heel, still enforcing the trope somewhat.
* Was. When the fictionalized Baum decided to write a story based on her, he named his character "Dorothy Gale".
* was, which actually existed at the same time as Stegosaurus, so the two mistakes cancelled to make it an accurate depiction.
* Watamote have this to varying degrees. It's most obvious with Tomoko, who thinks groping your friend's breasts to relax is totally normal, and Ucchi, whose crush on Tomoko is evident to everyone but her.
* WATAMOTE ~No Matter How I Look at It, It's You Guys' Fault I'm Not Popular! is about the introvert main character, Tomoko, seeing that her years of playing Dating Sim games haven't helped her to become popular, tries to become popular though various means. Naturally she either screws them up or is unwilling to learn from her mistakes to try again. Later on in the series, this is averted: Tomoko slowly grows out of her problems, matures, and starts developing a social circle.

* Watanabe Miyuki ended up dropping out of the senbatsu in the 2014 elections, ranking in the Under Girls.
* Watanuki in was born on April 1st, a date with significance in both the East and the West. It's also a date personally significant to
* Watari, Kousei, and Tsubaki, who have known each other since they were kids.
* Watari maintains a computer link to the orphanage he runs, and reports in at regular intervals. When Rem kills both him and L, at the proper time the computer reports "L is dead". This is a cue for the man currently operating the orphanage to send out L's successors, Near and Mello, to continue the Kira investigation.
* Wataru (a.k.a. "Waka") works as a clerk in a video store, giving him plenty of opportunities to indulge in his hobby of action
* Wataru also made the same declaration to his mom when he was about Izumi's age. He grew out of it rather quickly, mostly thanks to
* Wataru also sparked conflicted feelings in his older maid Saki when he took her out to a diner. Turns out he just wanted to talk since, due to a series of misunderstandings, he assumed that she was having an affair with a married man.
* Wataru and Taiga's mother Maya who, being a Fangire, doesn't age at the same rate as a human and looks around 20 years old; appearing younger than Taiga, who is in his mid-to-late 20s.
* Wataru calls Mitsuru and Nazuna "Little Rabbit", Tori "Hime-kun", and Yuzuru "Shitsuji-san".
* Watashi ga Motenai no wa Dou Kangaete mo Omaera ga Warui -> "WataMote"
* Watashitachi No Tamura Kun, Souma acts harsh and cold to people when she is first introduced, but really would like nothing more than to make some true friends and find love.
* Watashitachi No Tamura Kun: The series end with Tamura confessing to both Matsuzawa and Souma, and both of them confess to him, but none of the relationships are truly confirmed or denied by the end of the series.
* WATATEN!: an Angel Flew Down to Me: College student Miyako Hoshino becomes smitten with her younger sister's best friend went she brought her home. Spends her time making snacks for her in the hopes of having her dress up in some cosplay outfits she had made.
* WATATEN!: an Angel Flew Down to Me played straight. She loves her older sister Miyako, blissfully unaware that Miyako had fallen in love with her best friend.
* Watch almost any cooking-based reality show that shows contestants during their breaks, and you'll see every single contestant smoking like a chimney. This is somewhat ironic, as pointed out by Gordon Ramsay (famous chef and host/judge of Hell's Kitchen). He does
* Watch any Vine video compilation. If the currently playing 7-second clip doesn't do it for you, odds are the next one will.
* Watch a Policy/Cross-X Debate round. Try to understand what they're saying.
* Watch carefully in the end, you will notice the brightest star disappears, alluding to the
* Watch Commander Sam Vimes has the answer: "We all keep an eye on each other".
* Watch_Dogs 2 following the discovery that Blume had been manipulating them Marcus encounters Ray at Swelter Skelter, a desert festival, after which Ray comes back to San Fransisco to accompany the team throughout the rest of the game.
* Watch_Dogs 2 has on him. His digital file contains his legal record, which stated that he was the prime suspect in a burglary, that he's a skilled programmer, and has a license to own a gun. Although there was no concrete evidence that he was responsible for the robbery, he was convicted only because CTOS calculated that he was threat because of the aforementioned variables.
* Watch_Dogs 2. He's portrayed as something of a hipster, wearing a topknot and doing yoga.
* Watch_Dogs 2 is a cult that demands exorbitant amounts of money from its followers, kidnaps members who doubt their teachings (including their celebrity spokesperson) and keeps them in a reeducation camp, and bases its teachings around fake ancient Sumerian tablets. Naturally, since Dedsec is a parody of Anonymous, you're basically playing through a more violent version of Project Chanology.

* Watch_Dogs 2 is quite the traceur in addition to being a world-class hacker.
* WatchDogs2: Josh did this in a urinal when talking to Marcus. at the fort where the voting Machines needs to destroy.
* Watch_Dogs 2 — the one where the Ded-Sec team trick Shkreli-expy Gene Carcani out of twenty million dollars — ends with this. Perhaps the only reason Sitara isn't heard laughing is that she had her audio output rigged to "mic-spam" the Bobo Dakes soundboard they used to accomplish the mission.
* Watch_Dogs 2, one of the sidequests deals with the SFPD using CtOS to organize drug deals with local street gangs.
* Watch_Dogs 2 was already targeting him, Pearce is only seen once, held captive by the Bratva where Marcus creates a distraction to let him escape but it's made clear that he has continued the battle against crime since his game ended.
* Watch_Dogs after an episode in which he appears, though no other coats are available in that game.
* Watch_Dogs, Aiden sneaks into a prison (by turning himself in, gun in hand) in order to frighten/save a witness.
* Watch_Dogs. And in the very last mission, Damien is the one who ultimately tries to destroy the city with his new, unprecedented level of network access, doing to the player what they've been doing to other enemies throughout the entire game up to this point.
* Watch_Dogs, a pair of corrupt cops are seen providing protection for the Chicago South Club's slave auction, though they warn the mobsters that they won't be able to keep the "other boys" from busting the place if the event doesn't stay quiet. Later, after busting the auction yourself and hunting down its buyers one by one, the same cops provide an escort for the slave ring's leader as he tries to flee the city.
* Watch_Dogs: At the end of act 2, Aiden and Clara discover some encrypted code, which prompts them to track down Ray Kenny, aka T-Bone, who then joins them at the end of Act 3.
* Watch_Dogs averts this. Just look at Aiden's coat! They even managed to realistically make him put his hands in his pockets, something most animators would kill themselves trying to do.
* Watch_Dogs Black out city blocks, mess with traffic lights, make individual machines activate, hack ATMs, you name it, even stand-alone things like forklifts or cars. Sure, he uses a backdoor program and the city's universal free wi-fi to enable this, but there's essentially nothing electronic he can't bend to his will.
* Watch_Dogs calls him to warn him about the strange caller looking for him. The uncle realizes this is happening and tells her to hang up, but by that point it's too late; Aiden has already traced her call and knows his exact location.
* Watch_Dogs (currently being discussed by scientists, engineers, and futurists but not in actual widespread use as of the game's release) are rising to prominence.
* Watch_Dogs: Delford "Iraq" Wade is an Iraq war veteran who made the move to organized crime back home, using the same advanced military training he picked up in "the desert" to train up his gangbanger buddies into a legitimate fighting force. While to the public, he and his crew just look like another wannabe street gang, behind the scenes he's hacking government files and laundering military-grade arms.
* Watchdogs find out that one of them has a birthday, they all shout words of encouragement ("You oughta celebrate you, Barry!") until one interjects, "Barry was born!"
* Watch_Dogs for the purpose of product placement and to control public opinion.
* Watch_Dogs has this theme. Aidan Pierce obsessively seeks revenge for the death of his niece, which happened because of his illegal actions as a hacker. His sister begs him to let it go and move on but he doesn't listen and soon gets in over his head.
* Watch_Dogs. If you want to go for the more traditional route, start the mission at night and cause a blackout, then run in take them down with your billy club or shoot them in the head with a silenced pistol or machine gun, then set down explosives near the bodies so that you can blow up any remaining patrols when they

come to investigate, all without ever being seen. Nobody is safe from the Vigilante...
* Watch_Dogs is to hack the explosives of guards. Sometimes they manage to stop it. Otherwise...
* Watch_Dogs it goes into enough detail to provide context that this is abuse, rape, sexual violence.
* Watch_Dogs, it's been alleged that the game was downgraded at the insistence of Sony and/or Microsoft because they didn't want to hurt console sales by having the PC version look better, as modders have successfully patched these effects back in and found them to work fine even on mid-range hardware.
* Watch_Dogs: "Knock-Knock." "Who's there?" "A smartphone hacking the local media art to play your betrayal over and over and over..."
* Watchdogs launch EMP attacks on multiple cities and release a video supposedly from the "Inhuman resistance" claiming responsibility for it. This not only stirs up anti-Inhuman sentiment, but gives the Watchdogs an excuse and opening to hunt them down.
* Watch Dogs: Legion as London doesn't even try to hide the lethal-force drones patrolling the streets. Nobody buys the "not a police state" propaganda filling the billboards, but they distract pedestrians from the constant security cameras. And bullet showers.
* Watch Dogs: Legion doesn't say what year it is specifically set in, but as of its reveal, it is set during a post-Brexit No Deal United Kingdom sometime past 2020.
* Watch Dogs: Legion has "Flatulent" as a trait that characters can spawn with, which causes them to fart frequently. While entertaining, this also means that they'll have trouble in stealth since their farts will alert enemies.
* Watch Dogs: Legion is capable of rising up against the fascist Albion instead of continuing their movement routines:
* Watch Dogs: Legion may be a vicious organization of human traffickers, but they don't discriminate on their hiring, as seen by the various goons you see throughout the game. If you can hurt people and be an obedient thug, you're in.
* Watch Dogs: Legion takes place in a United Kingdom that's turned into a surveillance state policed by brutal mercenaries and armed drones, with nationalism and terrorism being two of the factors responsible for its woes. The resulting economic downturn has caused a popular rebellion to begin rising up in order to return the country back to the good old days. The game was only officially announced on June 10 but already people are making comparisons to the game's setting being what will become of the country if Brexit is allowed to go through, and if its advocates are able to seize power.
* Watch Dogs: Legion which makes it so any operative who dies is dead forever. If your last operative is taken out, the screen will read "DEDSEC HAS FALLEN", and the credits will start rolling.
* Watch_Dogs, one of the auctioneers texts his accomplice he's found a girl worth taking down to the woods.
* Watch_Dogs, one of the Privacy Invasion collectables is a man being dressed up as a princess (off camera) by his daughter (and his attempts to talk her out of it without upsetting her).
* Watch_Dogs opens with Ubisoft's logo being patched in through connections in a ctOS map of Chicago.
* Watch_Dogs series, the 2003 blackout that took place in the Northeastern and Midwestern United States and the Canadian province of Ontario was due to a rogue hacker instead of a software bug found in the computers of FirstEnergy Corporation. This gave Blume Corp. the opportunity to provide ctOS with a safeguard against future incidents.
* Watch_Dogs, The 580s fulfil the same niche, but on a more realistic scale.
* Watch_Dogs: the final mission of the Weapons Trade side-quest pits Aiden against a group of fixers who his ally Tobias is convinced are MIBs. It's worth noting that Tobias himself is a conspiracy theorist, so it's more an invocation of Men In Black as an urban legend rather than a straight example.
* Watch_Dogs") when some rival hitmen in a "plastic, eco-friendly shitbug" tried to

ram him off the road. Jordi recalls only feeling a small "ping" as they rebounded off his car entirely and totaled themselves on a parked van.
* Watch_Dogs while also righting some personal wrongs. It just happens that this involves going up against the Chicago mob and being against the law. Naturally, it's up to the player what kind of vigilante they make him out to be: you can be a ruthless cop-killer, or you can just outrun them.
* Watch_Dogs, with each gang gunning for one of the other two while simultaneously being targeted by the third.
* Watch_Dogs. With one thumb and a smartphone, he makes all of Chicago his technological bitch.
* Watched It for the Representation: Audiences consume a work because of its minority representation.
* Watched It for the Representation: Fans tune in to a work because of the representation it provides for minority group/s.
* watched lots of movies and read tons of books, acts completely genre blind. Worse, he seems genre blind of his own country's myths.
* Watchers, a significant shift in Nora's personality and her relationship with Travis is signaled by her joking with him by playing such fictitious words as "dofnup" (she claims it's a logger's nightcap) and "hurkey" (claiming it's a dish made with both ham and turkey).
* Watchers, a super intelligent golden retriever that can communicate through writing escapes from a classified research laboratory. Meeting a young man named Travis, who takes the dog in and tries to protect it.
* Watcher's Keep has a whole host of Infinity +1 Swords throughout its five level structure (all of which can be upgraded to +5 versions), including the best axe (Axe of the Unwielding), bastard sword (Foebane), bow (Taralash), crossbow (Firetooth), dagger (Dagger of the Star), longsword (Angurvadal), mace (Storm Star), short sword (Short Sword of the Mask), spear (Ixil's Nail) and staff (Staff of the Ram).
* Watchers make a wolf-like howl. Hearing one is always the precursor to an enormous horde of them turning up.
* Watchers of the Throne, Aleya returns to her convent from a mission only to find that everyone else there had been massacred. Once she strikes out for Terra and meets other Sisters of Silence, she finds that many others were in similar situation.
* Watchers of the Throne, and continue fighting together whenever something big's going down.
* Watchers of the Throne; however, much of the book's plot is devoted to figuring out who the group works for.
* Watchers of the Throne intending to keep the enemy from it for as long as they can. Some even survive.
* Watchers of the Throne sides with the progressive Reform Council, but says he actually believes more in the ideology of their opponents. The only reason he takes sides in the first place is that he wants to avoid a civil war that the conflict between the two would spark. He's also sure that over time, the Reform Council's patron will come to see the world the way he does.
* Watchers of the Throne, Tieron opines that the nobles of Terra have gotten so used to hearing about wars and conflicts in distant, unseen parts of the galaxy, they learned to tune it out as background noise. As a result, they are caught completely unprepared when war comes to their doorstep.
* Watchers of the Throne who, as an organization, have been active for over ten thousand years), and when he suggests that a different Space Marine chapter can be their allies, the Fists commander is stunned.
* Watchers, symbiotes (which were later given the name Klyntar) and Brood in
* Watcher, who doesn't care so much about the game itself but about having fun hanging out with his/her friends.
* watches are beginning to come into vogue, designed as wrist-top phone interfaces.
* watches her die in front of him and dies himself trying to get revenge.
* Watch for a varation on this: it's the first real cue (aside from two large

bleeding bulletholes) that
* Watchguard International (established by SAS founder David Stirling) used to supply ex-SAS and British military bodyguards for African and Arabian leaders. The suggestion has been made that this was an unofficial means of maintaining a British presence in former colonies who might find it politically unacceptable to ask for British military aid.
* watching a dvd of the series. Milly and Lloyd in particular get in on it.
* Watching an ad can grant one or two extra Gems or allow you to access certain minigame upgrades without paying.
* watching a tank drive out of the ocean and aim its 75mm gun right at you and you can understand why they were used, despite the difficulties.
* Watching a VHS tape when you're used to DVD controls. With most but admittedly not all VCRs, double-tapping the rewind button won't increase rewind speed; the second tap takes you out of rewind.
* Watching Ellie was initially shot entirely in Real Time. This format was ditched after the first season.
* Watching her mistress be oppressed by a cruel God for several long years, as well as watching her be forced to send innocent people off to be smited, once she gets the chance to talk without any chance of Enel hearing her, Conis's pet fox Su lets out everything she wants to say, declares Enel a tyrant, and begs the Straw Hats to defeat him.
* Watching his uncle Iroh getting up from a hot spring in his birthday suit
* Watching his uncle sweet-talking an old lady to get them easy entry to Ba Sing Se (complete with
* Watching Li and Lo doing the "sexy" pose they did when they were young, and then in bikinis (Mai covers his eyes for this one, and the audience probably did the same)
* Watching Nancy kill herself with food poisoning, cliff jumping, and burning to death should
* Watching or reading works in foreign languages can teach that language. It's not perhaps as good as spending a couple of weeks having to speak and read that language exclusively, but it's good practice beforehand. Watching movies and video games with subtitles are a particularly good way to pick it up, or picking up a work you already know almost by heart and hearing it in a different language. In Latin America, there's a meme about how "I learned English more from the
* Watching the Detectives is basically about what happens when Manic Pixie Dream People get together. The main character Neil is a Manic Pixie Dream Guy who aggravates everyone with his strange antics and quirks, but then Violet comes along and out-Manic-Pixies him by taking the reckless and unusual behaviour to quite troubling extremes.
* Watching the English, for instance, is so common because it's a safe and non-confrontational ice-breaker (as it changes roughly every fifteen minutes).
* Watching, the female character is implied to be a ghost, as she is wearing white, thus not being dressed for mourning, nor is she getting wet from the rain and, likewise, the funeral that she is watching is probably hers.
* watching their impotent rage is one reason why he enjoys being a outright prick to others, to deal with, however.
* Watching the Reflection Undress: Using a reflective surface to spy on someone disrobing.
* Watching the Reflection Undress: Watching someone's reflection to see them undress without getting caught.
* Watching the Sunset: A couple, character, or group watching the sunset because they are either very happy or very sad.
* Watching Troy Burn: Your home or a place you love is being destroyed and all you can do is watch.
* "Watching You Watching Him" has this twice over. The singer loves the subject, who loves a third person, who doesn't love her:
* Watch It for the Meme: After seeing a particular meme, you decide to check out the original media source out of curiosity.

* Watch It for the Meme: Finding the meme led to you looking into the work it originated from.
* Watch It, John can't tell Ann how he feels; the closest he gets is after she gets back together with Michael, and John says to her, "I don't know that I don't love you." He immediately realizes how ridiculous it sounds, and of course, she doesn't believe him either.
* Watch It Stoned: A movie is believed to be even better when viewed while intoxicated.
* Watch It Stoned: Many counterculture movies and albums were made with the purpose of being experienced while high.
* Watch It Stoned — Characters think watching a show when high is so much better than watching it sober.
* Watchmen (2019). Afterwards, growing awareness of the event led to it being added to the Oklahoma public school curriculum.
* Watchmen (2019) and is arrested by Laurie and Looking Glass for his crimes.
* Watchmen (2019) Emmy nominations, winning 11, including four in the primetime event of the show (Best Limited Series, Outstanding Actress and Supporting Actor - Limited Series, and Outstanding Writing), more than any other show of the season.
* Watchmen (2019), including shots of Will's father, a World War I veteran, in his old uniform as they flee the white mob sacking Greenwood. The second episode has a flashback of his father picking up a German Army leaflet urging black troops to switch sides, and then being spat on by a white officer.
* Watchmen (2019) psychopath who regularly murders his servants in fits of pique.
* Watchmen (2019) really is her paternal grandfather. It also says he died with his parents in the Tulsa Massacre while still a child, before he could have sired her father. Being a computer, this discrepancy isn't noted or troubling to it.
* Watchmen (2019) that he's her father. He initially says it's impossible, as he's never been with a woman, though she says her mother (a cleaning woman) found the samples of his sperm he keeps and then used one to impregnate herself.
* Watchmen (2019) when Laurie Blake shoots a vigilante in the back. A colleague asks her afterward how she knew he was wearing body armor that protected him from the bullet; Laurie walks away without answering.
* Watchmen #4 Dr. Manhattan is seen in a flashback using his powers to blow up the head of a gunman who opened fire in a nightclub.
* Watchmen Adrian Veidt has a folder labeled "boys" on his computer. This was intended as in in-joke to fans of the Comic Book.
* Watchmen, Adrian Veidt/Ozymandias' trademark colours are purple and gold.
* Watchmen: Adrian Veidt's secretary gets her right hand's index finger and middle finger shot off during the assassination attempt on Veidt.
* Watchmen. After Nite-Owl admits to owning a copy when he was a kid, she offers to give it to him.
* Watchmen, a.k.a. Walter Kovacs: "You keep calling me Walter. I don't like you." His therapist eventually starts writing "Rorschach" in his notes, a sign that his patient is getting to him.
* Watchmen, a longtime supporter of the masked hero Nite Owl who, with the permission of the original, takes up the name and mantle when his hero retires.
* Watchmen also cuts an entire ocean liner's worth of people that died for the cause in the comic.
* Watchmen a major police strike and nationwide protests led to the passage of the Keene Act, which repealed their legalization.
* Watchmen and comic, though this has been a common reaction from many moviegoers to Dr. Manhattan's nudity. Manhattan would dress for official public affairs, but wouldn't bother with clothing for any other reason. It's clearer in the comic than the movie that Osterman's disregard for his clothing paralleled (perhaps symbolized) his detachment from humanity over time. His first costume was a full body suit. By the war in Vietnam, he only wore briefs. In the eighties, he could barely see the point. But neither scientists nor military attachés nor fellow heroes even acknowledged his nudity (in story).
* Watchmen. And it happened as the trailers caused the comic to become a top-seller

again. Good for the comic, bad for Moore (who doesn't make a cent off of Watchmen due to licensing.)
* Watchmen and takes it to a ludicruous 3 hours 30 minutes. All in all, it's much easier for the viewer to have read the original comic book.
* Watchmen and the Silhoutte is forced to quit the team when her lesbianism is revealed. This is onpoint with the 1940s, where homosexuality was very much taboo and even criminalized in much of the United States.
* Watchmen are usually presented as excerpts from books, reports, etc.
* Watchmen As he describes it (before the tachyon surge), it's like a barrier he can't see past from his current position. But then, once the event takes place, he doesn't seem to have any problem still seeing/remembering the past...
* Watchmen as he gets hurled out a skyscraper's window with great force.
* Watchmen aspects of Rorschach's backstory began to influence the shrink too.
* Watchmen, as per the original graphic novel. The difference is that moviegoers were absolutely transfixed by the glowing blue peen, to the point that it has been elevated to a co-starring role in many viewers' minds.
* Watchmen as well, showcasing Dr Manhattan's ability to synthesize the massive amounts of helium needed.
* Watchmen became a murderous vigilante after failing to save a girl killed by her kidnapper.
* Watchmen: Because humans are flawed, our heroes will be as well, and thus our longing for perfect messianic figures to 'save us' is naive.
* Watchmen begins with this. Somebody kills the Comedian by hurling him out his apartment window onto the sidewalk far below. The rest of the plot is finding out why.
* Watchmen bigger. Actually semi-justified in Manhattan's case; he rebuilt a body for himself after the accident, so the fact that he made it human-sized is largely nostalgia/convenience.
* Watchmen called the Watchmen in the comic, so the movie may have just made a bigger headache for readers in its attempt to streamline things.
* Watchmen can hurt him, so why bother covering up? The only times he bothers to get dressed are at the request of others.
* Watchmen catches a bullet fired at him, but the example is more realistic as he wasn't even sure he could do it, and he was wearing padded gloves that protected his hands, but the bullet still pierced the gloves and his skin, causing him to bleed. And the force of the bullet knocked him off his feet.
* Watchmen combined the two Ozymandias plots of getting Dr. Manhattan off Earth by framing him for causing cancer in people and thus removing him from the picture in time for the second plot, the fake alien attack on Earth. Instead he was framed for causing the cancers, resulting in public anger that drove him away, and then framed for striking back in response.
* Watchmen combined with what he did when he realized just what one perp had done to the kidnapped little girl he was trying to rescue.
* Watchmen contains significant noir elements, particularly Rorschach's sections.
* Watchmen crimes against women that affect him most in his life (Kitty Genovese and Blair Roche).
* Watchmen, dead on page one. Literally the first thing you see is his blood. Most of the Minutemen, for that matter.
* Watchmen decides to have a quick nookie with a coworker down in the hold. He finds a bomb. His last moments are squeezing her closer for comfort, and falteringly reassuring her that everything is fine.
* Watchmen deconstructed this with Rorschach and Nite Owl II. They broke up as a team after Dreiberg realized how pointless fighting crime is. Their brief reunion showed them barely functioning because of their different temperaments.
* Watchmen Deconstruction of superheroes that invented half the tropes used by modern comics, and quite a few others besides. Phew
* Watchmen deconstructs this and explores both the positive and negative effects of Living Legends, particularly the dehumanizing and demoralizing presence of Doctor Manhattan.

* Watchmen depicts a man going to horrific lengths to get back to his town in time to warn them about the approach of the titular pirate ship and the death and violence it will bring.
* Watchmen, despite coming from an abusive background, seemed to have a good head on his shoulders until he investigated the disappearance of a girl who turned out to have been murdered and fed to dogs by her attacker. He then went Rambo-like insane and never went back.
* Watchmen didn't intend for Rorschach to be as popular as he was. Moore intended Rorschach to be somewhat sympathetic and intriguing and even claimed he was his second favorite character at the time of writing (the Comedian being the first). It's more that he was taken by surprise by the large number of fans who think Rorschach is absolutely right about absolutely everything.
* Watchmen, dies, albeit gruesomely, in a car accident in 1974, long before the book's present day of 1985.
* Watchmen director's cut edition restores twenty-four minutes of scenes cut for time. As the full version is over three hours, it's really easy to see why.
* Watchmen: Doctor Manhattan disintegrates Rorschach to prevent him from informing the public of Ozymandias' plan.
* Watchmen, Doctor Manhattan is shown once using his powers to turn a bunch of thugs into chunky, red paint. Restaurant patrons weren't happy.
* Watchmen, Dr. Jon Osterman is trapped inside the Intrinsic Field test chamber by the door closing behind him when the automatic timer starts up the generators for that afternoon's experiment. As Dr. Glass puts it, "I'm sorry, Osterman. The program's locked in and we can't over-ride the time lock. It's... it's a safety feature." His last words indicate how horribly aware he is that this trope has come into play.
* Watchmen - Dr. Manhattan and the Comedian are government employees with a public presence, and Ozymandias is a billionaire industrialist, while the other former Crimebusters are unemployed, eager to reconnect with their old identities, and, in the case of Rorschach, a vigilante.
* Watchmen, Dr. Manhattan leaves Earth with the stated intention of creating life elsewhere, thus making himself the technical definition of a god.
* Watchmen, each of the six main characters get an issue in the limelight, which illustrates their backstory and relations with other characters. The Comedian's is in Chapter 2, Dr. Manhattan's is in Chapter 4, Rorschach's is in Chapter 6, Nite Owl II's is in Chapter 7, Silk Spectre II's is in Chapter 9 and Ozymandias' is in Chapter 11. They vary from being an in-depth look at their origins, to showing various important events from their lives, to simply being a way of getting better to know a character. The reason for the inclusion of the issues was the fact that Alan Moore plotted the story for six issues, but was contracted for twelve. So he mixed in six character based issues.
* Watchmen eats a ball of hashish and has a vision that eventually leads to his plan of "conquesting the evils that beset men".
* Watchmen, especially a number of times with Rorschach: attacked by bullies when he was a kid, when he and Nite Owl hunt for info in a bar, when he's attacked in prison...
* Watchmen, even briefly glancing at them before moving on. This apparently started a relationship, as that same nurse was seen sitting with Silhoutte at a Minutemen dinner and then murdered along with Silhouette later in the title sequence.
* Watchmen even if it made more than a few notable changes despite being generally faithful to the plot and look of the book.
* Watchmen example. In the original Nite Owl's memoirs he writes of an old employer of his named Moe Vernon, who discovers that his wife has been committing adultery and has just withdrawn all his savings and fled with her lover. He walks out of his office and announces this to his employees... unfortunately, Vernon was also an eccentric prankster and was so distraught that he didn't realize that he was doing this while wearing a comically oversized pair of novelty breasts. His employees can't help but laugh at him.
* Watchmen example when Rorshach dumps a pot of bubbling-hot fry fat over a fellow

inmate's head when the man tries to pick a fight with him in the chow line, mortally wounding his would-be attacker:
* Watchmen. Excuse me, Rorschach, I'm informing Laurie 90 seconds ago," to Laurie "Silk Spectre" Juspeczyk, being confused by tachyon interference, before saying the same thing to Rorschach 90 seconds later. He's even in the exact same pose and position (relative to the walls of the panel) both times he says it. Also, the whole flashback (flashnow?) scene on Mars.
* Watchmen fame makes a cameo in a couple of panels. In one panel he's breaking Brother Power's fingers.
* Watchmen featured one of these. (None existed in the original comic.)
* Watchmen get out, and just wanted to keep him from killing everyone.
* Watchmen, gets shut inside it, and cheerfully asks his colleagues outside if they can open the door. They can only stammer back that once the door is closed, it stays closed until the experiment is over.
* Watchmen. Get used to Danielle, Wanda, Adi, Laurence, Joan Osterman, Sal and Edie.
* Watchmen had "Katies" (from KT-28, possibly a derivative of Ketamine), a type of drug often used by the Top-Knot gangs. It should be noted that this was not so much about avoiding naming real life drugs, but establishing that culture was divergent in this reality given the influence of Dr. Manhattan. Ordinary drugs such as marijuana and cocaine are also mentioned.
* Watchmen) had primarily gotten work as a child star and in parts on TV, respectively.
* Watchmen has a single superhuman in the world, Dr. Manhattan. He teleported to Mars just to have some solitude (with his godlike powers, he has absolutely no problem to survive there), and later returned and teleported Laurie to Mars as well. But, being a normal human, Laurie almost died of suffocation on Mars, before Dr. Manhattan remembered that other people need to breathe and created an air bubble for her.
* Watchmen has been a source of speculation owing to a couple resembling the two appearing on panel (and in focus) after their supposed demises. Dave Gibbons stated it wasn't intentional, but was far too good of a theory to refute.
* Watchmen, has odd dietary habits. He tends to pilfer food, particularly sugar cubes, from Nite Owl whenever he visits. Then again, he needs quick energy, since eating takes away valuable killing time.
* Watchmen has officially stated that he was very much aiming for this, and compared his vision for the book to a diamond with many different facets, where any reader can look through any of the facets that they choose and still get a completely consistent and coherent view of the story and all the events in it.
* Watchmen has quite a bit of gallows humor. Moloch: "Well, now, y'know that kind of cancer that you eventually get better from? Well, that ain't the kind of cancer I got."
* Watchmen has the "Rorschach's Journal" sections that narrate parts of the graphic novel as internal monologue in the movie.
* Watchmen has the thing where Rorschach breaks some guy's fingers to get information.
* Watchmen has the White Night, a Christmas Eve massacre in which members of the Seventh Kalvery snuck into the homes of various members of the Tulsa police and killed them on site (with Angela Abar being one of the only cops to survive the incident). The attack would eventually lead to police officers being forced to keep their occupations a secret and to wear masks when on duty.
* Watchmen have been present; they were either ignored or Manhattan fixed them when he created the atmosphere.
* Watchmen have managed to escape this to some extent, but Thunderbolt and the Peacemaker (Ozymandias and the Comedian's counterparts respectively) have suffered.
* Watchmen. He decides to go play god in another galaxy before things go that far.
* Watchmen, he eventually comes to the point of his "manhood" ("the junk stays in the picture"), and politely asks him to put some clothes.
* Watchmen held up well in theatres, but the extended DVD release weaves the "Tales

of the Black Freighter" plot back into the narrative. Alas, many of the other subplots aren't returned because they simply weren't filmed.
* Watchmen he sees as immoral to death. He spends his time brutally dishing out "justice" to murderers and rapists, leaving the petty thieves, whores, and the rest alone unless they specifically cross him or get in the way of his pursuit of bigger fish.
* Watchmen. He's friendly to the point of being a doormat (look at when he invites Laurie to stay with him and she keeps talking over him.) Even in appearance, they are opposites, Dan being tall, plump, brown-haired, and when he takes his glasses off, handsome, whereas Rorschach is incredibly short, skinny, red-haired, and is "fascinatingly ugly".
* Watchmen. He's supposed to be the model of western perfection: blonde, square-jawed and athletic. In the film, he's lanky and has a thin face — not that this affects his physical prowess.
* Watchmen hideout, Dr. Manhattan is caught in a trap: an intrinsic field remover that reduces him to atoms. This doesn't stop him in the least, as he explains after reforming himself a few seconds later, since experimenting with his intrinsic field was the first thing he did after the accident that gave him his powers.
* Watchmen hits women. And then tries to rape them. He may even kill a woman that he left pregnant. Ozymandias also kicks people in the stomach when they try to shoot him. Schoolboy heroics are redundant in his new world.
* Watchmen: "I have just broken this man's little finger. Who killed Edward Blake?"
* Watchmen, implying that they may have to deal with the fallout from Rorschach exposing Ozymandias' crimes...
* Watchmen: In a platonic example, Rorschach greatly admires and respects his father, considering him to be a good man. However, it's later revealed that his father walked out on his mother before he was born and Rorschach has never actually met the man.
* Watchmen in general. He is not presented as a good person and the police disdain him — in fact, they hate him almost as much as the criminals do.
* Watchmen Instead Rorschach simply cleaves his head open, which is the same thing he just did to the man's dog ("Men get arrested. Dogs get put down.")
* Watchmen intentionally portraying him like rabid dog. However, Rorschach's craziness and misogyny seemed downplayed. Likewise, while Ozymandias is colder, he seems to feel more remorse for his more heinous actions.
* Watchmen in the comic, and became the name of a superhero team in the movie. (In the comic, Captain Metropolis's team is called "The Crimebusters".)
* Watchmen. In the course of writing, Moore and Gibbons moved away from their inspirations by careful reinterpretation and altering the characters:
* Watchmen In the film version she doesn't smoke, but still pushes the button just to see what it does.
* Watchmen In the opening credits it is vaguely implied that the Comedian may have killed Kennedy.
* Watchmen, in the present day, that they finally have the firepower to finish the job.
* Watchmen: Investigating the murder of an ex-superhero → uncovering a plot to prevent nuclear war by destroying a city.
* Watchmen invokes this with his floating glass tower during his stay on Mars.
* Watchmen involves the idea that superheroes are this. Pretty much every time we actually see any of the characters busting criminals, they're shown to do that job very well... but as Dan points out in retrospect of his own career, you don't need an individual with years of martial arts training and expensive gadgetry to break up mob rings or catch purse-snatchers when a moderately funded police force can do the same dang thing. In a world where there aren't equally grandiose supervillains, a superhero is just a waste of talent and resources. The only superheroes shown to accomplish anything particularly meaningful are the ones to abandon crimefighting altogether in favor of government or corporate work.
* Watchmen is a montage of how different the world is (particularly America), and how the lineup of the titular Watchmen have changed throughout the years to the

"present day" of the film.
* Watchmen is described as "Fascinatingly Ugly", with years of beatings and poor hygiene and a blank expression adding to his Flawed Average looks.
* Watchmen is extremely well-known for this line, though he utters it only in the hypothetical tense. He does this as he imagines a world so torn apart in chaos that it begs him, at last, to help — and he doesn't want to anymore.
* Watchmen, is incredibly aware of this, having spent the majority of his career after the novel trying to undo its influence on comics.
* Watchmen. It also thematically explores multiple codes of ethics, including deontology and utilitarianism, and the flaws and strengths of each.
* Watchmen (It tears up his hand, and he doesn't quite believe it himself.) There's an interview he has at the end of the second-to-last comic where he firmly believes any normal human can be just as built as he is, you just need the will to see it through.
* Watchmen it was less a true sequel and more an attempt to fold the characters and themes into the mainline DC Universe.
* Watchmen jumped through a window to escape a building he had set on fire. Of course, it ended up pretty badly for him because he landed in a trash can, preventing escape from his pursuers, but still, he didn't seem to have any injuries from actually jumping through the window.
* Watchmen, kill him in a few seconds when it switches on, he breaks down and begs Janey Slater not to leave him. She does, though - she says that she can't stand to watch.
* Watchmen lamenting the passing of "American Love" as he is offered the Swedish, French, etc. versions.
* Watchmen, Laurie Jupiter walks down the stairs to the Owl Cave in her Silk Spectre outfit, in slow motion with music and Nite Owl open-mouthed.
* Watchmen, Laurie throws a bottle of perfume against Jon's Martian palace, which of course shatters as well.
* Watchmen makes it explicit that something similar to the latter is what happened, though whether the Veidts were Jewish is never established for certain.
* Watchmen — a reader accustomed to this trope might expect Hollis Mason, the original Nite Owl, to fight off the street gang that breaks into his place with ease. This, to say the least, is not how it plays out.
* Watchmen) mother. Upon learning that she died, forced to drink cleaning fluid by her pimp, he comments: "Good." Even Good Men Hate Their Mamas, sometimes.
* Watchmen, news items mention the disappearance of prominent scientists and artists. It turns out that this is related, not only to the mask-killer cases, but to something much, much bigger.
* Watchmen Night Owl comments that in the early years, Rorschach "...was quiet, he was grim, but he still had all the buttons on his overcoat". And in fact, in flashbacks to those early years, Rorschach's trench coat has all its buttons — in the "present day" storyline, his coat is missing one.
* Watchmen, Nite Owl II and Silk Spectre II arrive to break Rorschach out of prison just as he breaks himself out, more violently. Silk Spectre complains that he doesn't even seem to appreciate their effort.
* Watchmen, Nite Owl II mentions an incident where a drug dealer got away while he was using the bathroom. He subsequently redesigned his costume to speed up that part of the process.
* Watchmen: Nite Owl II's transport has a removable steering column; he uses it on the roof of the transport when he and Laurie rescue a bunch of people from a burning building and they run out of room on the inside.
* Watchmen: Occasionally flashes back to the titular group's prime during the late 1960s.
* Watchmen of the gathering of Crimebusters, however, Dave Gibbons draws her looking the same as she is in the main story where she's in her 20s. Dr. Manhatten's girlfriend Janey even points out that Laurie was most certainly a minor at the time when she learns Manatten has cheated on her.
* Watchmen one: Moore and Gibbons' use of the 9-panel grid has prompted a lot of

people, including comic book historians, to believe that Steve Ditko (the creator of the original Charlton characters) worked almost exclusively in the 9-panel grid format. This is not to say that Ditko didn't use it frequently, but it was hardly his "go to" layout.
* Watchmen. Other superheroes were deputized by the US government eventually but once they were outlawed, they were retired.
* Watchmen, Ozymandias hints that film serials never went out of style in this world. He uses "Republic serial" as shorthand for "corny and cliched", the way we would use "comic book".
* Watchmen, Ozymandias sees the effect of a disaster by watching multiple news channels simultaneously and getting the message that has been sent.
* Watchmen perceives all moments of his life simultaneously, though his ability to comprehend the full story they form seems to be limited. He also claims that he can't change the events he observes: "I'm just a puppet who can see the strings."
* Watchmen: Phobos and Deimos loom in the skies of Mars, looking like twin moons rather than asteroids.
* Watchmen: Played straight when Jon's transformation into Dr. Manhattan is triggered by his date dropping her wristwatch at a carnival. Or, taken even further back, the dropping of the Atomic Bomb on Hiroshima could be the first domino. The news report on the bomb prompted his father, a watchmaker who had been training his son to follow in his footsteps, to instead push his son into a career in nuclear physics. Which results in Jon meeting said girlfriend at his first job after getting his PhD and in him volunteering to fix her watch when it is broken using the skills his father taught him as a young man.
* Watchmen: Possibly deconstructed; one of the side notes in the comic mentions one of the earlier heroes was a bank-sponsored hero named Dollar Bill, who had to wear a garish costume as one of the conditions of his sponsorship. Perhaps not so ironically, the cape was caught in a revolving door, tripping him up long enough for a crook to shoot him dead as he tried to stop a bank heist.
* Watchmen power is when he disassembles a tank to its components, then makes them implode in a fused lump. Happily, it's on a government test site rather than a battlefield.
* Watchmen. Pretty much every time Rorschach describes a female character, they're either an untouched innocent (Kitty Genovese or Blaire Roche) or a whore beneath contempt (both Silk Spectres, his landlady). It's not hard to imagine his own issues with sex and gender aren't factors as well.
* Watchmen raised the graphic novel to a level of "cultural seriousness" and it became one of the first books that many non-comic readers read in detail.
* Watchmen ramps his emotional broken-ness up several levels. He shows approximately three times the guilt, self-loathing and painful isolation of his comic book counterpart, even saying he "often [feels] stupid at being unable to relate to anybody". He spends his last few minutes of screentime in a Villainous BSOD, staring into space and looking about ready to fall over as the camera zooms out on him.
* Watchmen reveals that the two did have a very, VERY sexual relationship, however brief and ultimately doomed.
* Watchmen: Rorschach and Nite Owl II, in the old days. The bond they forged still lasts.
* Watchmen, Rorschach is convinced that someone is trying to take out all the former vigilantes when the Comedian is found dead. His killer's true motives are different, and he's invoking the trope to draw attention away from him.
* Watchmen: Rorschach is depicted as a Batman-like character who frightens villains rather than killing them, until he crosses the line by slaughtering a child-killer, after which Rorschach routinely kills bad guys justifying it by referring to them as "dogs that need to be put down". The film version of the comic also implies this with regards to Silk Spectre II and Nite Owl who are shown slaughtering a group of attackers without blinking an eye.
* Watchmen, Rorschach makes another person do this as an interrogation method, crushing the glass in his hand to cause tremendous pain.

* Watchmen: Rorschach's backstory reveals that his mother was a prostitute, and as a child he interrupted her while she was busy on the job. Her john left, paying only a token amount, and she descended angrily on her son — slapping him, shaking him, and shouting "I should have had that abortion!" As an adult, when he was informed of his mother's death, he responded with a single word: "Good."
* Watchmen, Rorschach's calling card is a piece of paper with a mirrored lowercase letter R written on it.
* Watchmen, Rorschach's first victim after the passing of the Keene Act was a serial rapist. Rorshach killed him and left his corpse outside a police station to send a message that he categorically refused to give up costumed vigilantism.
* Watchmen. Rorschach's gun is a lot more realistic than Batman's. It's much bigger, and it also doesn't have a motor in it to elevate him.
* Watchmen. Rorschach shows some skills in this area when infiltrating the Rockefeller Military Research Centre.
* Watchmen, Rorschach tends to visit a bar filled with seedy lowlives whenever he needs info on criminals. This for him means beating people up until they give him a lead or at least until he decides they know nothing. Needless to say, the locals are all scared shitless by him.
* Watchmen: Rorschach was sent to Sing Sing before even being tried for his crimes, while in reality he would be held at Riker's Island until trial. He also would likely be kept isolated from other inmates as a notorious vigilante crime fighter, which is not only for his protection but to avoid just such an incident like in the cafeteria.
* Watchmensch series, Rorschach is depicted as a lawyer who is known instead as "Spottyman" and is pretending to be Jewish. While a Jewish lawyer in NYC is nothing remarkable, a Gentile pretending to be Jewish is usually doing so because of this trope.
* Watchmen's Dr. Manhattan. Being the only person with god-like powers in the entire known universe is a plus. But he lost his humanity, not really caring about anything but science. On the other hand, he doesn't care.
* Watchmen's New York, especially when viewed from Rorschach's perspective.
* Watchmen, some of the Viet Cong prisoners who surrender to Dr. Manhattan appear to consider him a god. Given his god-like powers and interest in creating life, this could be a subversion.
* Watchmen's opening sequence, we see a very young Rorschach staring balefully at his prostitute mother's clients. And we see a young Laurie walking in on her mother arguing with her stepfather.
* Watchmen's Rorschach has an identity is so secret, even his colleagues don't know his real name or what he looks like under the mask for a long time.
* Watchmen's "Tales Of The Black Freighter" comic-within-a-comic, where the protagonist believes his hometown is due to be visited by the eponymous ship only to realize (too late) he is batshit crazy and mistook the innocent villagers for undead aberrations after he murders them.
* Watchmen story "Marooned", the main character, adrift on a raft and succumbing to morbid hallucinations, jumps into the ocean in order to drown himself. For a few moments, he wonders why he's still alive, then realizes he's standing ankle deep in water, just a few feet from land.
* Watchmen suffers from this as he's trying to romance Laurie/Silk Spectre. He overcomes this after some back-into-superhero-costume experience.
* Watchmen suffers from this. Not only does he have to escape from the island in a raft made of the bodies of his partners, but he also has to fight several sharks.
* Watchmen takes place in the past, focusing on the Minutemen and Crimebusters.
* Watchmen Tales of the Black Freighter to the main plot— for example, from the newsstand owner talking about how newsvendors are tough survivors, to a shipwreck survivor standing on a beach crying. Or from Nite Owl saying "It'll be like coming home," to the shipwrecked man finally arriving on the mainland. "I could be no more than twenty miles from Davidstown. I was home."
* Watchmen, thanks to the series blurring the lines between ugliness and beauty, and heroism and villainy.

* Watchmen. The Comedian is able to punch through brick, survive getting his head slammed into a granite counter-top and jump from an aircraft that looks to be almost 3 men off the ground and not give a damn. Ozymandias is not only able to catch a bullet, but can jump nearly his entire height (almost six feet) from a sitting position. Rorschach is shown to practically run up a tower in one instance. Note, however, that this is different from the comics the film is based on, where the non-powered heroes are exceptional, but not impossible, humans... except for Ozymandias.
* Watchmen: The Comedian is killed off in the first minutes of the movie, And is mainly presented in flashbacks.
* Watchmen) the Comedian's presence hangs over the entire movie, even when he's not onscreen.
* Watchmen. The final two issues of the comics all deal with how he arrived at this decision intellectually and justifying it by means of the same.
* Watchmen, the flamethrower on Nite Owl II's air ship goes off at just the right moments...
* Watchmen, the Mothman's alcoholism gets so bad that he is eventually committed to a sanitarium. This would not have been unusual for the time period, though.
* Watchmen. The Nite Owl's nest is through an ordinary locked door in his kitchen and down a short flight of stairs.
* Watchmen. The only thing that slows him down is the same thing that gave him his powers, and since he already overcame that problem to begin with, it's more of a minor hindrance than anything else.
* Watchmen, the police are unable to tell whether Rorschach's journal is written in some elaborate code or it's just that his handwriting is totally illegible. That said, the newspaper he mails the backup copy of his journal to doesn't have any trouble reading it, so maybe the problem only occurs when he's writing quickly because he's on the job instead of taking his time.
* Watchmen, the scene in Rorschach's backstory in which the kidnapper comes home plays out something like this.
* Watchmen the Silk Spectre is a title held first by Sally Jupiter and then by her daughter Laurie.
* Watchmen, the Silk Spectre is a title held first by Sally Jupiter and then by her daughter Laurie.
* Watchmen: The United States won the Vietnam War thanks to Dr. Manhattan, the 22nd amendment was repealed and Richard Nixon is serving his fifth term, electric cars and airships are commonplace, and non-government sanctioned vigilantism was outlawed in 1977.
* Watchmen, the USA has enjoyed decades of strategic superiority, which has made the Communist bloc incredibly paranoid.
* Watchmen, this happens to a distressed and flustered Doctor Manhattan. After a minute or two of the treatment, he cracks under pressure and teleports them all into the parking lot. This emotional outburst kickstarts the tide of public opinion turning against him.
* Watchmen, though he successfully hides it in public. This technically applies to the comic version as well, given a vague reference to "the year [his] parents arrived in America", though in that one he has no stated accent and never presents as anything but wholesomely all-American.
* Watchmen, though that's because he has impossibly high moral standards. His heroic actions include leaving a child murderer to die, and killing a serial rapist then leaving his body at the police station when the police themselves cannot catch him.
* Watchmen thugs who intend to mug them. Are there really that many muggers just standing around hoping for a mark to pass through the area?
* Watchmen to become the highest grossing R-rated film ever. A damn impressive feat in of itself, further impressive when it racked up eleven Oscar nominations, the most of any comic book film ever.
* Watchmen. To be fair, the scientist responsible for this monumental stupidity realized just how much of an idiot he had been even as he was explaining it to the

soon-to-be-deceased John Osterman.
* Watchmen to be one. Since he spends his nights beating up criminals twice his size, he at the very least must be quite fit. Emphasized in the film, where Rorschach is very muscular but somewhat lacking in the face department. It might explain why he considers his mask his true face.
* Watchmen too (Ozymandias anyone?); either Alan Moore is a conspiracy theorist himself or he... KNOWS SOMETHING!
* Watchmen to stop it, which he says is proof that Dr. Manhattan's losing sight of his humanity.
* Watchmen tried making a powered exoskeleton version of his costume. It didn't get past the prototype stage; the first (and only) time he wore it, it broke his arm.
* Watchmen turns on his giant wall of televisions just as President Nixon begins his statement on the events he just described to the protagonists.
* Watchmen universe, after the "costumed hero" phase hit its peak, most costumed villains started either reforming entirely or switching to "less showy" pursuits like drug dealing and prostitution rackets.
* Watchmen universe is better equipped to answer questions of a supernatural nature than Dr. Manhattan. He generally stays relatively quiet and respectful on the matter. When asked if he was god, he simply replied:
* Watchmen, using their bodies to spell out an appeal to be rescued on the surface of Europa that can be seen by a passing satellite.
* Watchmen: Veidt Enterprises, run by Adrian Veidt. Makes everything from hairspray to music television to tachyon particle emitters.
* Watchmen version of this imagery with his theme, but doesn't quite pull it off.
* Watchmen was Moore's take on what the best-selling comic in a world without superhero comics would look like.
* Watchmen we see a bomber with nose art of the original Silk Spectre (Sally Jupiter).
* Watchmen when he can analyze everything, even the future he will take, and finds everything to be meaningless on a grand scale.
* Watchmen), when it contains the truth that Ozymandias orchestrated the current Roman peace.
* Watchmen, when Janey Slater breaks up with Dr. Manhattan, she throws the pair of earrings he gave her at him.
* Watchmen, when Rorschach confronts his ex-landlady about her having lied about him. Although none of them directly jump in his way, the presence of her children makes him back down.
* Watchmen. When the police arrest him, they find he wears platform shoes to make himself taller.
* Watchmen when the red-head prophet-of-doom walks casually across the puddle of the Comedian's blood, trailing bloody footprints.
* Watchmen, where Hollis Mason recounts that Dollar Bill's cape got him killed: It was caught in a revolving door when he tried to prevent a bank robbery, making him an easy target for the gun-toting robbers. What makes it even more tragic is that the costume was designed by people sponsoring him for public appeal. Mason speculated that if he designed it himself he may have realized how bad an idea it was.
* Watchmen where the Comedian gets himself a Vietnamese girlfriend during the war but eventually dumps her, despite her being pregnant with his child, and shoots her dead when she scars him with broken glass.
* Watchmen where the existence of costumed heroes and superheroes have a dramatic impact on the 20th century. One of the "Golden Age" heroes, Hollis Mason, a.k.a. Nite Owl, publicly retires and says he's going to run a car repair shop because it's simpler and car engines aren't going to radically change anytime soon. Dr. Manhattan, whose powers include matter manipulation, casually states that he is working on improving battery quality and synthesizing massive quantities of lithium and in the next few years (remember it's the '60s) electric cars make their way on the market. The idea of electric car proliferation was seen as every bit as fantastical as genetic engineering and Dr. Manhattan himself.

* Watchmen Whether or not it works in the long run is left up to the reader.
* Watchmen - which just might be the only comic-book series to be given this treatment for its entire range in four volumes - and many more. These releases are often housed in a hardcover case and include original scripts, alternate cover treatments, introductions and commentary by the creators of the various series and much more. They're also printed at a larger size than normal, giving the artwork more room to be appreciated. Of course, they come at a premium (most sets cost between $150 and $175).
* Watchmen which swelled the fanbase. That was until some realized what type of story Alan Moore was telling. Theater attendance even took a hit when some people found out the thing that looks like a cool superhero story was mostly deconstructing the medium.
* Watchmen who isn't fighting back anymore. Subverted after The Comedian almost rapes Sally Jupiter. Hooded Justice is beating The Comedian down, while The Comedian taunts him with allegations of sadomasochistic homosexuality. Hooded Justice stops when he says The Comedian "isn't worth it".
* Watchmen, with his real name Walter Kovacs. This works fantastically in comic form because they are not played by recognizable actors, but as such in the movie anyone in the audience who knows Haley would question why he is walking around with a sign.
* Watchmen world after that, suggesting the incident hurt the bank so much for other companies to avoid the concept.
* Watchmen. "Yes. Good night. Remember it often." He has flashes of eloquence, too, which are unnervingly at odds with this style of delivery.
* Watchmen: "You know that kind of cancer you eventually get better from? That's not the type of cancer I have."
* Watchmojo r/prequelmemes members flooded the comment section with parodied prequel quotes mocking the channel.
* WatchMojo's clip about "Top 10 Things Movies Always Get Wrong About Sex" (now removed).
* WatchMojo's Top 10 Evil Movie Laughs (repeating several examples on this page).
* WatchMojo's "Top 10 Most Disturbing Marvel Moments" has this line said about Gwen Stacy's affair with Norman Osbourne being depicted through a sex scene with Osbourne in his Green Goblin persona:
* WatchMojo videos counts down iconic Canadians. Number one? Wayne Gretzky.
* Watch Mr. Wizard: Don Herbert conducting science experiments - often simple ones, easily replicated at home - with various children serving as his assistants.
* Watch My Chops, Corneil witnesses a robber break into his house in the middle of the night, and becomes so terrified that he refuses to be left alone; driving his owners crazy.
* Watch on the Rhine, anti-Nazi Kurt Muller had to flee Germany with his family in 1933.
* Watch on the Rhine in Nazi-occupied Europe, has made it safely to America with his family. But when a leader of the anti-Nazi underground is reported to have been arrested, the hero feels duty-bound to go back and rescue him.
* Watch on the Rhine, the Germans break out the Nazis, albeit under protest.
* Watch on the Rhine: This is completely averted, as the hero and main character Kurt Muller is a staunch anti-Nazi who had to flee Germany with his American wife when the Nazis came to power. He now works with a German resistance group against them. The villain in fact is Romanian, not German, working on the Nazis' behalf.
* Watch Out For Banana Peels (and Other Important Sesame Safety Tips). The book's cover art features Grover slipping on a banana peel that Elmo tosses on the ground, and the page for Safety Tip #2 features a a similar thing happening.
* Watch Out for That Tree!: You fail to prevent your collision with a tree.
* Watch out when discussing that turn-of-the-century French nightclub, which was called "The Red Windmill" because it was, well,
* watch over Watanuki as he waits, unaging, for an untold amount of time for the chance to meet Yuuko again, and she probably agreed with his sentiments.
* Watchpoint: Gibraltar is Winston's current base of operations after having left

Horizon Lunar Colony.
* Watch Ross: Ross frequently laments the four years (and £15,000!) he spent at drama school. He however draws a distinction because he assumed drama school was necessary for an acting career — only to find it focused mainly on classical theatre, when he wanted to work in television. His course gave him only two weeks of screen acting training, and he often stresses that actors don't always have to go to drama school to make it in the industry.
* Watch Senator Kelly's "mutants are real" speech in the first film, and try to imagine that this is taking place in a universe where the government was building Sentinels thirty years earlier.
* "Watch that wobble, see that wiggle, taste that jiggle, Jell-O Brand Gelatin..."
* Watch the gag reel; if anyone forgets their line and ends up just staring they will start leaning in.
* "Watch the stars of tomorrow, shine today." — Pure Wrestling Association
* Watch the World Die: Instead of trying to survive, a character chooses to just sit back and watch the world end, probably too despaired to do anything else.
* watch Tom Brady shower (then fights with Meg over who gets to look through it).
* watchtowers, a line of citadels meant to hold back the invaders from the Chaos Wastes.
* Watch Where You're Going!: You fail to prevent your collision with someone else.
* Watch Your Mouth by Daniel Handler, there's an incest epidemic amongst the Glass family. Cynthia Glass sleeps with her father. Her mother sleeps with her son. Cyn and her brother sleep together. And then there's a golem.
* Wat, discusses creative Javascript typing. Wat ensues. (Peppered with pictures of Internet Wat Memes.)
* Water (1985) and the Cascaran Liberation Front seize the Spenco well and threaten to blow it up using dynamite strapped to a CLF member's body. First Caine can't get his lighter to work, then the CLF guy promptly faints when he does.
* Water (1985) and the two have a domestic argument that's broadcast to an amused populace (Dolores slaps away the DJ's hand every time he reaches past her to switch off the microphone). When Dolores announces that she's going to kill herself, everyone cheers.
* Water (1985). A selling point of Cascara's mineral water is that it has laxative properties, because a combination of urban stress and junk food is "clogging up the bowels of America".
* Water (1985) enters the island's prison and finds its two inmates hiding under the bed as a bomb is about to go off.
* Water (1985)." On realising that Caine is the Governor, she burbles her apologies, though the Governor isn't too bothered as he's rather taken by her.
* Water (1985). The governor and his wife go to meet the famous movie star filming a Spenco advertisement at the well. The actor, assuming she's the hooker he demanded, slings her over his shoulder and proceeds to carry her off to his trailer.
* Water (1985). There's constant talk of the island's volcano erupting, but it never does.
* Water 7 Arc, and a quirky fighting style of his own. Guess who ends up joining?.
* Water 7 arc, where Sanji infiltrates a train in an attempt to rescue Robin, who was being transported to Enies Lobby on it.
* Water 7 Saga: While facing the impending loss of their ship to prolonged damage, the Straw Hats learn Robin's
* Water 7 started with the crew looking for a shipwright and finding a company of six, several of whom getting along fairly well with the crew, while clashing with Franky, a gang leader. Then
* Water Aerobics for the Aquaphobic is turned into a flying pig (courtesy of the Spring of the Drowned Pig and the Spring of the Drowned Homing Pigeon). At one point, Harry says something might happen 'when pigs fly', and immediately collides with Ginny in her cursed form.
* Water Aerobics for the Aquaphobic that resulted in most of the students being cursed into various forms, Ron falls into Spring of the Drowned Violent Tomboy,

which curses him to turn into Akane Tendo whenever he gets splashed with cold water. Theodore Nott is similarly transformed into a siren, a kind of female monster like a humanoid equivalent of a black widow, and there was also a grandfather of Sirius' who apparently fell into the Spring of the Drowned Double-Jointed Concubine.
* Water Aerobics for the Aquaphobic, Voldemort witnesses Umbridge and Filch passionately getting at it. Meanwhile, Harry has a Department of Mysteries dream, and the crystal balls are crying and saying: "My eyes! My eyes!"
* Water, as it was also called) starts with the claim that drinking water purposefully murdered several scientists discussing weapons of mass destruction. It gets worse.
* WATER Attribute and Spring is typically a rainy season. In addition, the flower it is based off, the Cherry Blossom, blooms in Spring– around April, when Cherry Blossom Festivals are typically held.
* Water Baby revolves around this. Brody was a surfer, one day she was riding the waves and a shark confused her with something edible. It bit off her leg up to the knee and went his merry way... while Brody was left bleeding her life out, she got better but now she has nightmares of sharks, and now so do you.
* Water-based fire extinguishers are the absolute last thing you want to used on electrical fires, grease fires, or a potassium fire (or any other combustible metal)
* waterbend absolutely require self-control, lacking of it will cause this trope.
* Waterbenders also have an advantage at their homes at the polar ice caps and the swamp where there is an abundance of ice, snow, and water to draw from. The Fire Nation formed prisons where there was limited access to water and the air was kept dry to help combat this. Waterbenders are also more powerful at night, due to the influence the moon has on the tides — and even moreso during the full moon. Zhao tried to combat this by killing the Moon Spirit's physical incarnation, essentially killing the moon.
* Waterbenders frequently use a form of this that involves surrounding themselves in water that they extend into tendrils (fittingly called the "Octopus Form"). And at one point, a waterbender actually uses vines as combat tentacles, by bending the water in them.
* Waterblight Ganon can project an energy spear from a block at the end of its left arm.
* Waterboy Bogus", after getting blasted into the air, thanks to a blast of water from the orca's blowhole.
* Waterboy Bogus", due to the pain of getting his fingers smashed by the treasure chest lid, when Ratty closes up the treasure chest.
* "Waterboy Bogus". His head taking the shape of a genuine vacuum head as he does it.
* Waterboy Bogus", when Bogus is being chased by the orca and his eyes fill the screen.
* "Water Breathing", the style taught to Tanjiro at the beginning of the series. Considered one of the more beginner-friendly Breathing Styles to learn, Water Breathing grants its users the flexibility and fluid motions of water.
* Water cannons for riot control. Though it's less "Kill them with water", and more "hose them down with enough pressure to make them fall". In spite of its non-lethal intent, the sheer volume of water and the pressures at which it is delivered is extremely capable of injury (there are numerous reports of people
* Water conservation is important on the station so only the executive suites and command quarters get showers with running water; everybody else has to make do with "vibe showers".
* water controling believing his heritage to Edenia gives him the right to rule Outworld with an iron fist. No wonder he and Goro get along.
* Watercrafters have a lot of trouble turning off their psychic sense, such that cities can be actually painful for strong watercrafters from the steadholts. It's also a great way to neutralize them in a fight - just give in to a strong emotion like panic.

* Waterdeep and the North. The city of Waterdeep forbids belonging to any religion that kidnaps or sacrifices living beings, steals their property, or carries out attacks on non-worshippers.
* Waterfall. As you encounter no more after the Waterfall one, it's easy to forget about them until you reach the lab in Hotland, where it turns out that Alphys has been watching you since you left the Ruins.
* "Waterfall Beard" Jorul was a hero to the giants and one of the oldest warriors on the setting. He attempted to stop a 5 years old Charlotte Linlin after she a went on a food craving rampage through a village. Linlin broke his sword, grabbed him by the beard and fatally slammed him into the ground. He later from his injuries due to his old age. Jorul's death was most disgraceful for an Elbaf warrior and earned Linlin the scorn and hatred from giants around the globe. She was only spared out of the respect that the people of Elbaf felt for Mother Carmel, her caretaker.
* Waterfall into the Abyss around the entire planet. How are the oceans not completely drained away? "Arrangements are made."
* Waterfall into the Abyss: Islands that float and have waterfalls continually coming off them.
* waterfall of cars that somehow results in them ending up on a billboard several thousand feet in the air.
* Waterfall rail accident near Sydney, Australia in 2003. The driver suffered a heart attack, and was heavy enough that his foot kept the deadman switch on the floor depressed.
* waterfall that makes pictures") had the first 'C' burn out on its sign, leaving "ANAL CITY".
* Water for Elephants and told him "My God, you look like me as a young man!"
* Water for Elephants, Jacob walks in on Walter (aka Kinko) masturbating to a magazine, and ends up getting back at him by orchestrating for Jacob to be humiliated by the circus' resident hooker. They end up friends, though.
* Water for Elephants, who is a foot taller. In an interview, she mentioned this was in liberal use for the kissing scenes.
* Watergate, perhaps the most famous example of this trope in a real-world context (to the point where it was even formerly the page image). A foiled "third-rate" burglary at the Watergate complex → the subsequent investigation by
* Water Glass Gaming are this when playing Burnout Revenge. The video in question is titled "Soccer Mom Massacre". They claim to have killed a soccer mom on her way to pick up her son from practice, a prostitute down the street that got impaled with some car shrapnel, Mr. Miyagi, a drug dealer, and Mr. Smith who was coming home from work to his wife when he got killed.
* Water goggles help prevent the swimmer's sight from being obscured by water.
* Water guns have been made so that there's a rotating exit on the top allowing guns to squirt in any direction and forward at the same time.
* water hammer to a freaking tsunami. And when he collides with Megavolt...
* Water Hashira: Giyu Tomioka, the first Hashira introduced. Giyu is a
* Water-Human, actually (his skin is revealed to actually be blue in the final episode).
* Water-Human). He's actually friendly and intelligent, and even is the protagonist's closest friend.
* water ice shops based in the Philadelphia area) introduced a Swedish Fish flavor. To advertise this flavor, they have a mock Swedish language lesson, where you are supposed to repeat after the lady who is saying phrases in Swedish. The last phrase is "Min svävare är full med ålar," which translates to this trope.
* Watering Down: Despite its alcohol-related name, this covers cutting drugs as well.
* Water Is Air: Life underwater is pretty much like regular life. Even physics agrees.
* Water is an adaptable element, but this element's fluidity requires an almost exclusive reliance on the arms for bending. If the bender's arms are disabled, it's almost impossible to waterbend. Benders of sufficient skill/training could

theoretically bend with their legs but this would be easily negated by simply binding them sufficiently.
* Water Is BlueIn drawn media, water is always depicted as a clean blue rather than clear. This way, it's much easier for the audience to see it.
* Water is touted by the health sciences community as being the best thing for a hangover, the argument being that the splitting headache is a result of massive dehydration. Some take aspirin along with their water. However, dehydration is only one of the reasons to hangover headache, the other being toxic action of acetaldehyde, the alcohol metabolite. So rehydration only lowers the headache, but does not remove it completely. This is why you include the pain reliever. Consult a doctor—or at least someone vaguely familiar with basic medicine—to choose which one.
* Water jet cutter. Naturally, one of these can cut through flesh just as easily if mishandled.
* Waterland: Mary, the wife of protagonist Tom, is infertile, which makes her very unhappy. So she ends up kidnapping a baby. Although Tom gets her to give it back, the publicity around the event tarnishes his image and puts his career at risk.
* Water Lilies: a teen girl who practices synchronised swimming is attracted to another and a relationship develops.
* Water Lily gets the power to cure Jokers by intercourse after being infected by the Sleeper's new strain of Wild Card virus.
* Waterloo (1970), we see only the flashiest-dressed troops, including Polish Lancers of the Guard, carabiners and Prussian cavalrymen, even though their historical presence in the campaign was smaller or non-existent at the actual battle.
* Waterloo a disproportionate amount of screen time is devoted to the Polish Lancers of the Imperial Guard, who in actual fact were just one squadron strong in 1815 and thus much too small a unit to make a significant contribution. In the film it is they who throw back the charge of the Union Brigade (Royal Dragoons, Royal Scots Greys and Inniskillin Dragoons), in actual fact it was two regiments of French line lancers, who wore a very different uniform (green jackets, brass helmets). Also not untypically the only British cavalry regiment shown in that charge is the Scots Greys, who were the only dragoons one to wear bearskin caps instead of helmets.
* Waterloo as in real life, Wellington faked a retreat behind a hill. Behind the hill, his army simply changed formation and waited for the ill-fated French charge.
* Waterloo Bridge keeps a stoic facade in her dire situation as a prostitute. But she completely loses this facade when Roy proposes marriage and invites her to meet his family. She's so ashamed of her situation and fears Roy finding out this secret that she tries her best to get rid of him and has a mini-meltdown.
* Waterloo Bridge, Myra freaks out when Roy tries to offer her money for her back rent.
* Waterloo extras, (15,000 Red Army soldiers as infantry, and over 2,000 trained horsemen) to give the scenes the epic scope required. It is often said, only half jokingly, that during filming director Sergei Bondarchuk commanded one of the largest armies in the world.
* Waterloo in several known instances where the soldiers panicked and scattered during scenes with cavalry charges.
* Waterloo Road expertly hacks the computer systems of a multinational technology firm but does no damage and leaves without a trace of him ever having been there. Leo tries it later working from Kevin's notes but neglects to use a proxy and leaves a digital footprint that gets traced back to the school. Guess what Kevin's most annoyed about.
* Waterloo Road featured the rival gangs of the Dale Sken Crew and the Murray Set Boyz clashing in and near Waterloo Road school, with the school's faculty attempting to purge said gang warfare from the facility.
* Waterloo Road is starting having roll-around-on-the-floor fights between two girls in school uniform about once every two episodes.
* Waterloo Road, Mr. Cleaver returns a bag to Ms. Koreshi. The bag falls on the

floor, disgorging her undies from the previous night.
* Waterloo Road, Steph wakes up in bed... and realises that the French head is in it too...
* Waterloo Road, student Jonah Kirby starts a sexual relationship with Francesca Montoya, his Spanish teacher.
* Waterloo Road, there was Jonah and his Spanish Teacher, who were in a secret relationship for months. She ended up pregnant with his child. In the end of the series, they got found out but managed to run away to get married before the police caught them.
* Waterloo Road. The toupee is eventually destroyed in a hair salon accident.
* Waterloo Road: When Bolton holds Grantly and his class hostage in their classroom, this trope in invoked when among the students being held hostage is pregnant teen Jade. She is quickly let go along with fellow student Kacey who helps her out of the building.
* Waterloo the Prussians arrive in the nick of time to reinforce Wellington's army, which the film dramatizes into a one giant charge lead by Prince Blücher in person.
* Waterloo Uxbridge seem to survive a near miss from a cannon shot intact when suddenly Uxbridge looks down...
* water magnet: even if the water trigger of his curse is removed, and replaced with a voluntary mental triggering or other far more controllable trigger, the curse still forces Ranma to spend some time in his cursed form.
* Water makes an excellent heatsink, as it can absorb remarkable amount of energy in the ice to water and water to steam phase changes. This property makes it exceedingly valuable in a realistic space warship which would cook itself to death otherwise (as
* Waterman animated series - There's flash back to a party at an art gallery and the lull comes just as Waterman says, "Rectum? Damn near herpes!" Everyone stays dead silent. Thinking their silence is an indication they didn't hear the punchline, Waterman repeats himself, and as he does so the view pulls out to reveal that he and the pair he's talking to are standing next to a piece consisting of a microphone and a number of stadium bullhorns, which have been broadcasting his every word to the entire gallery anyway. Then he realizes he botched the punchline.
* Waterman flash animations has said "Am I right or am I right?" at least once.
* Waterman internet cartoon series. One episode has a running gag that involves the titular character mistelling the same joke repeatedly, but all we hear is the mangled punchline: "Rectum? Damn near herpes!... Wait, that can't be right."
* Water Margin, especially Song Jiang. Apparently you're supposed to recognize that they're the "good guys" because they admit to Qin Ming exactly what they did and apologize.
* Water Margin. Every outlaw, criminal, and bandit in China admires Song Jiang but very few know what he actually looks like. Many times do these bandits and outlaws serendipitously discover that they have just met Song Jiang just as they are about to rob, murder, or inflict some other mayhem on him.
* Water Margin for everyone; brother Wu Song is a loyal sort, and he's capable of beating a tiger to death.
* Water Margin hail it as a brilliant plan immediately after it is not described to the reader.
* Water Margin—they're each contractually obligated to say how famous and awesome the other is, and to deny their own fame and awesomeness. For example, Chao Gai is indeed famous, wealthy, and valiant, but when he presents himself to the leader of the Liangshan outlaws:
* Water Margin of the novel, several of these innkeepers are among the heroes of the story.
* Water Margin referred to themselves as "brothers", even though there were a few female members among them.
* Water Margin. This may be justified given the ethnic makeup among the peoples of Central Asian regions bordering China during the Middle Ages, and mentions of giant men with red hair and light eyes on their far western borders, sometimes believed

to have been, yes, Vikings (not entirely implausible, since the Viking trade routes down to the Black Sea went quite deep into modern Russia, and once the Kievan Rus' (founded by Vikings) was established in the 9th century, it started developing eastwards too.
* Watermarks returned for Khans of Tarkir block, with the symbols being those of the five clans, although more than a few cards were independent of the clans and didn't have one. This became a plot point in Fate Reforged, with the dragon broods receiving their own tweaks on the clan symbols, and those symbols being used exclusively in Dragons of Tarkir.
* Watermelon A Cautionary Tale: Jimmy learns the hardway: eat watermelon seeds, become a watermelon.
* Watermelon A Cautionary Tale: The short follows the tale of Jimmy, a boy who against the advice of his mom, eats watermelon seeds and turns into a watermelon. It ends with Jimmy cracking into pieces after fully transforming in mid-air and the playground kids eating the watermelon-Jimmy pieces, seeds and all, with cartoon vines appearing over their heads as the screen turns to black, heavily implying that they too will turn into watermelons.
* Watermelon Stevens. The young are grown in watermelon patches just outside the village, and are delivered to the adopting parents' door.
* Water Music by T.C. Boyle about real-life Scottish adventurer Mungo Park and his search for the Niger. He found the river on his first expedition, but he came back for another expedition to find out where it ends.
* "Water Park Prank" is guest-animated by David Ferguson, and is done in a lineless art style with blocky character designs.
* Waterparks about the videos being a meta-commentary on Awsten's relationship with his ex, with Awsten saying that he wrote "We Need To Talk" "very carefully and specifically".
* Waterparks' drummer, Otto Wood, occasionally gets to fill in for lead singer Awsten Knight during live shows, promo videos, and on covers. When this happens, fans refer to the act as "Ottoparks".
* Waterparks' "VIOLET!" is about a very persistent stalker of Awsten Knight's. The song directly addresses them, shifting between Awsten's stress about the stalker knowing where he lives and digs at them for believing that he's leading them on.
* Water pressure cutters, going as high as 50,000PSI to cut through thin sheets of things like titanium with pure dihydrogen monoxide. For thicknesses up to eight inches, an abrasive component is added, but it's still mostly water.
* Waterproofing my life with FLEX TAPE during the last infomercial shown; the salesman has decided to demonstrate how good the product is at plugging holes by assaulting a bucket with a knife and a chainsaw, and the whole time a "Don't try this!" warning is onscreen (escalated to "Seriously don't try this!" when the chainsaw comes out):
* Waterproofing My Life with FLEX TAPE", jokingly taking credit for coming up with the idea and demanding royalties.
* Water Rats the Sydney Water Police often look for runaway kids in abandoned warehouses and other buildings.
* Water Rob Waring encounters the Cascaran Liberation Front, which consists of Delgado Fitzhugh (who only communicates through song) and Garfield Cooper.
* Watersafe Auckland advert shows three women in bikinis getting ready to sunbathe on the beach. In the background, however, is a child in a dinghy, who is occasionally blocked by the women, and when one of the women lies down to sunbathe, the dinghy is suddenly empty.
* "Water saws", which use extremely hot and extremely high-pressure water. It cuts steel in half extremely quickly without resistance, and applying it to a human wouldn't be pretty.
* Water (set in 1940s India and deeply critical of many Indian traditions) was so controversial in that country that riots broke out and sets were destroyed; Mehta was eventually forced to shoot the film in Sri Lanka. The film was selected as Canada's entry for Best Foreign Language Film in 2005.
* Water Seven looks very much like Venice, particularly its trademark channels

crisscrossing the island and the fact that it's slowly sinking.
* Water's Fine, but there are some concessions that make dives a bit easier.
* Watershed" features a subversion. Neighbors of the victim frequently heard sounds of sex coming from her room, which is part of the reason they thought she was a prostitute. She was really playing a CD of those sounds specifically to produce that conclusion while she worked on computer hacking.
* Watershed - Time in the evening when it's okay to run content which is targeted more towards adult audiences
* Waters himself could also have been said to have subverted this trope, who Following the dissolution of
* Watership Down (1999) at the end of season 2, it uses original storylines for its third season.
* Watership Down (1999): Vervain often accuses Campion of lying (with good reason), particularly in the third season.
* Watership Down added Kehaar saying "PISS OFF!" and "Damn", just to absolutely make sure that an animated film based off a novel by a part-time animal rights activist featuring adorable animals engaging in gory violence wasn't shown to small children. It didn't work in the UK, where it got a U rating, while the US passed it off with a much less lenient PG rating.
* Watership Down, a group of rabbits with no experience of trains hear about an 'iron road'. Later, fleeing from enemy rabbits by night, they run across the tracks and watch in terror as a train cuts down their pursuers, which they take for an act of divine intervention.
* Watership Down and even the simplest human technology is beyond their comprehension. We're told that even many of the rabbits who participate in the escape and see exactly how it was done still can't quite wrap their heads around what has happened, let alone explain it to anyone else later.
* Watership Down, a political animal fable that focuses on communism, and specifically, Stalinism.
* Watership Down. Apparently even The Thousand Enemies preferred to stay away from them.
* Watership Down are given full mating privileges, suggesting that Woundwort wants only his strongest bucks to father the kittens in his warren. Subverted by Nature itself, as many of the badly-overcrowded does fail to sustain the pregnancies that result.
* Watership Down: As Hazel dies of old age, El-ahrairah comes to make him one of his Owsla.
* Watership Down, at least in Britain); and the 2018 Netflix miniseries is at Stage 1.
* Watership Down, began eating everything, Frith transformed many of the other species into rabbit-eating predators. Then, to ensure that rabbitkind wouldn't be wiped out entirely, the sun-god blessed El-hrairah's bottom with quick feet and a cotton tail to warn for danger.
* Watership Down Bigwig has so many scars it's joked the Efrafans wouldn't know which mark to put him into, as he's got them all.
* Watership Down bizarreness of him trying to live with rabbits are frequently played for comedy.
* Watership Down cross through one, mostly for the sake of atmosphere.
* Watership Down' daughters begged him to spare him, he changed his mind.
* Watership Down dream sequences, only to transition back to sharp-focus close-ups in key scenes.
* Watership Down, due to rabbits' short lifespan. The main events of the novel are the stuff of legend some five years later, and humans are portrayed as driving cars and smoking cigarettes in the mythic past.
* Watership Down, El-ahrairah returns from his adventure to find that full generations of rabbits have come and gone since he left and no one is left in his warren who remembers him or appreciates what his generation has done. There's a clear soldier-returning-from-the-war symbolism here as well.
* Watership Down fans and writers. It has a small but dedicated fandom due to its

strong lore and rabbit-focused premise.
* Watership Down, General Woundwort is offered an alternative to bloodshed by Hazel, and a chance to prove himself a "visionary" leader. He considers it for a moment, but then rejects it offhand in favour of his carefully planned destruction of the enemy warren.
* Watership Down genres. The former helped solidify aspects of the genre and popularize the genre. The latter helped popularize more "mainstream" and less fantasy-heavy variations on the genre.
* Watership Down has a final chapter set years after the climax, when Hazel passes away peacefully.
* Watership Down has a hole in the roof after the climactic battle with the Efrafan rabbits (who dug through it to get at them). The Watership rabbits can do nothing except wait for it to close on its own.
* Watership Down has a map, and is fantasy, but it takes place in England and the map is of a real area.
* Watership Down has two French dubs, both made in Paris: one made in 1978 and one made in the 2000s.
* Watership Down have their pantheon: Frith the creator and sun god, the Black Rabit of Inle as the god of death, and El-ahrairah, the heroic "prince of rabbits."
* Watership Down Hazel is the Captain Smooth, and Bigwig is the Sergeant Rough. Inverted with their Efrafran counterparts: General Woundwart is a brute who rules by force and Captain Campion is a calm-headed strategist.
* Watership Down. He may not understand the physics involved, but he'll devise plans that rely on buoyancy, tensile strength or leverage just the same.
* Watership Down, his comrades presumably having died of old age as well.
* Watership Down, however, he follows Woundwort out of honor and attacking Hazel's warren is nothing personal to him. After Woundwort is killed/disappears he no longer serves an evil purpose. He becomes the new leader of Efrafa, giving its population more freedom and making an agreement/alliance with Hazel to let each other's rabbits move out and make a new warren when their warrens become too populated
* Watership Down. However they're all jumbled together in a confusing hodgepodge, plus he's also describing things that he's never seen before, such as a "tunnel of water" (e.g. a culvert).
* Watership Down into one of these in practically the same manner that Adams had intended for Bigwig, so it fulfills this trope.
* Watership Down, in which the venerable Chief Rabbit can't recall if the adventures attributed to him in his youth were real or not. On the one hand, said adventures couldn't have happened so long ago by human standards; on the other, Hazel is implied to have vastly outlived what's normal for wild rabbits, suggesting that his lapine brain's memory capacity has indeed reached its limit.
* Watership Down, is a variant of the Lacerated Lacey; she's overconfident and gives one too many obvious hints about the upcoming escape plan to the Efrafan officers. Realizing that something is amiss the officers imprison her and torture her into spilling the beans completely.
* Watership Down is last seen furiously attacking a vicious dog which has driven off most of his military. One of his followers later says that since they never found his body, it meant he wasn't dead, just gone to find a more worthy warren. Eventually, he becomes a legendary figure in rabbit culture.
* Watership Down is noted as being translated from the way rabbits would actually communicate for the benefit of the reader.
* Watership Down is prone to fits of panic after his visions, particularly towards the end.
* Watership Down. It makes sense, as he's supposed to represent the rabbits' gift for outrunning and outmaneuvering their enemies.
* Watership Down manage to pull this off, though the author quickly comments that it worked mainly by chance and circumstance. Not quite a straight example, however, as they knew the boat was there and planned their whole escape around using it. The book also addresses the problems they have leaving the boat once the pursuit is

over, as the river is too fast and too deep for them to swim to shore: The boat gets stuck at a bridge and the river has a calm pool just past the bridge.
* Watership Down — until he gets the love of a pretty doe (female hare). Actually, Thunderfoot is the most awesome lad the readers may have seen. Ever. But his attempts to woo lady hares are constantly thwarted by their fearful cries of "MONSTER! Monster!"
* Watership Down. Or even Odysseus: they are even linked in the book, where the human is accused of stealing tricks from the rabbit.
* Watership Down, poor Blackavar is made to stand on display as an example to the other rabbits after he gets his ears shredded for trying to flee the totalitarian Efraffa.
* Watership Down rabbit Fiver has a vision of their warren being destroyed. He, his brother and few others escape on this revelation and learn later that the vision was completely correct.
* Watership Down replaced frightened peasants with rabbits. Popularly thought to be a fable about the dangers a democracy faces from appeasement and fascism. The rabbit heroes escape a monarchy, discover a seemingly idyllic warren with a horrific secret coming from placating humans, arrive at their new home and create a democracy that must lock horns with another warren that is a fascist tyranny.
* Watership Down series, all the rabbits have pads on the bottoms of their paws.
* Watership Down, serves as a comic relief not only to the readers, but also is an in-story tension breaker. Keehar the seagull serves the purpose in the film adaptation.
* Watership Down shows blood creeping across a meadow with a bright sun overhead.
* Watership Down, somewhat unusually, the protagonists' quest is simply to find a new home where they can live in peace.
* Watership Down story "The Story of the Comical Field," El-Ahrairah goes into a maze that turns out to be home to an undescribed horror.
* Watership Down, the Black Rabbit of Inle, who is both a) a rabbit and b) inexorable, inevitable and invincible.
* Watership Down: The DVD cover has General Woundwort looking down at the refugee rabbits and Kehaar.
* Watership Down. The escapees interpret the train as a messenger sent from the rabbit sun-god, Frith, but the Efrafans have a better understanding as their warren is near the railroad.
* Watership Down, the invaders from Efrafa are shocked to learn during their standoff with Bigwig that he is not his warren's Chief Rabbit—they had taken it for granted that he was due to his size and strength. Readers, of course, already know that the Chief Rabbit is Hazel, who is a good leader despite his small size because of his determination and faith in his fellow rabbits.
* Watership Down, the rabbit depiction of humans almost always mentions the white sticks that they burn in their mouths. Humans are smoking even in the El-ahrairah myths set in the blurry distant past!
* Watership Down. The rabbits are trapped on a punt floating down a fast-flowing river. They near a bridge that doesn't have the usual archway, and Hazel has to quickly tell everyone to move to the water-logged bottom of the punt. One of the rabbits is knocked flying with only minor injuries, but another is struck across the back and dies later on.
* Watership Down: The rabbits worship Frith, who appears to be the closest thing they have to God. In addition, they also have El-ahrairah, an odd mix of Jesus Christ and Noah.
* Watership Down (the rabbit word for enemies, including humans) hunt and kill each other.
* Watership Down, there's a memorable scene where the Threarah accidentally refers to Hazel as "Walnut".
* Watership Down, there's one rabbit warren that lives in uneasy peace with the human whose land they live on. Rather than chasing the rabbits away, the human leaves food out to make sure the rabbits are well-fed—and he occasionally sets a single trap out, then cooks the rabbit that gets caught. The rabbits, at

some point in the past, decided this was an acceptable trade-off. So they live there, and they never talk about the traps.
* Watership Down to be elil. Likewise, a human would probably think that a train would be "hrududu" in rabbit speech; but when the rabbits encounter one they believe it's a divine being, because they don't have the knowledge base to grasp that it's essentially just a much larger vehicle driven by a much larger motor. However the Efrafan rabbits seem to be able to view things from a more human-like perspective as they explicitly refer to a rabbit's death being caused by a train.
* Watership Down to defeat a larger rabbit by being overly polite and calm for the situation, freaking the other guy out.
* Watership Down to this: cats normally focus on smaller prey such as mice, while rabbits are often the targets of hunters who use dogs. Thus, from a rabbit's perspective, dogs would indeed seem more threatening.
* Watership Down was first made up by Richard Adams as a story to tell his two daughters while he was driving them in his car. It was the daughters who persuaded him to later write the story down.
* Watership Down: we last see Woundwort clash with a dog. Later no trace of his body is found, there is just blood at the site of the battle — perhaps he was eaten (being a rabbit).
* Watership Down. When Captain Holly turns up unexpectedly from their old warren, raving mad and on the point of death, Bigwig abruptly cuts off any attempt by the other rabbits to question him, because he needs rest.
* Watership Down, which were expanded in a series of short stories set in the same rabbit society.
* Watership Down: While Bluebell annoys many of the rabbits with his jokes, Holly notes that if it wasn't for his joking, both of them would have given up and died long before reaching Watership Down.
* water. Since DNA is only found in living organisms, it's impossible to genetically modify salt, water or baking soda because they don't have any genes to modify in the first place.
* Water Sleeps is that the Company is her family now, and it's either stay with them or go back to the blood relatives who abused her.
* Watersong, after being transformed into a siren, Gemma begins to hunger for human flesh. She manages to resist it for a time but loses control when a man tries to rape her and ends up tearing out and eating his heart.
* Watersong, Alex is surprised that the car is able to start at all, let alone keep up with the supernaturally fast sirens.
* Watersong, Gemma and Harper have a psychic bond that lets them sense when the other is danger.
* Watersong, Gemma throws up when she learns that the "liquor" the sirens gave her was actually a mixture of human and siren blood.
* Watersong in the second game features a level that has living statue enemies, which rush toward the player once the player passes them.
* Watersong, Marcy convinces Harper and Alex to try holding a séance to ask the ghosts of the sirens' victims to tell them Gemma's location. She defies a lot of the normal tropes by holding it outside and during daytime, calling the others ignorant when they ask if it shouldn't be done around a table at night. The séance does manage to call some spirits which light a candle with blue flame and move some rocks, but they are unhelpful in determining Gemma's location.
* Watersong, Penn develops an obsessive love/lust for Daniel because he is immune to her siren song, making him the first person in millennia to actually stand up to her. She admits she wouldn't be nearly so interested if he fell under her spell and just mindlessly worshiped her like everyone else.
* Watersong, Penn kills Lexi in the same manner. Since sirens don't die until they both have their heart torn out and are decapitated, Penn lets Lexi take a good, long look at her heart before finishing her.
* Watersong, Thea, having lived for thousands of years as a siren, has this opinion of humans.
* Watersong, there must always be four sirens, and they must always remain close to

one another. If one of the sirens spends more than a few weeks away from the others, or if a siren dies without being replaced by the next full moon, all will perish.
* Watersong, the sirens do not age, remaining eternally young and beautiful.
* Watersong, when a curse which grants immortality is lifted, the formerly cursed individuals instantly advance to their natural age. This usually means instant death if they're over a hundred years old, so the thousand-year-old sirens aren't very eager to get their curse lifted.
* Water Source Tampering: They don't want you to know what you're really drinking.
* water tanker, due to most of its size being just empty space: its outer hull is a thin shell covering an awkward assembly of pressure hulls and capsules, forced by truly enormous size of its missiles. And then its designers thought: "Hey, if we have to make the damn sub so huge anyway, why don't we spend some of this space on crew amenities?"
* water. The Borg refuse to assimilate them because of that. They're the only known species that the Borg have deemed to have absolutely nothing worthwhile to add to the Collective. All of their ships are stolen from another species who had once enslaved them, and centuries later the Kazon have made absolutely no improvements in their technology.
* Watertight doors six bolts and a complex locking mechanism ensuring that they are all engaged when the door is closed. Also, they can often be closed remotely and "should" have a distinctive alarm when they are remotely closed.
* Water to Ice at a time before dying forever, and how their joy and wisdom is a constant soothing memory to him. Unfortunately, when he meets his original benefactors - aliens who see it as their holy mission to banish mortality from the universe - they inform him casually that they have since bestowed immortality on aforementioned ephemeral beings. He then triggers his vault to open.
* Water Transport, historian James Hornell mentions an old Hindu tradition which involves imbuing a protective god or goddess into a ship, taking the personification a step further. This coincides with an "opening of the eye" ceremony, in which pupils are carved into the outline of an eye to "awaken" the ship.
* Water-type Pokémon themselves avoid this trope. They're slightly the most common type, and there are plenty of fan favorites among them such as Squirtle and Gyarados. It helps that they all are fully utilizable on land. Fish and other legless Pokemon just
* Water-types tend to be these in general, having decent defensive stats along with decent offensive stats and offensive typing; only three types can resist Water, two of which can be countered by Ice-type attacks that a vast majority of Water-types can learn. As a bonus, it's one of four types that can deal neutral damage to
* Water Wake-up: Someone wakes up an unconscious or sleeping character with water.
* Water Wake-up: You know it's not going to be a fun trip when you get a bucket of water thrown into your face after getting captured.
* water was drawn from the moisture in the air, and with the full moon behind them they can also bend blood. It would be expected that tears and saliva could be used too.
* Water was the best way to kill off the tiny robotic pests known as Scraplets. Cybertronian myth about the parasites described water as a "rare compound" which was able to remove the Scraplets without harming the afflicted (as opposed to the only other effective way, powerful acid). This is a case of research failure; water is fairly common in the universe, and a race capable of burning hydrocarbons for fuel would
* Water, Water Every Hare on Gossamer, causing the monster to shrink. Gossamer enters a mousehole, kicks out the mouse, and puts out a sign that reads "I quit!" The mouse then takes out a bottle and says, "I quit, too!"
* Water Way to Go", Darkwing, propelled by a sandstorm, smacks against the windshield of Launchpad's car.
* Water weed (Elodea) was nicknamed "water plague" after its introduction in

Europe and Russia for its habit of growing into a sargasso in still or slow-moving waters.
* Water! While it's the same word, Indy is extremely panic-stricken and clearly doesn't want it anymore.
* Waterwitches can heal injuries related to blood and other bodily fluids.
* Water with a great deal of gas bubbling through it behaves suitably, in that a human would sink like a rock in it, and subsequently drown. This isn't encountered very often, however. An example in real life which has taken many lives is Niagara Falls. The massive amount of falling water has the same effect as the aerated water of
* Water Wizard/Aqueduct (who can control liquid in any form). Despite his big-league powers, Water Wizard is an
* Waterworks all have plumbing-themed names: Slick, José (Hose), Flush and Tubs.
* Waterworks; as it turns out, this is pretty much the main reason she has barely any friends, let alone a boyfriend.
* Waterworks, either directly like Juliet and Foxtrot, or by wordplay like (Lima) Bean and Pvt. (Echo) Chambers.
* Waterworks, most likely due to having a bodily condition that, by the standards of her civilization, makes her hideous.
* Waterworks, or being able to see in various bands of the electromagnetic spectrum.
* Waterworks, she acquires it from picking up a can of "Axe" deodorant.
* Waterworks: The facility employees are referred to simply by their job titles. The protagonist herself is initially just a "concerned citizen" and doesn't get named until a few hundred pages in.
* Waterworks: The "Spatial Transport" ability of Slick's suit allows him to use any puddle as a portal to any other puddle. "Spatial Transport II" extends this to any body of water.
* Waterworks: Tubs the gangster, a freakishly strong giant of a man, has a prominent moustache.
* Waterworks: Typhoon is described as a huge, extremely strong "beast of a man" whose hobbies include discussing scientific theories or reading fine literature.
* Waterworld: A Live Sea War Spectacular, after which the Deacon is set on fire, he attempts to knock the Mariner over the edge of the Atoll with him, but hilariously misses and plunges to his doom. Sometimes, he'll even say the trope word-for-word.
* Waterworld: A Live Sea War Spectacular has received much better reviews than the original movie and continues to be popular with tourists at Universal Studios Hollywood after more than 20 years. This popularity lead to Universal Studios having it at the parks in Japan and Singapore.
* Waterworld: A Live Sea War Spectacular, Helen manages to defeat one of the Smokers by pulling this on them.
* Waterworld: A Live Sea War Spectacular, just before the Deacon drives the Mariner over the edge of the Atoll, Helen does this to the Deacon to get his attention before firing a weapon that sets him on fire.
* Waterworld: A Live Sea War Spectacular, one of the Smokers attempts to use a giant metal mallet against the Mariner, but it proves useless against the hero's reflexes.
* Waterworld: A Live Sea War Spectacular parks, it at first appears that the Mariner is killed when the Deacon shoots him with a bazooka, but a few mere minutes later, he rises up out of the water and ready to return back to the battle.
* Waterworld: A Live Sea War Spectacular Smoker. The Mook in response knocks the member out in a single punch.
* Waterworld and that still wasn't the biggest issue) and growing critical and audience weariness with Kevin Costner and its story is hackneyed, but its scope and scale are genuinely impressive.
* Waterworld, as not a means of repopulation but inbreeding prevention: inhabitants of atolls (floating settlements) provide nubile females to visitors, such as nomadic sailors coming to trade. This brings problems to the protagonist when he's

not willing to take the offer.
* Water World, a yo-yo, exercise machine, and flute are mistaken for garrote wire, a torture device, and spy listener.
* Waterworld does this. The bodies of the dead are dumped into nutrient vats, yellowish brine pools, as part of their burial ceremonies. They attempt to dunk the nameless Mariner in it when they discover he is a mut-o.
* Waterworld during the expedition in the diving bell—a submarine is seen having crashed into the side of a skyscraper in the flooded city.
* Waterworld generated interest from its floating sets, which caused it to become a highly troubled production and inflated its budget to the largest of any film at the time.
* Waterworld had underwater ruins... which turn out to be the city of Denver.
* Water World has him find the death of the old oil technician who lives a miserable, tortured life on the Smokers' ship pretty funny.
* Waterworld has no nationality. Many characters in this film have only their boat as their "nation," since all nations as we know them have been submerged after the polar ice caps melted. The closest thing to nations in this universe are the Atoll, while it lasts, and Deacon's oar-powered supertanker.
* Waterworld have already accepted and adapted to the world. He also claims that the higher altitude would actually be a health benefit.
* Waterworld: Helen tries to convince the Mariner to let her and Enola stay on his boat after his deal with them has technically ended and he doesn't have any real use for them anymore. When she runs out of options, she suggests letting him have his way with her after ordering Enola to go below deck. He considers it, but refuses.
* Water World is set in a future where global warming has turned our earth into an ocean planet, with dry land as nothing but a legend (and science be damned!).
* Waterworld moved into profit on the back of television, DVD and streaming revenue.
* Waterworld ("My boat") perhaps has a justification, as his character shuns and is shunned by society, and he rarely interacts with people out on the open ocean.
* Waterworld, potted plants and the soil to grow them in are considered valuable trade goods, as are non-sea-derived materials such as paper.
* Waterworld, since all known land has been covered by water most people live in "atolls" made from scrap metal. As well as traders who live on boats and the "smokers" who are based on the Exxon Valdez.
* Waterworld, the Critic likes this part so much, he asks to watch it in loop.
* Waterworld the ice caps to melt (a process which would take centuries at the present rate), the sea level would rise over 220 feet - catastrophic, sure, but there would still be plenty of solid land left.
* Waterworld the Mariner can just swim down to a former city and come back up with perfectly working artifacts. The "smokers" have completely operational jet skis and sea planes, and even large stashes of cigarettes, which have a shelf life of a few weeks.
* Waterworld, the Smokers speak of "lunars" of time. It's probably safe to assume they refer to lunar cycles. If the film takes place in waters where there is no visible seasonal cycle (and thus no way to determine the length of the year), a lunar calendar is likely the best one can develop.
* Waterworld: The tower bridge of the oil tanker used as lair by the Smokers has a huge "NO SMOKING" sign over it. As their name can hint, they are chain-smoking thugs.
* Waterworld to keep it from falling through and potentially blowing the entire vessel to hell.
* Waterworld, which he admitted to liking. He believed the reason that it bombed in the US was that the filmmakers announced that it was overbudgeted, shooting themselves in the foot.
* Waterworld, who accidentally activates his dirigible before his friends arrive, abandoning them during the sack of the atoll.
* Waterworld, who decides to set out on the ocean again once the protagonists and

their people have found and established themselves on "Dryland", partly because he's used to the solitary life and also an ocean native, saying that solid ground "doesn't move right".
* Waterworld whose title is "Deacon of the Deep". His minions, known as Smokers to everyone else in Waterworld, are part of the Deacon's "Church of Eternal Growth", on a mission to conquer and consume all they survey.
* Watford FC under the Pozzo family has become this, with 10 managers in the fold
* Watkins' argument that "in ancient times when Britain was very densely forested, people built roads in geographically convenient straight lines" falls down on several inconvenient truths in civil engineering. Not even the Romans could manage to build long straight roads for very long distances. You can clear a path through forests with enough effort, but you still need to cross ranges of hills and mountains. An absolutely straight road over hills or mountains would be so steep as to be unclimbable. You need to (i) aim at natural gaps or low passes between hills; or (ii) compromise by having your road follow the shallowest possible contour up and around rising ground. You also need to aim your road at the best and most practical places to cross rivers. And these are rarely located on a convenient straight line between the places you want to connect. A moment's reflection will tell you curves, bends and deviations, however slight, are inevitable in the best-surveyed roadway. And in countries where
* Watney's first paragraph of "The Adventure of the Missing Three-Quarters":
* Watsky's video for "Stupidass" starts with Watsky dirty and naked, then rewinds until the audience sees what happened.
* Watson also gains this view from Moriarty. After the events of the first season finale
* Watson and Holmes, like his inspiration, is a private investigator in Harlem, New York.
* Watson and Holmes: The titular characters are both sporting some facial hair.
* Watson, IBM's Jeopardy playing computer, pretty much sounded like this.
* Watson saying "Cheese and crackers" in reaction to kidnapped gnomes.
* Watson's brother, "H. Watson", mentioned in "The Sign of Four", becomes John's
* Watson's friend Stamford has about two lines, doesn't make it past the first chapter of
* Watson soon joins him in being just as adept finding the minor clues to prove the truth. In fact, thanks to her expertise as a surgeon, Watson can often spot a medical condition clue before Holmes does. Also, as Sherlock isn't as up to date with American sports or pop culture, Watson can see something he missed on a case (for example, how a supposed gambling operation is really a front for smuggling as they're making bets on a "Boston vs Milwaukee game" when no teams of either city play each other in three months).
* Wattam, the mouth can eat any food characters and turn them into anthropomorphic poops.
* Wattam, the oak tree from the Spring area can eat the other characters and turn them into food.
* Watterson introduced Uncle Max into the strip but quickly realized he hadn't put enough thought into the character, and wasn't quite sure what to do with him. After visiting once, Max goes back home and is never seen or mentioned again.
* Wattman. When Lambik asks: "Louis the Fourteenth?" Jerom answers: "The other thirteen Louis are probably on vacation."
* Wattpad) or sociopaths wearing a bad boy disguise, who aren't against kidnapping and emotionally-abusing their girlfriends or beating people to death. It's so popular, typing "saved by the bad boy" or "the bad boy that saved me" into the website's search engine will lead to tons of books under those titles.
* Wattpad. The boy is usually manipulative, abusive and has anger issues, but the protagonist will always be there to defend him and say that she knows that there is good in him somewhere. Results of her efforts vary from story to story.
* Watts asks Salem what she would do if her husband slept with another woman; she casually says she would destroy the human race. She misses the point of this question, which was that Jaune's various paramours wouldn't be interested in a

* Wattson's beard may not have seemed that impressive back in the GBA games, but as of
* wave after wave to make a tunnel behind the Canim forces, neutralizing the effect of the terrain.
* Wave-Motion Gun and can grab things, which can be combined with the Raphael's backpack to form a second remote-controlled Gundam, the Seravee II.
* Wave-Motion Gun, and the only reason the Zerg are a problem on Tarsonis is that Tassadar didn't want to kill the Terran population. In-game, the Garinthor is about twice as good as a normal carrier, which is good, but hardly planet-scouring.
* Wave-Motion Gun as it is built specifically for Suzaku. The Albion is destroyed in the final episode. As for the original Lancelot, it is rebuilt using spare parts into the Lancelot Frontier which is destroyed very quickly.
* Wave-Motion Gun, but not enough information was really given.) Nico Robin, the Straw Hat crew's archaeologist, is searching for one in specific, referred to as the Rio Poneglyph, though she's been unsuccessful in her endeavors. Some Poneglyphs allude to the existence of others, though other times, the line ends up running dry for a period of time.
* Wave-Motion Gun is only able to damage the meteor, not stop it), and Metal Knight (who doesn't actually care about the damage the meteor will cause and sees this as a good chance to test his newest weapon, which fails to destroy it either). Luckily, Saitama shows up to punch it into chunks with one punch, as usual. However, the rubble from the destroyed meteor still causing a decent amount of damage to the city, even if total destruction was averted.
* Wave-Motion Gun, it turned out to be hilariously useless without any escort ships in the Gothic Wars; luckily for Chaos they were able to build another one.
* Wave-Motion Gun of terran battlecruisers single-handedly during the Great War.
* Wave-Motion Gun of their heavy guns for hangar space carrying strike craft, effectively turning them into battlestars or carriers respectively.
* Wave-Motion Gun, replacing it with a weapon that's less powerful but easier to use could still be considered an improvement. It also replaced the original's integrated shield beam rifle with a separate machine gun (the Divider cannons are built into the shield), making that easier to use too.
* Wave-Motion Gun requires that the ship's engines be taken offline, leaving her a sitting target immediately before and after each shot.
* Wave Motion Guns), but they were intended to work together to destroy stars. Well, star god-infested stars at least (the C'tan are vulnerable when it comes to the Warp).
* Wave-Motion Gun since it's just 2 shots. A better example is when we finally see what the Titans Tower security system looks like when it detects an intruder. Essentially, the ceilings are LOADED with laser turrets that all lock onto hostile targets.
* Wave-Motion Gun: Superweapons of the 'overwhelming power' variety often take this form if laser-based.
* Wave-Motion Gun that destroys enemies without hurting allies. However, if the caster were in enemy territory surrounded by enemy units, then it would probably rival Etherion in its capability for taking huge numbers of lives in an instant.
* Wave-Motion Gun; the latter fits the definition of the trope more). It's even commonly said that the designers were inspired by the Kamehameha when they came up with the Hadoken.
* Wave-Motion Gun, the Thor's Hammer, which has been stated to have a maximum range that has been extensively studied from previous battles and losses by the Free Planets Alliance to the point that entire strategies are designed around and beyond its firing arc.
* Wave-Motion Gun to amplify its power, and later actually combining with the Valhawk to form the giant ship-robot Valguard.
* Wave-Motion Gun to destroy the cities. They later launch assault with fighter craft to attack the human military attempting to fight back.
* Wave-Motion Gun was unique to the Yamato itself, though their enemies had rough equivalents to it in the first series (like the Dessler Gun). From the second

series onward, Wave Motion technology would spread to the rest of the Cosmo Navy.
* Wave Motion. Using it one-handed reduces it to mere concrete-rending level; using with both hands can raze cities.
* Wave Race 64 takes this up a notch with weather patterns and more randomly-generated waves.
* Waver, he's apparently flat broke, lives in a cheap, cramped apartment in a crumbling old building, and still cherishes the shoes he bought with his first paycheck eight years ago. But he got adopted by a noble family that needed an adult heir quickly, so now he's called Lord El-Melloi II and goes around wearing cravats.
* Waverider has an AI running most of its operations, Gideon. She is actually treated as an official member of the team.
* Waverider, with the result that they would ease to exist if they return to the regular universe.
* Waver Velvet ended up as this as he grew older: much like Kiritsugu, he would have no chance in a serious fight with a truly powerful mage, and so he relies on his cleverness, his knowledge of magic, and his allies, particularly the students he's trained over the years.
* waves Tavros's severed legs in front of him, just before impaling him on a lance and throwing him off a cliff.
* Waves: Tyler's father pushes him into weightlifting and wrestling, and is unable to see the stress it's putting on him. It becomes one of many factors leading him down the path of drug abuse and domestic violence.
* Wave there are hints of a grand alliance of the Anglosphere (Britain, Australia, New Zealand and the remnants of the US and Canada) coming together to replace NATO.
* Wave Twisters: Cover art and video game-like graphics convey Atari-era sensibilities.
* Wave, who you meet in the Hive in a not so hidden passage that ends in a room with him and a bunch of boxes and chests.
* waving his stick around in the air When the Rangers eventually won the best-of-7 series in five games a few days later, Brodeur explicitly refused to shake hands with Avery.
* Waving Signs AroundHippies are likely to get involved in social protests.
* Waving your hand uselessly over the console, trying to downshift into first gear, every time you come to a stop in an auto trans car after driving a manual for a long time. This can end terribly if you actually
* Wavves had a song scrape the bottom of the alternative charts. "Nine Is God"? It was actually "Demon to Lean On", which isn't quite as well-known. To be fair, "Nine is God" was never made for any of their original material and its fame comes from the fact that it was made for the megahit video game
* Wawa the Titan in "The Titans Strike Back". He's the first of the five Titans to be killed off.
* "Wawawa wasuremono... Sorry. Enjoy yourselves!". Thus spoke Taniguchi when he wandered into a classroom and found Kyon and Nagato on the floor together, just as they had finished
* WAW Wrestling loves to use evil foreign wrestlers. Some notable examples include Grimm (a violent gimp from Munich, Germany), Stellina Cardinale (billed from Sicily), and Morgan Kennedy Kilmarnock (from Windsor, Ontario, Canada).
* Wax and Wayne, and is located at the park in the middle of the city.
* Wax and Wayne, bendalloy mistings can create a bubble of accelerated time around them. Has a variety of uses, from buying a few extra minutes to plan to forcing one-on-one duels with enemy Mooks.
* Wax and Wayne, Bleeder displays one of these between forms, a skinless face "of stretched muscle and grinning teeth". When she realizes she's been seen she makes another one by trying to copy the cabbie's face over the wrong bones, leaving her face a twisted nightmare.
* Wax and Wayne, Cadmium Mistings, known as Sliders, can create a bubble of slow time about the size of a small room. It is centered wherever they were when they create it, and pops if the Slider leaves it.
* Wax and Wayne displays one of these while between forms, described as having "a

face of stretched muscle and grinning teeth" and being "all smiles" as she scrambles towards her terrified cabbie.
* Wax and Wayne has Marasi — a female rookie cop — questioning a little boy on the street about a suspect...
* Wax and Wayne. He ended up worshiped/regarded as a god due to several complicated reasons, and never managed to disavow his followers.
* Wax and Wayne. He started out as a bounty hunter in the Roughs, but eventually took over for the old sheriff, since he was one of the few dedicated enough to take the job.
* Wax and Wayne is using him to fight his enemies. The rival god has only been referred to as "Trell", although the exact nature of this conflict isn't totally clear as of the third book.
* Wax and Wayne. Marasi grew up on tales of the legendary lawman Waxillium the Dawnshot (Wax is about twenty years older than her), and while she does get to know him better as a person, her crush on him was motivated by stories of him rather than the real him.
* Wax and Wayne not examples. Note that the younger kandra are also older than the world (if only by a century or two), but they don't act with the same age because they were mostly confined to their Homeland before the world was changed.
* Wax and Wayne. So to get her to chase him, he slams her with curiosity, and once she sees who he is, he deadens all emotion to stop her from panicking. Marasi intellectually knows that she'd be terrified, if she could feel anything at all.
* Wax and Wayne that at this point in their lives, neither can expect the other to change. As long as he upholds his duties to the marriage, she's fine with whatever he does.
* Wax and Wayne, the party that Wax and Steris go to at the beginning is incredibly crowded because the host invited nearly everyone just to make those he didn't invite that much more snubbed.
* Wax and Wayne through the city and arrive at a gala late by way of an upper balcony was already predicted in her schedule for the evening.
* Wax and Wayne, took over as the new leaders, and are currently hailed as saints. Mr. Suit thinks the Set are the only people willing to admit that the crew was made of criminals who were only in it for money and power, and openly gloats about how the Set will be worshiped in the future. The truth is more complicated; while half of the crew joined for money or revenge, they were chosen because they could be trusted to unselfishly run the ashes of the empire, and all of them fought the siege on their city to protect the civilians rather than their investment.
* Wax and Wayne, Wax ends up with Spook's personal journal, which details Spook's careful study of Hemalurgy following Harmony's restructuring of the world.
* Wax and Wayne: Wax was one of these when he went out to the Roughs. He called himself a "lawman for hire," and in his early years he was known for grabbing the most dangerous bounties off the board and coming back a few days later with the target tied up on his saddle. The truth is that in those early years, he was short on money, so he just grabbed the biggest bounties he could find. Either way, he did such a good job that when the sheriff of Weathering eventually retired, he gave Wax his badge.
* Wax and Wayne who works with them, and while his superiors honor them, they're annoyed that Wax essentially has divine intervention on call shielding him from legal consequences.
* Wax and Wayne with a keen interest in his exploits, which seems to set up Wax falling for Marasi. Upon rescuing Steris, Wax realizes that while Marasi is a good friend, he doesn't love her, and goes ahead with his engagement to Steris. Wax and Steris eventually fall in love and get married.
* Wax at first, arranging a loveless marriage of convenience, but she actually ends up being fine with him continuing his crime fighting. As she see it, a gentleman must have his hobbies, and when the first case he gets on after they meet involves him saving her, she's really not in any position to complain. Neither of them can realistically expect the other to change at that point in their lives, so as long as he keeps his word, they'll have a cordial working relationship.

* Waxing Lyrical to this song in the style of a mega-church evangelist.
* Wax Magic) had a variant: a wax modeller killed the woman he was obsessed with, and uses a cursed object (a handkerchief belonging to the original Madame Tussaud) to gradually bring a wax model of the woman to life, with the original's personality included.
* Wax Museum Morgue: A museum where the "dummies" are actually the preserved corpses of people the owner has killed.
* Wax Museum Morgue: A museum where the dummies are actually the preserved corpses of people the owner killed.
* Wax Museum Morgue: A museum where the "statues" are really the preserved corpses of the owner's victims.
* Wax Museum Morgue: The "statues" at a wax museum are actually preserved corpses.
* Wax On, Wax Off: A character undergoes special training through menial work.
* Wax On, Wax Off: Martial arts instruction disguised as menial chores.
* Wax On, Wax Off: More likely to be spoofed than played straight, especially considering that the popularity of traditional Eastern martial arts has waned in the West in favor of mixed martial arts.
* Waxwork and the Marquis de Sade. It turns out the owner is a practitioner of the dark arts and each display is actually a pocket dimension with actual artifacts from the actual historical monsters. Whenever someone steps into the display, they are pulled into the world of the monster and killed. When all the displays have a sacrifice in them, the monsters will come back to life and go back out into the world.
* Waxwork II: Lost in Time climaxes with a sword fight that takes its combatants through several alternative dimensions.
* Waxwork is about a group of teenagers coming across an evil wax museum.
* Waxworks (1992) as you traverse a mine shaft full of plant mutants. The best weapon against them is the chemical thrower, but it has limited fuel and you must go to a certain spot on the map to refuel it.
* Waxworks (1992): In the Jack the Ripper segment, the moon looks like a skull. But not, oddly, in the graveyard level.
* Waxworks (1992) is a giant boulder that the player must dodge or be crushed.
* Waxworks (1992): The DOS version comes on four disks, while the Amiga version comes on ten. Due to the Amiga not having a hard drive, the game would tell you to switch disks during gameplay - sometimes when you're just about to see the death screen, potentially weakening the impact.
* Waxworks (1992)). The goal of the game is to travel back in time via the wax exhibits, deal with the evil twins in those timelines while surviving all the ordeals and hopefully stop the witch from enacting the curse.
* Waxworks (1992) who happens to be your twin brother in this decade. You have to transverse the streets dodging an angry mob wielding torches and pitchforks. If they catch you, its instant death and game over.
* Waxworks, Ivan the Terrible likes to poison his victims and use an hourglass to count down the last moments of their lives. Shortly before he's executed, the poison-mixer writes Ivan's name on an hourglass. When this hourglass is found, it creates the impression that Ivan has been poisoned. Ivan tries to thwart it by flipping the hourglass over because that's how that works. But since he wasn't actually poisoned, this does seem to work, and he goes mad flipping the hourglass over and over again for the rest of his life.
* "Waxy" for series announcer Harlow Wilcox (the series was sponsored by Johnson Wax)
* Way back in 1971, Dodge introduced a car called the Dart Demon, complete with a cartoony pitchfork-wielding devil as its mascot. Some Christian groups complained and two years later the name was changed to Dart Sport.
* Way back in chapter 8, Kakashi warns Team 7, after a very poor demonstration of teamwork, that if they do not improve, a time may come when they are forced to sacrifice a team member for their mission. To emphasise the point, he tells Sakura to kill Naruto or else he would kill Sasuke. This situation is played out in Kakashi's backstory, where he had to choose between rescuing his teammate Rin and

completing his mission, and eventually leads to
* Way back in the day, airplanes were built out of wood and canvas, those being relatively strong, lightweight materials. As technology (and metallurgy) advanced, around
* Way back in the Johto arc, there was a girl named Brittany who sang on stage with her two Igglybuff. Bonus points for being voiced by
* Wayback Trip: The protagonist/s have to fix a change in history but the change has happened for seemingly no reason.
* way back when. He nearly dies of sheer bliss when he merely gets to talk to The Doctor over the phone.
* Way back when they started using the Gecko, he was shown at a talking animal audition which included the recently fired Taco Bell dog.
* way because his dark heritage would lead him to become a monster otherwise. Nonetheless, you can't help but agree with him when he declares Cora an unfit mother and the Dark One even worse at being a good parent. Just look at Regina and Baelfire.
* way before he was born) to spank an eunuch. (This happens at around 6:14, if you're wondering.)
* Way before that, Nightmare Moon. After a thousand years in isolation she's still driven enough to possibly
* way better than Annabeth describes. It might be a case of fear on her stepmom's part (which she eventually tried to get over), utter lack of parenting ability on her father's part, and a little kid's perspective plus several years of built-up bitterness on Annabeth's part. Once all parties were actually willing to work at being a stable family, they started getting along.
* Way Big's ability to shoot cosmic rays was stated to be caused by an Ultimatrix glitch that wasn't present in the current Omnitrix.
* Waybuloo the Piplings don't like, but rather love some snuggly cushions made for them by Lau Lau.
* way definitely was an example of this. Free oxygen like we know today was not around much back in the early days when photosynthesis had just been invented and aerobic breathing was yet to be. Most early life was, in fact, unable to survive in the presence of oxygen. You can do the math on what happened next when primitive algae started pumping massive amounts of O2 into the environment.
* way despite those series clearly being unconnected, suddenly it all makes sense.
* Wayfarer matters; this allows it to give the hero some useful advice based on the real admiral's mastery of Zen.
* Wayfarers series who's not Human is thoroughly squicked out by is... cheese.
* way field goal attempt. Confusion ensued when time ran out: a flag was thrown, but the referee declared the game over, and the Volunteers began storming the field in celebration. Eventually, the officials clicked into the Tar Heels' ruse, giving them a 10-yard penalty and putting a single second back on the clock. North Carolina got their field goal, and won the game 30–27 in double overtime.
* WayForward Technologies (one of which was a fan-funded Kickstarter project, no less).
* Way Home, Виталий Зыков):
* Way Home any more since they were ultimately defeated by light elves and the emerging Republic of Nold during relatively recent recorded history (give or take some bias about the records).
* Way Home with magic. In the countries of Nold and Tlantos, both magocracies to some extent, children are routinely checked for magic potential.
* way if he took another strong blow to the head, training for about a month before climbing into the ring with unreasonably successful heavyweight champion Mason Dixon (who A. is half his age, and B. had previously smashed dozens of top-tier heavyweight fighters with such ease that his sponsors were seriously considering dropping him because all his fights were too one-sided). Mason proceeds to punch Rocky in the face for for ten rounds until he breaks his hands, then barely remains conscious through the handful of cumbersome blows that the geezer who hadn't boxed

in decades lands on him.
* Wayland the Smith is a rather similar inventor character. Unlike both Daedalus and Hephaestus, he is consistently depicted as evil and many of his inventions are for random acts of carnage.
* Wayland the Smith until he was asked to shake, at which point he fell apart.
* Waylon Jennings as a single, reaching #21 on the Hot 100 and #1 on the country chart.
* Waylon Jennings hated "Luckenbach, Texas", because it was way too conventional and derivative for his outlaw country style, but he recorded it anyway because he figured it would be a huge hit. He was right: it was his biggest hit on the country charts and crossed over to the pop Top 40 too.
* Waylon Jennings, Jerry Reed, Bobby Bare, and Mel Tillis. The group recorded a double album's worth of Silverstein-penned material for a single album in 1999. Lead single "Still Gonna Die" features the four recounting various things that one can do for one's health, each capped off with "but you're still gonna die" and building up to the end line of "So you better have some fun before you say bye-bye".
* Waylon Jennings's duet "Mamas Don't Let Your Babies Grow Up to Be Cowboys" was a top-15 country hit for its writer, Ed Bruce, three years before the Waylon/Willie version.
* Waylon Jones a.k.a. "Killer Croc" has a rare condition which gives him a crocodilian appearance as well as superhuman strength and endurance. For a time he wrestled as part of a traveling circus, where his monstrous nature was an advantage.
* Waylon Smithers, an assistant to Mr. Burns. For much of the series he helps with Burns' schemes almost unquestioningly, but he may be a subversion in that there are some schemes even he will object to at the risk of losing his job. (See "Who Shot Mr. Burns Part 1.")
* Waylon Smithers has a low-pitched, nasal voice in the original American dub, but the Japanese dub gives him a high-pitched voice, making him sound like an effeminate gay man. Now
* Waymond the Whale features two whale siblings named Raymond and Elizabeth, but they can't pronounce certain letters and so call each other "Waymond" and "'Lithabeth".
* way more" and thus there's only a few scenarios where they're actually useful (like with Colin, to compensate for his lower attack power). Pretty much any other time in the game if you're gonna drop 22000 bucks, you're better off going for a Medium Tank alongside an Artillery, an APC, or a couple of Mechs as you'll get far more mileage out of that than out of one Medium Tank with a slight power boost. Even if you absolutely need the extra fuel and ammo carried by the Neotank, you're probably better off just supporting a Medium Tank with an APC.
* way more in the bargain. (The slogan? "We can't make *all* of your dreams come true...)
* way more power in comparison to a diesel engine of the same size. But they also consume a lot more, and they do not consume notably less at idle in comparison to full throttle. So in order to operate a gas turbine economically, you have to run it at full throttle as much as possible and shut it down whenever you don't need it. However, in railway uses, a gas turbine spends only very little time at actual full throttle, namely while accelerating, and frequently starting it up doesn't do a gas turbine good. Cheaper, lower-quality fuel may reduce operational costs but at the same time harm the turbine more, and it isn't really "cheap" anymore nowadays anyway. Not hard to guess why almost everyone's back to piston diesels today.
* Wayne Allwine and Minnie Mouse respectively, were married until Wayne's passing in 2009.
* Wayne Allwine Bret Iwan, who recorded Mickey’s lines for the scene’s extension in said movie.
* Wayne Allwine for 32 years, was married to Russi Taylor, who provided the voice for Minnie.
* Wayne Allwine productions until their deaths in 2009 (Allwine) and 2019 (Taylor).

* Wayne Allwine, the previous voices of Mickey and Minnie Mouse, developed a romance after meeting each other for the first time while on the job, and were married till Allwine's passing.
* Wayne Allwine, who voiced Mickey until his death in 2009, where the role went to Hallmark Cards illustrator Bret Iwan.
* Wayne and Shuster called "Welby Marcus, Master Mechanic". It ends with Welby and his performing an emergency repair on a car engine that is treated with all of the drama and urgency of surgery on the show they were parodying.
* Wayne and Shuster. The narration then goes "This guy is not the hero". Then camera then does a whip pan to Wayne dressed as a scruffy 'Man with No Name' type, and the narration ends "He is!"
* Wayne and Shuster type mime doing his "Walking on Stairs" act and physically ascends about 10 feet off the stage without any physical steps in place.
* Wayne Barlowe) is actually a living gelatinous colloid of microorganisms. The edge of the sea towers over the surrounding beach.
* Wayne Barlowe that feels like a completely gratuitous and cliched shortcut to cheap pathos. You could cut it without affecting the story at all.
* Wayne Brady revealed that he had struggled with depression for a while in 2014. He kept it a secret for a while (and honestly, if you saw him on screen, you probably wouldn't be able to tell), but reached rock bottom after the suicide of Robin Williams, and at that point decided to come out with it. Fortunately, doing that seems to have helped him start to get better.
* Wayne Brady, the first and second performers are worth $10,000, the third and fourth performers are worth $15,000, and the fifth performer (where the round is played in a head-to-head format) is worth a whopping $60,000. This means that a team that has been shut out in the previous rounds can buzz in correctly (or have the other team buzz incorrectly) and win the game.
* Wayne Brady, the public has affectionally dubbed them, "The Whose Crew."
* Wayne Brady They're actually about the same height, and she IS wearing heels but... she's a BODYBUILDER.
* Wayne Enterprises ends up repairing a lot of the collateral damage
* Wayne Grayson several times at a 2008 convention. He referred to it as "his favorite line" even though "It's not even a line my character says, but I've been saying it all weekend".
* Wayne Gretzky. A second vote for MVP was held, and Gretzky won. Even more cruel for Garrett was the fact that he wasn't even originally voted into the game in the first place. The man he backed up in net for the Vancouver Canucks, Richard Brodeur, was. Brodeur pulled out of the game with an ear injury, and Garrett took his place.
* Wayne Gretzky at that) and zero playoff appearances. "The Great One" moniker clearly didn't follow him into coaching.
* Wayne Gretzky in 1988. Everyone swore he couldn't be traded, but indeed he was, and the Oilers were left struggling to find their identity without him. Decades came and went with the Oilers struggling to even maintain a decent seasonal record, let alone find their next Gretzky (though they did win one Cup without him in 1990), before they finally seem to have struck gold with Connor McDavid, who to boot wears 97 on his jersey - just two away from the league-forbidden 99 (though the Oilers retired it on their own before the NHL at large did). Gretzky's 99 banner might not be all that big, but it certainly casts a huge shadow for McDavid and his teammates to skate under. He seems largely up for the task, though, guiding the Oilers farther than they had been in years in just his second season of playing for them in 2017. That's not to say there's no pressure on him to turn things around for this franchise, though...
* Wayne Gretzky in 1991 and 1992. The fact that Gretzky and Lemieux only played in the same Conference for one season (1996-97, Lemieux's last season before coming out of retirement in 2000-01, and Gretzky's first of 3 seasons with the New York Rangers before his own retirement in 1999) and never playing a playoff series against each other (and rarely more than 2 games per regular season) probably helped.

* Wayne Gretzky points out to Tony Hawk that the two of them have collectively set 184 world records... of which Gretzky set 183.
* Wayne Gretzky's helmet of choice. Only four other players at the time (Marty McSorley, Jari Kurri, Esa Tikkanen, and Igor Larionov) still wore the 235 at the time, and by 2001, they had either retired, or in Larionov's case, switched to a certified helmet.
* Wayne Gretzky spent his professional career about 20 pounds (9 kg) lighter than the average NHL player. He was also physically the weakest player on the Oilers during his time with the team, only able to bench press 140 lb (63.5 kg). In spite of all that, his speed and skill made him the most accomplished hockey player of all time.
* Wayne Gretzky. The combination would typically dominate any line they came up against. To prevent this from getting out of hand, the "Wayne Gretzky rule" was introduced, where offsetting minors were played in a 5 on 5 situation. The rule was revoked in 1992, a few years after Gretzky was traded to Los Angeles, but is still active in IIHF (international) play.
* Wayne Gretzky. The Oilers won the Cup four times with "The Great One" and won a fifth time after Gretzky was traded (Gretzky himself never won the Cup again after the trade).
* Wayne Gretzky. To quote the other wiki: "Gretzky's basic athletic abilities were not considered impressive. He was 6 ft (1.83 m) tall, weighing only 160 pounds (73 kg) as an 18-year-old NHL rookie in 1979, and 185 pounds (84 kg) at the end of his career in 1999. At the beginning of Gretzky's NHL career, many critics opined that Gretzky was "too small, too wiry, and too slow to be a force in the NHL". On the other hand, his intelligence and reading of the game were unrivaled, and he could consistently anticipate where the puck was going to be and execute the right move at the right time. It was said that he "seems to have eyes in the back of his head" and had a knack of "rolling with a check".
* Wayne Massey, but none of his solo releases went anywhere. However, he paired up with his more famous wife, 1980s hit-maker Charly McClain (best known for "Who's Cheatin' Who"), and they had two hits together: "With Just One Look in Your Eyes" and "You Are My Music, You Are My Song", both from 1985.
* Wayne Owens (D-Utah) served four non-consecutive terms in the US House of Representatives in a relatively safe (by Utah standards) Democratic seat but went 0 for 4 in statewide elections: three Senate races and a run for governor.
* Wayne played one himself during a game of Let's Make A Date when he's given the character of a power-mad highway patrolman.
* Wayne steals part of the Dairy Barn's earnings in Graham McNamee's
* Wayne Studer, Ph.D. fansite in existence. He's appeared in one of the documentaries about them, and his "On This Date..." feature has been incorporated into the front page of their official site.
* Wayne's World 2 impersonators, putting on "YMCA". Then, the Indian from Wayne's dreams shows up...
* Wayne's World 2, in a scene which has Wayne fight Cassandra's Cantonese father in a chop sockey kung fu fight. The stereotypical sound effects, dubbing and dubious wirework are all aped for the scene.
* Wayne's World 2. Not only does the name not describe him well, but he's too busy selecting music and preparing his comedic sound effects to pay attention to what his guests are saying. That is, openly and remorselessly insulting him on his own show.
* Wayne's World 2 using anything that sounds like the word "eye" when talking to a character with a very noticeable eye condition (acute partial ocular albinism), ending when he promises to "make sure to cross my Ts and dot my... lower-case Js."
* Wayne's World 2, Wayne and Garth encounter a man with heterochromia, and struggle to avoid mentioning it ("Yes sir, I'll remember to cross the T's and and dot the... uh... lower-case J's.").
* Wayne's World 2, Wayne and Garth go to the local radio station to be interviewed by disc jockey Handsome Dan. The good-looking guy they first greet turns out to be Mr. Scream (the wacky voice guy), while Handsome Dan is... well, Harry Shearer.

* Wayne's World 2, Wayne stops for directions at a gas station, and the old attendant, upon hearing the place Wayne's trying to get to, launches into a story of a girl he once knew there, but is doing so in a stiff, self-conscious manner. Wayne addresses the camera and asks "Do we really have to put up with this? I mean, I know it's a small part, but couldn't we get a better actor?" The old actor is led away and Charlton Heston is brought in to replace him. By the time he's done giving directions, Wayne is in tears, and thanks him, more for the performance than for the directions.
* Wayne's World 2 Wayne uses the pole, while Wayne takes the "scenic route," otherwise known as the elevator, to give him time to give the necessary beginning-of-the-movie exposition.
* Wayne's World: between Wayne and Garth. At first this trope seems to be defied with Wayne and Cassandra, but a side ending makes Wayne end up with her.
* Wayne's World cameoed Marble Zone from the first game in an early format. It shows the infamous scrapped UFOs.
* Wayne's World. During a scene where the main characters Wayne and Garth are sitting atop their car watching airplanes take off, when suddenly Garth asks a strange question:
* Wayne's World, each time Garth sees his dream woman in Stan Mikita's.
* Wayne's World ending, and the happy ending. Only the two happy endings are "canon"; Wayne and Garth simply rejected the others.
* Wayne's World films contain a few examples of this trope. Almost all of Ed O Neill's character Glenn's dialogue in both films, in fact.
* Wayne's World films, ubiquitous Canadian restaurant Tim Horton's Donuts becomes the film's fictional Stan Mikita's Donuts. Horton and Mikita are both Hockey Hall-of-famers. Actor-writer Mike Myers grew up in Toronto, where Horton played; character Wayne Campbell lived in Aurora, outside Chicago, where Mikita played his entire NHL career.
* Wayne's World, Garth wins the love of his dream girl. She was an earlier throw-away joke... in fact, the audience was not sure whether she really existed or was just a dream.
* Wayne's World has Wayne and Garth frequently addressing the camera and viewers.
* Wayne's World. His speech is stilted (and he is in general rather socially awkward/unawares), he doesn't eat anything that isn't brightly colored and fruity (to the point of eating a jelly donut with a straw), he goes off on some extremely bizarre tangents in conversations, and he spends hours obsessing over strange mechanical gadgets. He's also mentioned to be taking Ritalin.
* Wayne's World. Hmm... They must use this a lot on posters for movie sequels!
* Wayne's World. If anything, that makes it even funnier. "No Stairway! Denied!"
* Wayne's World immediately afterwards when Wayne says to camera, "You know for a security guard he had an awful lot of information, don't you think?"
* Wayne's World in the second) before presenting the actual and accurately named "mega-happy ending".
* Wayne's World lampshaded this trope mercilessly with Chris Farley's unusually knowledgeable security guard.
* Wayne's World metalheads who constantly break the fourth wall, especially with the multiple choice ending segment from the first movie.
* Wayne's World movies, Wayne is constantly talking to and interacting with the camera. Even Ed O'Neill did for a moment, before being reminded by Wayne that "only me and Garth get to talk to the camera".
* Wayne's World must choose between lower-class Wayne and TV executive Rob Lowe.
* Wayne's World (one of which provides the page quote) both have Extreme Close-up moments.
* Wayne's World, reading "Customers playing 'Smoke on the Water' may seriously wish to reconsider their motives in buying musical instruments." "Sweet Child of Mine," "Freebird," and "Stairway to Heaven" have also been given this treatment. Working in a music shop must be hell.
* Wayne's World, she's on stage aggressively singing "Let me stand next to your fire". Wayne's view of her is in Gaussian and he hears "Dream Weaver".

* Wayne's World (SNES/Genesis): Any enemy that Wayne kills with his guitar are destroyed in a fiery explosion.
* Wayne's World starring Farrah Fawcett. You might think these gag options wouldn't actually be clickable, but they are: Selecting them gives you a short clip of the selected show/movie, with a small line of text advertising its availability on video on the bottom of the screen.
* Wayne's World the air fills with sparkles and the song "Dream Weaver" plays.
* Wayne's World, the titular character's ex tries this with him. It fails horribly.
* Wayne's World the worst of all ear worms. If you hear this song in the morning, you'll never be able to get it out of your head all day, no matter what counter-measures you take.
* Wayne's World, Wayne has the song "Hey Mickey" stuck in his head. He and his girlfriend sing it to expel it.
* Wayne's World. Wayne mentions that it's okay if a few people don't like his show and explains it this way:
* Wayne's World, when Wayne Campbell "learns" Cantonese in order to speak to his love interest. After purporting to have learned Cantonese, there are scenes where Wayne stares awkwardly at the camera without speaking, while long English paragraphs of complex, translated dialogue appear in the subtitles.
* Wayne's World where Garth asks Wayne if he ever found Bugs Bunny attractive when he dressed up as a girl bunny. Wayne laughs his "no" incredulously for a moment, then says seriously "No", to which Garth hastily responds "Me neither, I was just wondering".
* Wayne's World where he randomly and inexplicably extols the virtues of Cassandra’s laundry detergent.
* Wayne Wonder has been recording since the late 1980s, but his first hit didn't come until 2003, when "No Letting Go" charted all around the world, including #11 in the US and #3 in the UK. His follow-up "Bounce Along" was only a hit in the UK and he hasn't made any chart since.
* Way of Choices can each shift back and forth between a human and a beast form.
* Way of Choices Chen and Youroung have met only a few times and he is unaware (though she is) of her identity, as they largely communicate through writing.
* Way of Choices is a massive story (1251 chapters) about a young man's quest to defy his fated death at the age of nineteen. Over the course of which he battles demons and dragons, fights in tournaments and wars, defeats impossible challenges, and achieves enlightenment.
* Way of Choices these are called Yeshi Steps, and seem to be a basic technique. Certainly the first one demonstrated by Chen.
* Way of Choices where Xu Yourong's grandfather promised her hand to the disciple of a Taoist who saved his life. Various characters have various reactions to this, her parents are horrified while she's more ambivalent.
* way off and they find themselves struggling just to make the next Chase, let alone do anything once they get there. Every driver who finished runner up to Jimmie Johnson during his streak of five consecutive championships from 2006 to 2010 was subjected to this trope.
* Way of the Dragon: After Tang Lung handily beats several mooks with nunchuku, the last mook grabs some nunchaku and tries to attack, only to knock himself out with them.
* Way of the Dragon, Bruce Lee and a very hairy-chested Chuck Norris duke it out in Rome's Coliseum.
* Way of the Dragon, Bruce Lee's character goes into a restaurant in Italy and accidentally orders every soup on the menu (which later makes him have to pee a lot).
* Way of the Dragon, where he calls his moves after the fact as an extension of his earlier "Chinese boxing" lessons to his friends.
* Way of the Pilgrim the personal force-shield of any Aalag soldier would allow him to hold out indefinitely against any weapons humanity could throw at him. Even nukes. The ship-board version is presumably even more robust.
* Way of the Samurai 4 can play Koi-Koi at night. The place also offers free sake

to those who take the sidequests that the gambling den mistress issues.
* Way of the Samurai 4, firearms are among the weakest weapons in the game in terms of offensive strength. Despite them being capable of slowly killing an enemy without them reaching you, they lack any real damaging techniques, while swords are able to instantly kill an enemy in one attack. However, when someone wields a firearm during a cutscene, expect another character to be at least heavily injured or, in worse cases, even killed. On the other hand, Kogure is seen deflecting bullets with his katana, while bullets are considered to be unblockable in gameplay.
* Way of the Samurai 4 however, is exempt from this, and can die at any point past the prologue, in which case, she will be replaced by a nameless substitute.
* Way of the Samurai 4, if you fight Kotobuki at the start of the game, and then confront him again in the evening after meeting with Akagi (who leads Kotobuki's enemies, the nationalist Disciples of Prajna faction), you can choose to call him and his lackeys "stupidheads".
* Way of the Samurai 4 plays with this during a battle tournament during the main story. In some plot branches, the player may end up facing a man and his dog. The specific loophole used in this case is that any weapons are allowed, so he declares the dog to be one of his weapons.
* Way of the Samurai 4 the last step of the Nightcrawling mini-game involves either throwing the woman you want on a bed or hitting them until their clothes come off. Additionally, some characters like Sensei or Melinda require you to defeat them in a sword fight before they will even give you a chance.
* Way of the Samurai 4, who even has his own guards called Clean Samurai. His obsession for cleanness goes so far, that he has no qualms about killing homeless people, as he deems these to be unclean.
* Way of the Samurai 4, you can choose to do this by not paying the bill after eating a meal at a restaurant or outdoor food stand. Doing so is considered a crime and will cause the owner to call for the guards to arrest you.
* Way of the Samurai 4 you join the xenophobic Prajna movement in an attack against the British embassy, which the British treat as an act of war. Akagi, the leader of the Prajna's, is mortally wounded and gives the leadership of his movement to your character. The game ends with the much more modern British army invading Japan, while your character is seen leading the charge against them.
* Way of the Samurai game and a lot of supporting cast as well. Depend on the choices made by the player, dependent upon the game but some of the most common boil down to, join up with a new master, join (possibly noble) gangsters, continue to wander aimlessly as the game goes by doing odd jobs for money, or support a third "civilian" side in the local conflict.
* Way of the Samurai has been defeated. Often referred to as a 'Mad Dog', though never to her face. Call her O-Kyo at your own peril.
* Way of the Samurai Not only it is useful for ending most fights prematurely, it is also required to recruit one particular follower.
* Way of the Samurai (the female sword informant), can still be (hopelessly) asked on a date.
* Way of the Samurai: you can use the blunt end of your sword to knock out opponents as opposed to killing them.
* Way of the Samurai, you have a fury mode which makes your combos infinite, great against normal enemies who stand in one spot, borderline useless on bosses, who are all too happy to block your never-ending onslaught like you were throwing mean insults at them and not slashing them with a sword.
* Way of the Samurai you join or take over the Ouka Clan of Bandits, and end up being the one in charge of them when the Fujimori Clan leads a massive army against you. Despite managing to fight your way out, you and several of your comrades find yourselves completely surrounded. You and your companions ultimately decide to give them all the fight you have left and charge into the fray. The game ends with a note about an "unknown samurai disappearing into history."
* Way of the Tiger ninja who avoids using weapons other than shurikens and maybe poison needles (if that skill was chosen). Instead Sorcerak belongs to his

archenemy, Honoric who's the grand marshal of an army dedicated to an evil deity. Sorcerak radiates fear in enemies and will absorb opposing magic - this will prove useful to Avenger if he has a chance to kill Honoric early on.
* Way of the Tiger, the world's mightiest wizards and warriors, primordial beastgods, giants, ifrit, an Eldritch Abomination or two, demigods and demons — all have died under the fists and feet of your character, the ninja Avenger.
* Way of the Tiger. Unlike many similar books, this series spends pages describing its world while telling an exciting and atmospheric story with a lot of variety that involves the player not only fighting but also have to deal diplomacy, politics and command strategy.
* Way of the Tiger, you are the good ninja Avenger and essentially the best warrior on Orb. In the series, using only bare hands and often in one on one combat, Avenger will have killed the world's deadliest assassin, world's best mage, world's best swordsman and world's best martial artist. Avenger also defeats a team of epic-level evil adventurers, primordial godbeasts, demon princes, giants, efreet, a god-forged golem and etc.
* Way of the Tiger, your ninja assassin Avenger can instantly kill opponents if he has the Poison Needle skill and is given the option of using it. He sometimes can kill enemies with the Nerve Strike skill if he took that as his special skill learnt from the Island of Dawn. Additionally he carries a garrotte and a single dose of the "Blood of Nil" - which is the deadliest poison in the world, sometimes he gets the option of using those particular tools on a hapless victim. Finally there are rare instances that he ends up killing someone if you chose a specific attack, for example in one book he breaks the neck of an attacking ninja by throwing that novice who ends up landing poorly.
* Way of the Warrior Dragon, Fox becomes Voodoo, and Major Gaines becomes Major Trouble. Once they're all out of the way, Gulab can be fought on his own.
* Way of the World. In the far future, Kara Zor-El has the chance to travel back to the past. She thinks of fixing all of her mistakes and doing it right this time... but then she thinks she'd be playing God like a time-travelling villain she just defeated. The past is the past and she must accept this and move on.
* Way of X have an ironic nursery rhyme for Krakoa's bogeyman, the Patchwork Man:
* way older the enemy fleet. Too bad that mankind, and all organic life, has been killed in the battle... So the superintelligent energy beings inherit the Earth.
* way older via marriage to Lois's sister, making the relationship that much more squicky in hindsight.
* way only covered the front. Recent developments have fixed this problem, though.
* way. On the other hand, they are equally intelligent, and Howard also becomes a much better person once he starts dating her. It helps that Penny also once pointed out that he's the luckiest man alive and he'll never get anyone better than Bernie.
* way outclassed in strength by most of the Kage-level fighters he's compared to as an equal. It's perhaps no surprise that Kakashi was a student of the aforementioned Fourth Hokage.
* way out of the 'pay grade' of the work - (such as a Hollywood megastar who turns up in a small role in a low-budget indie or horror flick)
* Way Out West are their normal 1930s selves; all the other characters match the period Western setting.
* Way Out West in a Dress, everyone's name is this. For example, the hairstylist is Rogaine, the criminal is Rob Banks, the one with an ear infection is Eileen, and the judge was Levy Fines.
* Way Out West seemingly happened about 140 years later than on Earth Prime.
* way overboard over how little they could build their devices, and as a result, the mid-2000s saw stuff like watches with a PDA and a cell phone, and cameras almost the size of a medium USB drive. These days are long since gone now that consumer electronics have mostly settled down to a more practical size, since one of the side effects of miniaturisation obvious to everyone except the companies doing this was that phones, cameras, mp3 players, and other devices too small to have sensible control buttons or clear displays on them are a pain to use, even if they are half the size of everything else.

* Wayrift also takes on a wolf form to communicate with people, and eventually takes the form of a woman to gain attention from the man she's in love with.
* Wayrift: In chapter 32, Fang gives Kip a wedgie right before escaping him.
* Wayside episode "Wayside Special" has Todd climbing up to the 30th floor. He starts off by climbing some stairs, scaling a ladder, crossing a log, and traversing a jungle gym, only to get to the second floor.
* Wayside, Myron gets tagged it and becomes the most powerful person on the playground. The end results aren't pretty. In fact, you can't even dare tag Myron it, because everyone knows what happens.
* Wayside School) and how the students can come to him any time because they're all friends, he launches into a diatribe about how much he hates kids and how much it sucked to be called away from his vacation in the Bahamas. He's also not very nice to the secretaries telling him the microphone was still on... In fact it's played with until the end of the chapter. "What red button? ...There is no red button. Oh, here it—"
* Wayside School book, Joy steals Dameon's lunch (and frames several other students for the theft) because she's seriously hungry, having forgotten her own lunch, and is said to have suffered extreme guilt over it for months afterwards. In the two subsequent books, one of Joy's major character traits is that she steals things whenever she gets the chance, including, at one point, another lunch (this time showing no guilt at all).
* Wayside School books are there mainly for surrealistic flavor. There are three of them: a bald man, a man with a black mustache, and another man with a black mustache who also carries an attaché case. Their appearance is random, but usually has a connection to a character making life decisions. In one instance, they offer an emotionally fragile boy a choice between safety or freedom. When he chooses the latter, they hand him a contract, which he signs, and then leave. No explanation is given as to what that contract means, although it's shown that that character no longer has to do anything he doesn't want to, like take tests or do homework.
* Wayside School books (except for the arithmetic ones as they are not structured like the other books) ended with the last sentence being, "Everyone (Word That Rhymes With Ooed)".
* Wayside School books has a story where the main character of the chapter, Maurecia, eats ice-cream every day but is getting bored with the flavours. Ms. Jewls creates ice-cream named after her, but she can't taste it because it tastes the same as when she's tasting nothing; everyone else claims it tastes wonderful. The next few weeks have them going through the entire class, with everyone having a taste relating somehow to their personality, and everyone agreeing that Todd tastes the best. He apparently tasted so good that every so often, Maurecia would try to take a bite out of his arm.
* Wayside School books, one of the kids tells a story of a hippie who got his ear cut off by a barber.
* Wayside School books, the kids are playing music and wonder how the triangle got its name. They decide it can't be named for its shape because "then the tamborine would have to be called a circle", so they reason it must have been invented by Joe Triangle.
* Wayside School book, the school principal, Mr. Kidswatter, decides to declare the word "Door" a bad word, and anyone who uses it to be punished. Todd happens to be late for school that day and misses that announcement. When he tries to explain why he was late, he uses the word "door" and is immediately punished.
* Wayside School Gets a Little Stranger, the class is dropping objects out the window to prove that everything falls at the same speed, including a pencil sharpener. Because everyone's been saying "pencil sharpener" throughout the chapter, you think nothing of it at the end when Leslie does...
* Wayside School is Falling Down raises a theory that Mrs. Jewls lets Myron do whatever he wants because Myron has a picture of Mrs. Jewls wearing a lampshade, and threatened to show it to the principal unless she allowed him to break the rules. One of the other students then asks how the principal would recognize Mrs.

Jewls if a lampshade covered her face.
* Wayside School). It was supposed to be a 1 story building with 30 classrooms in a row, but the builder was holding the plans sideways. He said he was very sorry.
* Wayside School (Kathy's "Yellow" included all words that ended in "ell" followed by "oh"), were very short (Stephen's "Green") or abandoned rhyming altogether (Joe's "Red" which used past-tense "-ed" suffixes where the "e" was silent).
* Wayside School, likes to pull patients' teeth whether necessary or not, in order to charge them more.
* Wayside School makes her pigtails controllable, demonstrated when Leslie played bongos with them.
* Wayside School minor offense while practically everyone else in the class is acting up much more.
* Wayside School, Mr. Kidswatter. Under his breath, Louis calls Kidswatter a "maggot-infested string bean", then when asked to clarify, changes it to "a magnificent human being".
* Wayside School, Mrs. Gorf, into turning herself into an apple, which then gets eaten by Louis. Later, Mrs. Gorf's son tries to avenge her by becoming the kids' substitute teacher, stealing their voices, and attempting to frame them for making hateful phone calls to their own mothers.
* Wayside School, one of them notices her eating Oreo cookies filled with bologna instead of cream.
* Wayside School series has two characters named Nancy and Mac who eventually swap names to fit their corresponding genders. Nancy was named after his aunt, and Mac's mother named her after a dog.
* Wayside School series, teacher Mrs. Jewls makes an ice cream flavor named for every student in her class which evidently tastes like their personalities (Kathy-flavored ice cream tastes terrible). The catch is that when someone eats their own ice cream flavor, they taste nothing.
* Wayside School series, while the teacher is pregnant, there is a substitute teacher who fulfills this role, turning all the students against each other and creating a very tense and hate-filled classroom.
* Wayside School story in which one kid is picked as Class President. Much jubilation on the part of said student until he learns that the exalted post of Class President entails turning off the lights at the end of class.
* Wayside School Todd ends up saving the day by giving them a spelling book and encouraging them to learn to read and write.
* Wayside School, which is set 20 years in the future, Dameon starts to become attracted to her now grown up daughter Mavis.
* Way Station are named this way: Thuban VI, Polaris VII, Mizar X, Vega XXI, Enif V, Alphard XX, etc. So not only are all the space-faring aliens in this region of the galaxy conveniently from star systems humans have names for, but they also seem to have no other names for their homeworlds, and no names for themselves besides "Thubans" and "Vegans". (Although to be fair, Earth is also referred to as Sol III.)
* Way Station briefly mentions a race of aliens who colonized numerous planets, regardless of the conditions, by physically and mentally changing themselves every time to perfectly fit those conditions. The main character wonders whether can they be counted as the same race.
* Way Station, Ulysses is a member of species that adapt to almost anything, can digest almost anything, but he considers well-prepared coffee to be the best food in the entire known universe.
* way stronger than whatever we've been doing before." The other common scenario was missionaries bringing lethal European diseases with them, leading the locals to believe that the missionary's magic was to blame for their illness.
* way than Pepe. Incidentally, those shorts that show how much of a spitfire an interested Penelope can be suggested that Pepe's scent is literally the only thing driving her away; sad, then, that Pepe is intimidated by assertive women and rapidly loses interest as soon as one or both of them does something to take his smell out of the equation.

* way the characters are presented, Jud Fry can be played as a buffoon lacking intelligence, a possessive and evil man, a slightly insane man or a sympathetic and misunderstood man who struggles with depression. Curly could also be played as an overconfident and cocky braggart who is slightly cowardly or a person who is confident and charming. This mostly depends on the depth of the director.
* way too easy for its level almost always elicits this reaction. To name a few:
* way too easy to run across at art sites. Be thankful for the thumbnail previews.
* Way too many cases with the Sex Offender List. Public urination or sleeping with your underage girlfriend despite the fact that you're only one year older than her? You're treated the same as child molesters and violent rapists. You can get on the list even if you weren't convicted.
* way too much time on their hands when Harima accidentally confesses to their male teacher, who is completely nonplussed. Then, in the next episode, he does it AGAIN.
* way too mule headed and concerned with gaining the God Cards to order it to land, even if three contestants are unconscious and possibly dying. Alcatraz is just as bad; it's a tower built on a demolition site, designed to resemble a shining tower rising out of a ruin to symbolize Kaiba's triumph. Dramatic again, but not exactly safe.
* way too often to keep track of. It's also one of the reasons the fandom has a rather poor reputation.
* way too pricey to make to be profitable, and the designers only had five months to reduce the price to reasonable levels, resulting in the flawed final product.
* way too spicy, at one point producing something that knocks poor Yukiko out in one mouthful.
* way too strong, wanting to marry him. Eventually, he has enough and pours the rest of the potion down the drain.
* way too trusting, and despite his good intentions doesn't realize that what he's doing is prejudicial to others. Even his grandfather remarks that he is not dumb, but rather he just learns in different ways.
* Way Walkers University, the game lets you romance your choice of two male or two female characters. All characters are available for any gender PC.
* wayward asteroids requiring plenty of power, which requires large plants to generate it.
* Wayward Children rather than morality; in their experience, very bad things end up happening after a child becomes a vampire or werewolf, and they don't want to have to deal with the consequences.
* Wayward Children, the protagonist Nancy Whitman is, in her own words, asexual but not aromantic. She doesn't want to do anything more physically intimate than kissing but still quite enjoys dating and develops feelings for her classmate Kade Bronson.
* Wayward Children. The twins Jack and Jill (blame their parents) went there, and Jack became Dr Bleak's apprentice, while Jill developed a rather unhealthy relationship with the vampire lord. At the school they go to after they return to Earth, full of other people who've been on portal-fantasy adventures in other worlds, they're known as "the Addams twins".
* Wayward, damaging the island's environment by cutting down trees, mining, or hunting causes your reputation to drop. Having negative reputation increases the amount of hostile creatures.
* Wayward Guide For The Untrained Eye, the werewolves of Connor Creek, known for its silver mines, are actually dependent on the trace amounts of silver from the mines that leak into the reservoir, as it allows them to transform at will and live alongside humans instead of being beholden to the moon. Too little silver, and they will lose control. Too much, they get burned or die. They can transform into either half-wolf forms or full, bipedal wolf forms, both of which allow for speech. These transformations manifest with a glowing aura, which differs in color depending on clan. Werewolves are either be born or made (via bite or scratch) and they can only be killed by silver bullets or the claw of another werewolf.
* Wayward intent on bridging the gap between the past and the future, not only finds himself frustrated by his conservative team mates' idiotic insistence to much

rather fight to the last man instead of accepting the changing times and embracing the future and its technological wonders, but finds himself equally frustrated by the heroes' idiotic lack of respect for the introspective virtues of the past and stubborn teenage mentality to just follow the whims of their flailing emotions.
* Wayward Pines, after Ethan Burke makes it out of the titular town, he goes in the direction of Boise, Idaho, the nearest large city, but all he finds are overgrown ruins. They later find videos of scouts sent out to other parts of the country with views of other cities' ruins.
* Wayward Pines fits the trope remarkably well for a character whose parents are also major characters.
* Wayward Pines. He and his people wiped out an Abby group and built a town surrounded by large electrified walls next to the mountain.
* Wayward Pines involve the execution of people who break the town's rules repeatedly and publicly. In Season 1, their throats are slit. In Season 2, they're shot execution style.
* Wayward Pines, taking the main road out of the town will eventually bring you back to it. This is a mundane example as the road really is an endless loop that curves repeatedly to confuse peoples' sense of direction.
* Wayward Pines: The majority of humans has devolved into predatory animals known as "abnormals" or "abbies".
* Wayward Pines. This is done away with later, since it's no longer necessary.
* Wayward Sons: Doctor Chu, who very much enjoys performing torturous experiments on live subjects.
* Wayward Sons focuses mainly on Greek mythology, but features figures from several other ancient cultures.
* Wayward Sons: Frodaity can do this to anyone. She's used it to make people pass out from lust (directed at her), and caused sadness in a couple of enemies so they couldn't fight back (though that was a staged fight).
* Wayward Sons have the sword ends up with them losing the upcoming war.
* Wayward Sons out of a mountainside as a Holy Day gift to his crewmates.
* Wayward Sons: Over 30 characters, with more being introduced periodically.
* Wayward Sons: Saiden. He can control its state of matter too, allowing him to form his weapon of choice, a trident, out of ice. He can even move a fleet of ships around, though he runs the risk of passing out from exhaustion when he does so.
* Wayward Sons the captain's ex-wife is also the head medical officer.
* Wayward Sons: The Greek gods weren't gods, they were superpowered aliens.
* Wayward Sons. They become the Greek gods, while the antagonists become the Egyptian gods.
* Wayward Sons: With a minor modification and application of his power, Airez has turned his sidearm into one of these.
* way way more of John Turturo than anyone wanted to see on the big screen.
* way, way worse, with the gesture becoming a de-facto symbol of white supremacy in Australia and New Zealand due to the Christchurch shooter.
* way (which, in fact, were snatched back from Shinji, who was the one trying to steal it because some bullies put him up to it), at which point she attempts to beat him to death with a baseball bat and completely refuses to trust or talk to him until he explains the truth behind his actions. Once Kaname is in on the whole secret and can relate to Sōsuke better through an understanding of his background, it's the beginning of a friendship that develops into love.
* Wazdakka Gutsmek And thats tame by the standards of most Ork Characters...
* Wazdakka Gutsmek. Needless to say, he slaughtered the entire crew in seconds. He also kept 3 skulls from this encounter as throphies and they are still on fire, decades later!
* WazHack, an all-graphics variant, makes the background go a glowing, wavy yellow and the monsters, including your pet, turn into random geometric figures when you're hallucinating.
* Wazzup than eyerolls. But whether it works twice remains to be seen, as Bud Light is trying the same thing with "Dilly Dilly".
* WB 10 Juicer Uprising makes it seem like there is a way to shoot a hole through

helmets without destroying them.
* WB 20 Canada shows the Tundra Rangers being part of the Coalition States, the book doesn't describe them working together.
* WBAI's very survival has been an issue for two decades. Several disparate studio locations, millions of dollars owed to the Empire State Building for not paying for their transmitter, and a whole 'too many cooks in the kitchen' issue where a simple sale of the frequency to someone else in exchange for a smaller-range signal is a no-go have exhausted most New Yorkers (and the radio community at large) so much, the end of WBAI would be a mercy killing to most.
* WB's reactionary approach lead to radical changes being made in post-production of
* WBZ-AM (His entire sense of humor tends to lean in roughly this direction.)
* "WcDonalds", a stand-in for the rather obvious, is a fast-food chain non-specific to any particular anime (the chain has made appearances from
* WcDonalds' most recent appearance, as of early August 2008, is in the new
* WC fanfiction as well, where canon relationships make up a large majority of stories.
* W. C. Fields (1940), when asked by the thug in the back seat to give him the wheel, Egbert Souse (Fields) matter-of-factly pulled it off the steering column and gave it to him. This sequence paid homage to the Mack Sennett/Keystone Cops and Hal Roach/Our Gang comedies of the 1920s and 1930s. Model T Fords were generally used for these comic chases.
* W. C. Fields gag, where the second half of the story is given as the main character having found a glass eye on a pool table, returning it to the owner, and being given the nickname "Honest John".
* W. C. Fields, he financially support both; he paid a stipend to Hughes for the rest of his life, and supported Morris until he turned 19 (his mother had died in 1928). He was also known to be an involved grandfather.
* W. C. Fields. He is known to have appeared on the same bill with them only once, during an engagement at Keith's Orpheum Theatre in Columbus, Ohio, in January 1915. At the time, the Marx Brothers were touring "Home Again", and it didn't take Fields long to realize how his quiet comedy juggling act was faring against the anarchy of the Marxes. Fields later wrote of the engagement (and the Marxes):
* W. C. Fields his bratty daughter Elsie whacks him over the head with a director's bullhorn when Egbert (Fields), working as a director, won't put Elsie in the movie.
* W. C. Fields involves Mr. Muckle, who is both blind and half-deaf, visiting poor Harold Bissonette's grocery store. Mr. Muckle shatters the glass in Harold's front door with his cane as he enters, goes around wrecking everything else breakable in the store as he browses, and shatters the glass in Harold's other front door as he leaves.
* W. C. Fields, there's a scene where Fields eats a bowl of soup with a ridiculously long baguette. He breaks the baguette in half and repeatedly dips one half in the soup, but then takes bites from the other half.
* WCG Ultimate Gamer. Inversion. Surely nobody, gamer or non-gamer, is under any illusions that the skills necessary to play
* W-Change!!, and Tachibana's gang is actually a faction serving under Fukama's clan. They hide their friendship in order to keep Fukama's identity a secret.
* WCRB, a classical music radio station out of Boston that is affiliated with that city's local
* WCW 2: Electric Boogaloo, since they took on a lot of former WCW staff (both performers and creative staff) and generally see it as heading down the same road WCW did.
* WCW among WCW's primarily Southern audience. It helped that their main rivals, a supposed face stable called the No Limit Soldiers, acted like heels and mostly consisted of inexperienced newcomers.
* WCW and Butch Reed, but were no less scary, no less black, and no less men. And no less doomy.
* WCW and consisted mostly of squash matches against low-card performers).
* WCW and Lash LeRoux, where she was seconding Crowbar, Juvy ran after her and she

held him off by SCREAMING!
* WCW and manager Jimmy Hart presented a motorcycle to a contest winner.
* WCW angle to change his full ring name to "Hollywood" Hulk Hogan; the announcers routinely just dropped the "Hulk" part of his name and called him "Hollywood Hogan", which meant Marvel didn't see as many royalties.
* WCW as a drill sergeant like Slaughter was, his appearance and demeanor ("The beatings will continue until morale improves") fit the trope perfectly. However, he also was an inversion, since he ended up taking more beatings than he dished out.
* WCW at the time, so giving them their own show where surprise, surprise, the nWo won every match, turned out to be a turn off to many viewers.
* WCW Bruce LeRoy to serve as his manager(in the former) and avenge a loss he suffered to Jimi Mayhem(in the latter).
* WCW caused fans to chant "GOOOLD-BERG! GOOOLD-BERG!" during his entrance; combined with his epic entrance music (and his streak), it helped sell him as a badass.
* WCW cologne. Smelling like a large sweaty muscleman ranks pretty low on the list...
* WCW despite not being at all 'hardcore', so he wore football, hockey or whatever pads to the ring, thus taking the 'wear the hometown Jersey' thing to ridiculous extremes by wearing the whole damn outfit. Needless to say, he was cheered.
* WCW during this time, since he was a) not the only Scott and b) not the only Steiner (see below).
* WCW engine, removes any semblance of wrestling and just goes for a clunky backstage brawler.
* WCW. Enos's tag partner, Dick Slater, switched with Enos despite having different hair and a significant size and age difference between the two. The referee did not notice.
* WCW every 3 weeks, including four different varieties of pole matches. WCW 2000 was entertainingly bad, but he kind of threw a concrete block on a drowning promotion which needed a life preserver.
* WCW example, as it had the single greatest roster in the entire history of pro wrestling - only Super World Of Sports even came close - but it was dedicated to doing so little with the large majority of the wrestlers it contracted that having them all ultimately ended up being a colossal waste of money. There were at several points over 200 wrestlers on the roster, with at least half of them having no planned television role or even house show bookings, but still getting paid to not only sit on their hands and do nothing, but get flown around the country/world while doing nothing when WCW traveled.
* WCW Focusing mainly on developmental wrestlers who may or may not "graduate" to WCW's main roster or elsewhere, Heartland ended up running shows and training successful wrestlers well after WCW went out of business.
* WCW giving the world heavyweight championship belt in his debut match. The only place to go was down, but in a year's time, it was hard to remember the guy was, you know, the theoretical top wrestler of the company.
* WCW had "00" on the back of his gear and Johnny Grunge had "69," sometimes with the words "Naughty Macdaddy." (Rocco's would read "Violent Macdaddy.")
* WCW had an infestation of men named Rick during the 90s. In 1997 alone their roster included at least 12 wrestlers using Rick or Ricky as their first name (
* WCW had "complete creative control" written into his contract, which meant he could literally rewrite the cards to put himself over at the expense of everyone and everything else. He did this frequently.
* WCW happened to see his work there, saw the same potential Heyman saw, and immediately brought him in. The rest is a long history of alcohol-fueled ass-whoopin', and that's the bottom line, 'cuz Stone Cold said so!
* WCW has lit a bunch of barrels on fire in the middle of the road for no apparent reason. Dodgy voice acting may be to blame.
* WCW, he wore the mask to the ring and took it off before the match. The fans then proceeded to chant "Put the mask on!"
* WCW in it. They made being Pretty Fly For A White Guy his gimmick and have him

screw up the Animals catchphrases (e.g. "it's all swell" instead of "it's all good"). He even got renamed to Disqo, a reference to hip-hop artist Sisqo who was experiencing faddish popularity at the time.
* WCW into a standalone nWo show. However. there wasn't enough audience interest and the time they took to restructure the show around the nWo wasn't seen as worthwhile, so the idea didn't go any further than this one episode.
* WCW jumped a barricade and ran into a match and the commentators, so used to not being told about changes to shows, assumed it was the real Sting.
* WCW knockoff for the cruiserweight title belt. Akira Hokuto, despite actually winning the WCW Women's title, did not fare any better as getting it meant losing her spot in CMLL and she'd never do much of anything in Mexico again. WCW did a lot of nothing with Hokuto or her belt before vacating it and then scrapping it after a year that saw GAEA try to get a run with Devil Masami going. And their women's cruiserweight belt lasted even less time. WCW had two women's belts but somehow managed to not use the large majority of the women it boasted to have, a link in a chain of events that nearly ended with the deaths of every major women's division left on North America.
* WCW male wrestlers in the ring. Once JCP hired her as a valet, though, that was the end of her actually wrestling.
* WCW managed 29 years (23 of them nationally televised), with a couple of name changes along the way.
* WCW match, they had several people attacking Sting imitating his different looks over the years.
* WCW Monday Nitro cut to the announce desk, a bottle of Surge would be plainly visible, with the label facing the camera.
* WCW Monday Nitro dragged Steele over on top of Jarrett and counted the pin.
* WCW Monday Nitro had completely surpassed them in the ratings. Too little, too late. The company was dead less than a year later, with the final episode airing on March 26, 2001.
* WCW Monday Nitro. The first the fans heard of it was when Vince showed up out of nowhere on an episode of Nitro, teasing his announcement of the buyout at the end of the night. Even then, WCW refused to admit the show was over, instead calling it the "season finale" (even though there's no offseason in pro wrestling).
* WCW Monday Nitro when Chucky accused Steiner of playing with dolls, "at least that's what your mother tells me."
* WCW noticed in its early days (along with Atlanta Braves baseball). The fact that it lost money for most of its existence was of no concern to him since, for someone like Ted, the amount of money that WCW lost was never more than pocket change. It operated at a mild loss for years while garnering steady viewership, which made it a fair investment in terms of ratings (most television shows don't have a potential income stream besides advertising, so any profit WCW made from tickets and pay per view buys was basically a bonus from the network's perspective). However, WCW was most definitely not adored by an AOL Time Warner exec named Jamie Kellner, who within a few weeks on the job cancelled all professional wrestling related programming. By that time, ratings had plunged below many syndicated shows and the company itself was losing $50+ million per year with no end in sight, which for an executive looking to cut costs from unprofitable divisions, made WCW look like a big shiny target.
* WCW, not so much, with fans caught on camera screaming about how much he sucked and anti Hogan signs having to be confiscated. WCW also rigged polls on their website so that any votes towards cruiserweight matches for best of the night would instead officially count for Hogan's.
* WCW once feuded with his brother and another wrestler over the right to use the letter T in his name.
* WCW once said that they wanted the Giant to come to the ring with a fish in his tights, to explain that he fell into the river.
* WCW put Buff Bagwell's mother Judy on television mostly because she regularly called WCW executives to agitate on her son's behalf.
* WCW. Reports conflict if he was ever meant to come back after an Invasion type

storyline, or if the release was just what Pillman wanted in the first place.
* WCW, sending trainees that would have gone straight to WCW out to the wider world.
* WCW she darkened her hair to autumn brown and cut it (half symbolic to fit the new character, and half practical as her hair had been fried from years of bleaching). Then came the head shave...
* WCW, she wrestled in the 2004 Taboo Tuesday Fulfill Your Fantasy Battle Royal barefoot.
* WCW sideline as an instructor at the Power Plant, WCW's wrestling school. Like Pittman, he took more than he ever dished out.
* WCW (since anytime the promotion is mentioned today, it's almost never with kindness) or they walked in on their parents' nostalgia trip.
* WCW. Slow, clumsy, not a particularly devastating striker or technician, but so fat that almost no strike could hurt him and few wrestlers were strong enough to move him.
* WCW's "Ready to Rumble", better known as the dud that put the belt on David Arquette.
* WCW's San Francisco 49er Match had four "secret boxes" on poles, one containing the Heavyweight title, the other three containing a blow-up doll, a coal miner's glove (from the infamous WCW 1992 Coal Miner's Glove Match), and a headshot of
* WCW's Shark Boy, and his many, successors. It is unwise to place your butt in their faces.
* WCW Starrcade 91, though they'd rig the drawings for those later shows.
* WCW status kept him from portraying the character with any more depth than that.
* WCW, then just sort of defaulted to baby faces who enjoyed entertaining fans and rarely did anything malicious.
* WCW, then largely screwed itself and let in outsiders it used to adamantly keep out in the name of self-protection who screwed it further.
* WCW. The problem was that the week before said masked wrestler attacked...Rick Steiner.
* WCW, the second level of the three layered steel cage contained a wide variety of weapons, including a kitchen sink.
* WCW. This was not very popular, although it had some uses for story scenarios. This descends from the NWA's rulebook (see below).
* WCW Thunder was so poorly produced that it's hard to believe that WCW cared about it at all.
* WCW, Tommy and Johnny Rich really were cousins. Davey Rich (aka Davey Haskins) was not.
* WCW, to the amusement/bewilderment of anyone who knows anything about album sales.
* WCW, to the point where, by the time of its demise, it seemed to be almost a separate promotion from mainstream WCW.
* WCW, Tracy Smothers and Steve Armstrong defeated the Freebirds (Jimmy Garvin, Michael Hayes, and the masked Baddstreet, Brad Armstrong); needless to say, the relationship between Steve Armstrong and Baddstreet was not mentioned.
* WCW treatment — no music, no televised entrance, no flashy costume, just a quick announcement of name and hometown during his opponent's much flashier entrance. And then he won that match. And then 171 more. By the end of that streak, he had his own Popularity Power going.
* WCW trying to tell NJPW how to book and WCW trying to enter a talent exchange with All Japan.
* WCW until it was cancelled by TNT as a result of overhauling its program lineup.
* WCW used during their "Worldwide" and "Saturday Night" shows of the 1980s.
* WCW, Vicious had powerbombed Nash and various outside interference had muddied the waters, Nash attempted to powerbomb Vicious, but for whatever reason was unable to and simply left Vicious laying in the ring. When the referee finally awakened, Nash told the official 'I stuck him!' The referee, amazingly, believed him (!) and awarded the match to Nash.
* WCW was exceptionally brutal, yet Cactus Jack never stopped. Highlights include a

broken nose and dislocated jaw, another broken nose, a severe concussion, and losing a chunk of his right ear during a 1994 house show in Munich to the inordinately tight ring ropes.
* WCW was in the group for about a month, May-June 2000, as "G.I. Bro," which was his original gimmick in his GWF days, before he went back to himself.
* WCW was quite notorious for a while for totally ignoring the rules of their matches, like brawling outside in a cage match, or scoring a win by pinfall in a match type that couldn't be won by pinfall.
* WCW was working for WCW without a contract (which in WCW usually paid a weekly salary instead of per appearance), he would sign in at each TV taping. After he quit, he asked a friend to keep signing in for him so he could keep getting paid. It worked for a few months until they were caught. It's believed that there were many, many other screw-ups where wrestlers were forgotten about and paid for doing nothing.
* WCW Watch for him checking his arm after smashing the third window and the subsequent splatter of blood when he pounds on the white hood.
* WCW were the only wrestlers who drove their own trucks and since WCW buried both of them, they became more famous as monster truck drivers than pro wrestlers, especially Fortune, who retired from wrestling completely. Madusa still appeared on the shows of World Wonder Ring STARDOM, RISE and such, even if her driving comitmits prevented her from wrestling on them.
* WCW, who had long been seen as overstaying their welcome. You can imagine how well that didn't go over.
* WCW, who periodically interrupted the wrestling show to ask the fans where the rowdiest section was at.
* WCW Worldwide in advance, exposing the business and essentially etching everything in stone. This also meant that WCW drew ZERO dollars at the gate.
* WCW would also double as her ring gear - albeit with a removable skirt for mobility.
* WCW would have his valet Kimberly hold up scorecards whenever he executed a particularly effective move. Naturally, winning the match earned him a "10."
* WCW would often randomly scream for no reason but when attacked by Juventud Guerrera her scream proved painful enough to ward her would-be assailant off.
* WCW wrestler "Heavy Metal" Van Hammer, he never really accomplished anything in WCW or anywhere else, never winning a title in any promotion.
* WD-40, the all-purpose ~~lubricant/de-greaser/de-ruster~~ water displacer, was so named because WDs 1 through 39 didn't work as well in testing.
* W.D. Gaster. We can only learn about his existence from several very well hidden Easter Eggs. He used to be the royal scientist before Alphys, but got somehow killed by his own invention, resulting in him being
* W.D. Gaster. While the extremely short bits we learn about him do indicate that the things he was researching are pretty out there, there is absolutely no indication of him being the mentally unstable and apathetic or even sadistic guy he is so frequently depicted as.
* WDM Bell, the most prolific elephant hunter of all time, demonstrated more than a thousand times how inaccurate this belief was. He regularly took down elephants with a single shot of .303 British (a round soldiers swore was incapable of killing humans) simply by getting close to the herd and calmly shooting his target in the brain to drop it on the spot. It turns out thrill hunters were both poor shots and had never bothered to learn
* WDW's original waterpark, "River Country". Most of the attractions centered around a beach on the shores of Bay Lake and there was only one treated swimming pool in the park. Due to competition from the much larger parks Typhoon Lagoon and Blizzard Beach, as well as a Florida Law requiring water parks to use filtered water, the park shut down in 2001 and left untouched, making for an unusual blight in the middle of Walt Disney World's spectacle. The shower building and ticket booth were used by the neighboring Fort Wilderness campground, and only a fence separated guests from the stagnant upstream plunge pool. In 2018 Disney announced

plans to build a new hotel on the site and demolition of "River Country" followed in April 2019.
* We’ll all get a great view of Uranus tonight, and we won’t even need a telescope: If the title itself wasn't giggle-worthy enough the first sentence of the article turns it up to 11.
* WE 3 are a cat, a dog, and a rabbit who have been turned into killer cyborgs by the military. They are not happy with their situation, and this sci-fi plot device is used to address the larger issues of animal testing and animal rights.
* We 3: The protagonists are a cat, dog, and rabbit. Though they are cyborgs, and capable of simple speech, their thought processes and behavior are very different from that of humans.
* We actually get to see how he comes to those weird answers in an episode shown from Pinky's perspective. He barely listens what Brain is saying and his mind wanders off on odd tangents until he is thinking about things that seem completely unrelated to the conversation to anyone but him.
* We actually get to see the classic shark face on a few Federation units.
* We actually meet a dealer in such accoutrements in the Tiffany Aching series of
* We Ain't Sure, Pal." One of their early singles was released with the words "We Are Sick People" scratched into the innermost part of the vinyl. Which is true? We are still pondering...
* Weak, but Skilled and the second weakest of the Hashira in terms of raw power, Iguro compensates for his lack of physical strength by focusing his style on locating and hitting the critical weaknesses within his enemies' defenses, using wavy serpentine movements involving a lot of slashing and stabbing to slide his sword in between enemy counters and deliver maximum damage with a minimal amount of force.
* Weak, but Skilled, but so far it seems to be mainly Roger Gracie — grandson of Carlos Sr. (mother's side) and one of the only six men black belted by Rolls Gracie — who holds up the Gracie banner at the top level in jiu-jitsu.
* Weak, but Skilled combatants like Krillin and Master Roshi. For all their power, Goten and Trunks are too inexperienced and straightforward as fighters to do much good in that situation.
* Weak, but Skilled. Her centuries of training has made her practically invincible.
* Weak, but Skilled into an art form. Though they usually fall prey to the first attack in a confrontation and do not do well on offense, they are so patient and tenacious that they can often surprise more powerful opposition (Hawk and Tory in the school brawl).
* Weak, but Skilled the enemy with its arsenal of chemical weapons and ambush capability.
* weak by comparisen short CO power meter which he can use much more frequently than others, clocking in at only two stars for regular (which can be charged in one good turn) or five for super.
* Weakened by the Light gag in front of James and Kat to hammer their position home.
* Weakened by the Light: Sunlight tends to be harmful to (most) vampires, either being very painful to them at best, or else causing them to quickly burn to death.
* Weakened by the Light: Supernatural creatures perish when exposed to sunlight.
* weakened each other so they would be easy pickings. Sensor probes are periodically sent just barely outside the cloaking radius to determine whether it's time to attack. It's mentioned that the isolation and lack of outside light or input is driving the crew a little bit crazy. The debris and emissions discouraged anyone from taking a close look. They still ended up being spotted, though admittedly that was a fluke.
* weakened green constructs - it won't do anything if you get smacked by a giant green fist (unless you create yellow ring armor.) Painting yourself yellow won't really do anything.)
* Weakened spirits can possess either an object (turning it into a Tool) or a person (turning them into a medium). Spectrals with a matching spectral energy color can then use that spirit's special powers, while the spirit leeches off some

of the spectral's energy until they recover. In both cases, the spectral is usually the one in control, though there are ways for the spirit to take over temporarily. Normally, spectrals are either Tool-users or mediums (or neither); being both at the same time is rare and dangerous. Mr. Spender has a light spirit in his sunglasses that helps him contain the darkness spirit in his body.
* weakens your units). Needless to say, they're typically seen as exercises in masochism.
* weaker comics go-middle-of-the-road by having it augment his strength but gradually reduce his stamina.
* weaker in our observable universe than it should be. This may be explained by the possibility of it being spread out over a multiverse.
* Weaker in the Real World: A being can do anything in dreams, but not so much in reality.
* Weaker in the Real World: A being who exists in a dream-like realm loses their powers when in the real world.
* Weaker Twin Saves the Day: Where one twin is weaker but ends up reluctantly saving the day when his stronger brother dies.
* weakest equipment you have, just because you're feeling vindictive and want to humiliate them.
* weakest link, goodbye" in class, and Stewie went on a (sarcastic) tirade about how unoriginal that was.
* Weak Hero, a bully who delights in tormenting others and abusing loopholes to do so. In one of his first appearances, he deliberately leaves his cell phone ringing just to annoy everyone else in the room.
* Weak Hero, after a lengthy flashback sequence to Gray's middle school days, Alex comments that it feels like it's been a while since the gang have been at high school.
* Weak Hero, after confirming that his friend Alex was beaten up by Jimmy, Ben effortlessly crushes his can of soda as he becomes resolved to take down Jimmy and the Union.
* Weak Hero. After his lackeys lose a fight and come crawling to him for help, he merely beats them up further and chastises them for not winning. Anyone who serves Wolf does so out of fear, not because they enjoy the position.
* Weak Hero after the middle school fight with Donald Na. Ben, who was only keeping himself conscious through pure instinct, collapses after Donald leaves. His arm's bleeding severely, so Alex has to give him an impromptu tourniquet and then carry him all the way to the hospital.
* Weak Hero Alex Go by "Gogo". It catches on with the rest of their friend group as they slowly get closer to the two.
* Weak Hero, Alex holds himself responsible for Ben's arm injury, as not only was Ben protecting him, but it was Alex getting involved with the wrong crowd that led to them both being at the construction site in the first place. Even though Ben constantly tells him not to blame himself, Alex can't help but do so.
* Weak Hero, and is liable to get ganged up on since he has a bad tendency to rush into every battle.
* Weak Hero, and later on Alex feels comfortable enough with Eugene to confess his insecurities to him. After the harrowing battle between Jake and Ben, the group spend a panel all praising Eugene for always knowing how to make them feel better.
* Weak Hero and starts beating Wolf relentlessly, repeating to himself "I told you. I told you. I told you."
* Weak Hero, before fighting with Ben, Jimmy throws him a pack of wipes to help clean up his bloodied friend. It's a ruse, however, as Jimmy punches him the second that Ben is distracted with his catch.
* Weak Hero, Ben asks Gray if he wants to hang out at the pool hall, but fully expects Gray to refute him like he'd done before. So when Gray agrees to it, it takes Ben a second to stop saying he understands to brighten up instead.
* Weak Hero, Ben isn't quite able to peg Rowan's name down after he first joins the group.
* Weak Hero, Ben performs a dramatic version of the otherwise comedic 'ear yank'

version of this trope: when he finds Alex beaten down by Forrest, he grabs Forrest by the ear with a grip like a vice and demands to know if he was responsible for the beating.
* Weak Hero. By Season 3, he's really started to beat himself up for how many times Ben has saved him without him able to return the favour, and he starts training harder than ever so that he can stop being a burden to the group.
* Weak Hero. For as much as a pain it can be for the rest of the band to deal with his pretentious attitude, he is genuinely a musical genius. Gerard argues with Hyeonjin the most, and yet is also the one most besotted by Hyeonjin's musical pieces.
* Weak Hero, Gray first becomes properly acquainted with Gerard, Ben, and Alex after the trio help him stave off a gang of bullies. They're gradually drawn closer through the various battles they face as Gray climbs the hierarchy's ladder, until he's eventually able to admit to himself that he sees them as friends.
* Weak Hero, Gray restrains Wolf by pulling his sleeves over his hands and then tying them behind his back. Wolf is eventually able to escape from it thanks to a nail sticking out of a nearby structure.
* Weak Hero, Gray's a fan of taking down his opponents in ways that are based off their own bullying techniques:
* Weak Hero hair often falls over his right eye, especially in moments that emphasise his aloofness or hostility.
* Weak Hero has Gerard, already dealing with a lot of shit, decide that he's sick and tired of the bully that's been hounding him, so he grabs the guy by the hair and starts laying into him:
* Weak Hero Helmet's appearance stands out from the crowd. With his tiny black eyes, widely set mouth, and grey skin, he barely even looks human in some shots.
* Weak Hero. He's shown with a bandage there before entering middle school, implying that's the timeframe that he earned the scar, but the details of it haven't been revealed.
* Weak Hero. However, for the most part, they'll show up the next day looking right as rain aside from a smattering of band-aids.
* Weak Hero is a self-described 'delinquent fan', hence his extensive knowledge on all the ones that Gray comes across.
* Weak Hero is a street fight addict, according to Grapes. When he's first introduced, he's hounding some strangers on the street for a fight.
* Weak Hero is normally very stoic and reserved, which places great emphasis on the moments when he loses his cool:
* Weak Hero is overflowing with young men who are constantly throwing themselves into battle, the sparse amount of women in comparison mostly stick to the sidelines and bemoan the inability for anyone to step in and stop them. The idea that a woman could step up and try to end a fight is never even presented as a possibility.
* Weak Hero is revealed and Wolf gives him a thrashing; the light-hearted Jake Ji has the dour Dean to keep him in line; and then there's Donald Na at the top, who's assisted in his business dealings by Kingsley. Though he's refused to get involved with the Union, Ben Park is just as strong as them and has his own right-hand man in the form of Alex Go, his best friend and stalwart ally since childhood.
* Weak Hero is short-sighted in his goals, laughs and smiles all the time, can't sit still, and will run up to a group of strangers and start beating them up just because he's bored. Unfortunately for his victims, he's as powerful as he is unpredictable.
* Weak Hero. It's easy to forget that he's in middle school when Gray reminisces about him, given how mature and intelligent he was. It's not every day that you find a middle schooler casually bring up Laurens van der Post and Kant's categorical imperatives in a discussion about finding meaning in life.
* Weak Hero. Jared, an underling of Ganghak's Wolf Keum, gets two lackeys to steal Wolf's prized bag containing important business files. He also orders them to steal it while wearing Eunjang uniforms and then sets things up so that the Eunjang student Rowan ends up toting the empty bag. This is all to direct Wolf's attention to Eunjang High in the hopes that he'll conquer it.

* Weak Hero, Jared convinces Gray to come to Wolf's location by showing him a picture of his friends after they were violently beaten by Wolf, implying that worse would happen to them if Gray didn't come along.
* Weak Hero, Jared Sun only cares for himself and will do everything in his power to bolster his reputation and connections while avoiding any sort of actual, physical battle. He was the only member of Wolf's gang to abandon the climactic battle between Ganghak and Eunjang, escaping down the emergency ladder while no-one was looking. This cowardice ends up being his undoing, as his lack of injuries alerts Wolf to something being off with him.
* Weak Hero, Jared Sun's uncle is the head of school affairs, which explains why Jared gets such good grades even though his intelligence is rather mediocre.
* Weak Hero, Jimmy Bae is the first antagonist to pose a serious threat to the heroes after the schoolyard bullies they'd been dealing with up until that point. He's also the first to have a personal connection to them, having faced off against two of them in the past. Despite that, he's only the lowest-ranking head of the Yeongdeungpo Union.
* Weak Hero, Jimmy has a surprising turn-out when he's able to beat the higher-ranked Wolf into a bloody paste. Except then Wolf asks with a smile if he's done, declares it "his turn", and easily beats Jimmy into the tarmac.
* Weak Hero. Later, Jared’s reputation gets ruined by Toby’s message board postings about his coasting through school through internal connections. Jared gets furious about this and confronts Toby demanding why he did it. Toby beats him up and calls him out on his hypocrisy: so Jared can ruin a family’s livelihood with lies, but Toby’s not allowed to tell the truth? Screw that.
* Weak Hero like the rest of the cast. Whether he has South American ancestry, is a dark-skinned Spaniard, is mixed, or something else entirely hasn't been revealed.
* Weak Hero, Lily doodles Gray's likeness into her notebook while admiring him from afar. She hurts her hand slamming the book shut when her friend nearly sneaks a peek.
* Weak Hero pertain to school. He even shows more interest in a science contest than he ever does in the classroom.
* Weak Hero right hook. In the pool hall he hits a student hard enough to send them rocketing into one of the pool tables. When he fights Gerard he punches him hard enough that the air around him spins as he falls to the ground.
* Weak Hero, Robin reveals upon being defeated by Ben that he was just bait, and now Ben has to choose whether to go save Alex, Gerard, or Gray from being ambushed by the rest of Robin's gang. He's saved from the decision by Gerard's timely intervention, having already taken down the gang members that had severely underestimated him. Gerard heads off to support Gray while Ben is able to go save Alex.
* Weak Hero, Stephen's selfless decision to sit next to Bryce Oh at lunchtime dominoes into Stephen getting thrown off the school roof, all thanks to Bryce's festering jealousy and hatred.
* Weak Hero; Teddy, a former bully turned formidable ally; Rowan, a one-trick pony who nevertheless prevails with his killer elbow and endless bravado; and Eugene, who makes up for his complete lack of fighting skills by being incredibly knowledgeable and always determined to stand up for his friends, regardless of how badly he's beaten down for it. The more that they fight together, the deeper their friendship grows, until their loyalty is unmatched by any of the other fighting groups.
* Weak Hero, Teddy torments a nameless student by doodling sideburns onto their face, then forces them to draw a large 'X' on Gray's shirt with the same marker.
* Weak Hero, the existing gang hierarchy of Yeongdeungpo ends up in a long, drawn-out war with him and Ben's gang.
* Weak Hero, the quiet Gerard goes along with Jimmy's gang when they forcefully drag him to the school's incinerator; however, when they start making fun of his hair, he gives up on remaining calm and starts to lay into them with his vicious kicks.
* Weak Hero, this is how Wolf susses out that his subordinate Jared was the one

responsible for stealing his bag, not a student from Eunjang. After the battle against Eunjang, Jared makes mention of "additional companies" while talking about Donald Na. Said companies were only ever mentioned in the documents that Wolf kept in his bag.
* Weak Hero this is Teddie's fatal flaw that contributes to his humiliating defeat at Gray's hands. He obsesses over brand names and superficial possessions, so he loses it when Gray messes with his expensive backpack and is easily taken down in the ensuing fight.
* Weak Hero; though he can handle it when he's the one taking a beating, he can't stand the people around him getting hurt, and feels responsible for it even when it isn't this fault. In middle school, Alex keeps silent about fighting for Ben's honour, knowing that Ben would blame himself for it if he found out.
* Weak Hero to his best friend Ben, and he ends up picking a fight with Dongha instead to prove himself.
* Weak Hero to make himself seem more intimidating. Even his friends sometimes zone out when he starts talking too much.
* Weak Hero to the good guy's side, he can't help but resist the urge to be nasty here and there.
* Weak Hero was always a stoic and unapproachable person, but his barriers increased tenfold after his first true friend was hospitalised. He gradually ends up getting closer to Ben's gang, however, until he's eventually able to admit to himself that they're his new friends.
* Weak Hero, when Gerard uses a personalised tarot deck to read for Rowan, the result reads that Rowan is going to have a tumultuous life at Eunjang High.
* Weak Hero when Gray arrives at the Eunjan vs. Yoosun fight by violently headbutting one of the guards, causing him to stumble into the middle of the field.
* Weak Hero When he first does so, his best friend makes a note of it. When he does it again in the presence of a new group of friends, they all blush in pride at him opening up.
* Weak Hero when he's attacked by Jimmy Bae, Ben is the one to arrive at his side and protect him.
* Weak Hero whose good looks have been pointed out by multiple male characters- including his friends Eugene and Alex, who have repeatedly found themselves blushing over how beautiful and cool Gray is.
* Weak Hero? Why does he know how to play guitar like a pro? Where and why did he learn how to read with a personalised tarot deck? What's his part-time job? Nearly a hundred chapters in and all the information known about Gerard just raises more questions.
* Weak Hero, with Ben's superior willpower giving him the slight edge he needs to win.
* Weak Hero, Wolf declares that he's leaving the Union after he's beaten by Gray. Donald Na, the head of the Union, emerges from the shadows behind him, taunts him into a fight that Donald wins effortlessly, and then tells Wolf that he has another job for him when he calms down.
* Weak Hero, Wolf is established as being even more vicious than the bullies who came before him. However, even in those fights, people were being beat so severely that it's amazing they didn't need a hospital visit. So in order to establish Wolf's brutality as being on a whole other level, there's a much higher emphasis on the amount of blood that's spilt by his hand. One of the most striking shots is Wolf aiming a fierce kick at Eugene's head, which then cuts to an aerial shot of Eugene's glasses flying through the air and a large spurt of blood following them.
* Weakness, the subject is stoic because, when she was kid, emoting didn't go well for her, so, she suppressed them to not get a punishment, making otherwise the titular weakness. However, she can't sort out how to cope with or express them, so she's stoic to stay composed.
* Weakness to sunlight often varies by age. Depending on the setting, elder vampires are either resistant (or fully impervious) to sunlight, or sometimes
* Weakness Turns Her On: A female character is aroused by men who are perceived as weak.

* Weakness Turns Her On: A girl is attracted to guys who are more vulnerable than males are expected to be.
* Weakness Turns Her On: Guys with softer, weaker (by typical masculine standards) dispositions attract this girl's attention.
* Weakness Turns Her On: Some tomboys are attracted to boys who are weaker than them or at least submissive.
* weak point, and uses skirmishers to selectively attack the siege engines, withdrawing from combat with anything else. In this way, he destroys so many siege engines that Ansom is forced to wait another day for reinforcements.
* Weaksauce Weakness: A character is vulnerable to a substance that is ridiculously easy to obtain.
* Weaksauce Weakness: A powerful being is vulnerable to an ordinary substance or item.
* Weaksauce Weakness: A super-powered being is vulnerable to a ridiculously common substance or item.
* Weaksauce Weaknesses set in once again as this became easier and easier to do.)
* Weaksauce Weakness makes it a plot point by having Galen Erso, one of the key architects of the weapon, create that hidden weakness. He did because he believed that the Empire would never discover it, and was aware that, unlike his colleagues, the weapon would be used frequently under the Emperor's rule. It's only thanks to the mission to retrieve the plans that the Rebel Alliance ultimately succeeds.
* Weaksauce Weakness — using her power blinds her, and she is canonically recorded to fly into trees whenever she uses it.
* Weaksauce Weakness of the dealer, which Kim knew about from prior experience with him.
* Weaksauce Weakness pastry.) Even the criminal mastermind Strepfinger was apprehended after Maria lured him out of his office with a pie. (After she knocked him out, she said, "You know, for an evil genius, you're pretty dumb.")
* Weaksauce Weakness: Your defences fail against a common and/or feeble attack.
* weak swordsmen can parry arrows and cut boulders in half, that's really saying something. He died before we meet him, but his disciple Yerin is a main character, and she repeatedly punches above her weight class by sheer dint of the sword skills he taught her.
* Weak to Fire: In the legend of Hercules, the only thing that would stop the Hydra regrowing its heads after one was cut off was to quickly cauterize the stump with fire.
* Weak to Magic: When your power comes with a weakness to magical attacks and effects.
* weak which he's spent time perfecting. Most people don't even realize the new superhero is Kryptonian because he doesn't fight like one.
* Weak-Willed, indecisive ruler with a strong desire to be liked and easily manipulated by the people around him was inherited by his great-grandson, Tommen.
* We All Die Someday: Casually pointing out that everyone dies eventually.
* we all have ridiculous handles like that (or we crib them from games and anime).
* We all know HYDRA as a terrorist outfit that aided the Nazi party, but as it turns out, they're the continuation of an ancient Egyptian cult (but their
* We all know the famous joke about the chicken who crossed the road
* We all know, yeah we all know, we all know, we all know, we all know we all know we all know we all know we all know, we all know, we all know, we all know. (
* We All Live in America: A work taking place in one country makes it painfully clear that the creator is from another.
* We All Live in America, not about authors getting elements from other cultures wrong because of unfamiliarity with them. In fact, given that Rammstein is a German band and the trope itself is not limited to the United States, it would only be an example if the song assumed that We All Live in Germany.
* We All Live in America's early filmography. These films were usually set in the United States, since the films intended audience was there. Thus, the mostly-Canadian cast would be playing Americans, usually not even attempting to cover up their native accents. In rare cases where these films were explicitly set in

Canada, they would nonetheless cast American or British leads in order to widen the film's international appeal. Thus, Americans would be playing Canadians.
* We Almost Lost Detroit, the many hilarious hijinks involving the Fermi Nuclear Power Plant are detailed. One of which includes the fact that right before it opened, someone had noticed that the pipes to the drinking fountain apparently originated from the area that was responsible for storing the coolant water.
* We also aren't shown for sure if Swamp Thing, Batwoman, and Batwing do die. We see Swamp Thing swarmed by the Paradooms, Batwoman tackled off one of the towers, and Batwing shot out of the sky, but we aren't shown anything that indicates they died.
* We also briefly see a little girl vampire during "Halloween". In an interesting note, it's likely she wasn't bitten. This is the episode where the people of Sunnydale are being turned into their Halloween costumes by magic spell.
* We also don't see the hawk kill Violet; as it grabs her, it cuts to Fiver's reaction, then shows the aftermath with some feathers and a few drops of Violet's blood. Nor the aftermath of the two Efrafa officers being hit by the train.
* We also get glimpse of what happens when there is one too few in Marlowe's arc, as that also triggers an Apocalypse level world ending events, everyone was lucky they fixed it before things went into
* We also get Hardison as a priest and Parker as a nun in "The Beantown Bailout Job".
* We also get Kumacy, Perona's giant zombie teddy bear. He shows up in the middle of Usopp's fight with Perona — that's already going pretty badly — and delivers a nasty
* We also gets a chestbuster scene (with an iratus bug) in episode "Doppelganger", with the characters mentioning the movie
* We also get the Envy demon who does this to the Templars and attempts to do so on The Inquisitor...worthy of note is
* We also get the occasion played straight (Black Allis, a frequently mentioned example of what happens when witches go bad) and
* We also get to see the shadows of everybody at Kul Elna being boiled alive in molten gold, while Bakura
* We also glimpse a smaller-scale version from President Clark after
* We also have a case with Admiral T'Nae, though she typically makes up for it by being right.
* We also have all of the demons at Xander and Anya's wedding, and Clem at Buffy's birthday party, without any of the Scoobies' 'civilian' friends realising the truth.
* We also have Batman and Wonder Woman dancing to this, from Batman's insistence that they are
* We also have Big Macintosh. The abbreviated version of his name, "Big Mac", is owned by
* We also have Deidara, whose power is instantaneous but prefers to sit back and watch for a while.
* We also have Fermet, who "tested the extent of their immortality" by stabbing hot fire pokers into Chez's
* We also have Fishman Karate, a form of karate practiced by the Fishman race (though humans can learn it too) that allows them to manipulate water, including in the atmosphere, which grants for some strong moves (and injuring characters who are otherwise pretty invulnerable to blunt force like
* We also have General Sontar (of whom the Sontarans are all clones), Jamie (
* We also have Javik, the last Prothean. A soldier during the last days of the Prothean Empire, whose plan was to go into
* We also have Joshua, who Neku decides isn't so bad to have around because he can decipher whatever the hell Minamimoto decides to send them for mission messages, only to correct himself five seconds later when his smug personality reappears and Neku remembers why he hates the kid.
* We also have Neiru’s massage chair/butler (don’t ask) Sebastian. Despite claiming to lack emotions, he got

* We also have Sasuke's version. While it's no sharper than an ordinary sword, it becomes nearly unblockable when he charges Chidori through it. With it he can cut through kunai like butter. When he tries to use it against Killer Bee, he learns the hard way that lightning-infused weapons are commonly used by Cloud Ninjas, and gets countered pretty hard by Bee's own blades.
* We also have Tenzin's daughters Jinora and Ikki who, along with their brother
* We also have the Bull of the North, the First And Forsaken Lion, the Mask Of Winters, the Roseblack, Ma-Ha-Suchi... Every Exalt who opts to lead an army automatically qualifies; the Celestial Exalted, in particular Dawn and Zenith caste Solars, were made to be this for armies of Exalts.
* We also have the case of Ophelia, who certainly could be played this way. Consider her lines after her only on-stage confrontation with Hamlet:
* We also have the Ebon Dragon, the literal inventor of the concept of
* We also have this with Chen, who still doesn't have her last name revealed, even when Ran Yakumo and Chen come up in the same sentence, though that could have more to do with that she is probably regarded to be more as a pet.
* We also have, to a slightly lesser extent, Fate T. Harlaown towards Nanoha. While
* We also have Water 7, though that's a very minor case. On the surface, it seems like a happy, Venice-like city where its premier ship-building company makes ships for people all over the world, and they have a railroad that runs on the ocean. We later learn that the island it's on is sinking, not helped by a
* We also know, right from the end of the pilot, that Boomer is a Cylon, and we
* We also learn most of Grisha Yeager's story through flashbacks. These flashbacks
* We also learn that Helen endowed the coffee maker with intelligence because "it seemed to make the vacuum cleaner so happy!" More in line with the trope, at one point the lab's computer systems spontaneously gain sentience and rebel, so Dave gives Artie a palm pilot with a
* We also meet other intrepid reporters on that show, such as C.J.'s friend Will Sawyer who ends up getting killed in the Congo. And there's a subversion where Toby gets a press pass for a Russian journalist so she can cover a summit between their two governments, having assumed that the reason the Russians didn't want to let her in was that she was some kind of idealistic
* We also never see the death of the woman at the party, and while Bill looks at Mandy's corpse, she never looks visibly injured.
* We also refer to all of Africa by the Roman name for what's now Tunisia, and all of Asia by the Greek name for Mesopotamia (that was Asia Major, if anybody wondered why Asia Minor was called that).
* We also see a tank headed straight toward a parked Ford Pinto, but the scene is cut away from before any impact and the total lack of sound effects in the next shot (indoor, in the house the car's in front of) leaves the presumption the
* We also see how the contestants survived the volcano's eruption in the finale of
* We also see that Qo'noS, his home planet, is not inhabited only by Klingons, but there is also a province where Orion immigrants live and even some renegade humans.
* We also see the Southern Raiders all letting out a battle cry before attacking the Southern Water Tribe. Who reply with ones of their own.
* We also see Zebes exploding in the same way, but with cooler visuals, in the Adventure mode of
* We also turn our finger in a twisting motion when we're asking someone to turn volume up or down, despite the fact that most devices now have buttons with up and down arrows on them. Granted, some speakers have dials, and so do many MP3 players, but those are outnumbered by the buttoned devices.
* Wealth from an abandoned army depot and arms a militia with these guns.
* Wealth's in a Name: A rich person has a name appropriate to their status, often being a play on a word having to do with money or wealth.
* Wealth's in a Name: A rich person has a name that has to do with being rich.
* Wealth's in a Name: You can tell this character is well-off by their name.
* Wealthy Ever After" apparently ends with the protagonist Hunanup richly compensated for his troubles and rewarded for his eloquence with numerous goods

confiscated from the household of Djehuty-nekht, the man who had wronged him.
* Wealthy Ever After: The story ends with a character becoming wealthy.
* Wealthy Philanthropist: An rich character who attempts to use their money to help the poor and other people who are in need.
* Wealthy Philanthropist in Kalos, while secretly planning to remake the world regardless of the methods.
* Weapon Brown and his first actions upon gaining his powers were to kill every other test subject. He was impossible to control without mental conditioning, and it's implied that the conditioning won't hold for very long.
* Weapon Brown, both are fairly scarce. At one point a character is shown paying for something with a handful of D-cell batteries.
* Weapon Brown comes from various syndicated comic strips. Identifying all of them and picking up all the references and in-jokes would take someone who's a talking encyclopedia of the hundred year history of comic strips.
* Weapon Brown. Due to the comics post-apocalyptic setting, the majority of humanity's survivors, especially those living under the yoke of the Syndicate, survive off F-Rations, calorie-dense emergency rations left over from the pre-war military. The Syndicate uses their control of the Caloric Reserve to consolidate their power, even if the rations tastes horrible.
* Weapon Brown with the neuromuscular syndrome simply called "The jigs". It is explained to be caused by overexposure to chemicals, and the symptom is violent physical seizures that that are reminiscent of the dance moves from the Christmas special. And the seizures will continue until the sufferer dies from it, usually by a broken spine.
* weapon cultures have a taboo about using the left hand for such things. Often due to the left hand being associated with being "unclean" (as generally the one used to clean oneself after defecating...)
* Weapon for Intimidation illegal in a civilian context is if it's part of an escalation of force in response to a credible threat, i.e. you told an attacker that you had a gun and that they needed to back off, they persisted, and you pulled out the gun, pointed it at them, and repeated what you said and warned them that you would shoot rather than immediately pulling it on them.
* Weapon for Intimidation: I'll use this weapon to kill you, even though I hardly use it!
* weapon, if the character they're most like met an unpleasant and/or deadly end. Under World, meanwhile, fates people to live through an unearthed memory of their current location (which its Stand user uses to trap the heroes in the memory of a crashing airplane). Under World is a little more flexible because Donatello's victims aren't necessarily incorporated into the memory like Bohemian Rhapsody incorporates victims into stories. This means it's possible to circumvent the bad portions of a memory, as long as you wouldn't keep the memory from repeating its original form.
* Weaponized Animal: Using an animal with weapons mounted on it to attack.
* Weaponized Ball: When the weapon is a ball of any kind (not including regular ammo, duh).
* Weaponized by Bevier at one point: after giving a guard captain an on-the-spot execution for insubordination, he intimidates the man's followers into obedience by leading them in prayers for the dead man's soul.
* Weaponized by Cap at the end of vol. 1, when he tells Hulk the naked guy (naked
* Weaponized by MAD Yodeler, whose yodeling is so dreadful that it can
* Weaponized Car has built in hidden weapons that can help the hero or villain out.
* weaponized. Drakken had modified one of his synthodrones to resemble a hot 17-year-old boy, and sent him to the school to start an relationship with Kim to keep her distracted during his grand scheme. When Kim finds out the truth, she's heartbroken, and Rufus destroys the synthodrone in retaliation.
* Weaponized Exhaust: A spaceship's exhaust fumes are used as a weapon.
* Weaponized Headgear: When the Improbable Weapon is a legitimate form of headgear.
* weaponized. In a future when neurological mods can be implanted to alter the workings of the brain, a pair is developed that will A) suppress the user's ability

to collapse wave functions by observing them and then B) let them choose from among the infinite possible timelines which one will become real. A person using it can do anything they want, as long as there's even the slightest possibility of it actually occurring. Break locks by picking random combinations, navigate through a crowded room unseen because everyone happened to be looking the other way at the same time, walk through walls via quantum tunneling effects.
* Weaponized Landmark: A powerful weapon is built inside a famous landmark or monument.
* weaponized military version of the Correspondence Portal, built into a starship, and used to teleport whole formations of soldiers at once down to the surface of a hostile planet.
* weaponized nanotech swarm from the Dark Age of Technology called the Bloodtide which started out as multiple individual intellects before merging into a single mind. This being 40K, it got possessed by a daemon and went around forcing the blood out of people's bodies.
* Weaponized normal attacks involve roasting his opponents with his thruster-fire.
* Weaponized on the paintball field, with Doc using a pie from Roger's lunch to tag out an opposing team member.
* Weaponized staple (Slade's "Merry Christmas Everybody") into Shona's headphones so she'll be too captivated by the tune to acknowledge the Dream Crabs.
* Weaponized Teleportation to kill or incapacitate, and weapon-like teleportation devices.
* weaponized that, rather than just giving him some random hat from the shop, he gives Maxim his own prized hat.
* Weaponized, when your army's strategist suspects the enemy leader of setting a trap at a peace summit. He has access to a little girl said leader has a soft spot for and arranges for her to be present when the trap is sprung. The enemy leader proves unwilling to use lethal force with the girl watching.
* Weaponized, where the shockwave of a fifteen-thousand-ton starship moving at supersonic speeds close to the ground is powerful enough to throw people through the air and break bones as it knocks them down, in addition to breaking every eardrum for kilometers. While less thoroughly destructive than the use of the ship's guns, it works over a larger area and does so more quickly.
* weaponized, with driver Ben ducked down out of the line of gunfire, and steering via the rear-view camera's video screen.
* weaponized with special cat/dog plushies that stun anyone who stares at them too long with cuteness. They're not actual animals because then you'd have to shoot them to wake the soldiers up.
* weaponize ghosts," at least one of which communicates with the heroes via cellphone.
* weaponize it at one point. When a cache of British-made weapons start showing up in the hands of terrorists, Sir Humphrey has to start up an investigation into how they got them. However, Sir Humphrey has no interest in doing so, since that would inevitably lead to an investigation into how the British Government lost them in the first place, which in turn would make him look bad. So he puts out a memo which technically would kick off the investigation, but couches it in bureaucrat-ese so dense anyone who reads it's eyes will have glazed over before they understand what it's about.
* weaponize this a euphanism; it fires a tiny black maggot that finds any crack in your armor or soft cloth and digs in straight through you. The entire process lasts about a few seconds but it's devastating enough to be comparable to a bolter round (which is a rocket-propelled grenade) in lethality. The aptly named Devourer does something similar (and resembles an infested, swollen penis head to boot). At the far end of the spectrum, there's the Red Terror and Mawloc, who just straight up devour anyone unlucky enough to not get out of their way (the Mawloc is suspected to be made from the Red Terror, who might be a "prototype").
* weapon. Lacking any real training, he avoids fighting if possible — one of Sting's main uses is that it glows blue when orcs are near.
* Weaponless robots have slowly become the dominant type in other robot combat

events too, such as
* Weapon loadouts that don't require much ammunition or allow you put a
* Weaponlord had "barbaric victories" that functioned similarly to traditional fatalities; during a brief stun animation at the end of the match, the winning characters' moves took on fatal properties (projectiles lopped off limbs, etc.) These had unique ties into gameplay. If you were killed via barbaric victory you were not allowed to continue and received an automatic game-over. If you did not finish your opponent with a barbaric victory you had to face every opponent you failed to dispatch as such in a gauntlet level before the final boss.
* Weaponlord reaches a record by having every male character in the game (four sevenths of the entire cast) not wear a shirt. The other three are women.
* Weaponlord when one character's health hits zero it's possible for their opponent to take their head off with an attack. Continuing to attack the severed head in mid-air can lead to the head bursting open and the brain falling out.
* Weapon Masters, in a comparison between a traditional katana and a sword made of modern alloys by Chad Houseknecht (albeit in the same shape so it could be used by a Japanese sword expert in tests the same way), both swords performed equally well.
* Weapon of Choice and only available to people with major Neir blood (none of whom are playable).
* Weapon of Choice and specialty is knives. Sousuke learned this the hard way during his first fight with him.
* Weapon of Choice before joining the Night's Watch was a rather huge knife (which he used to sever Jaime's hand).
* Weapon of Choice, but powerful, accurate, and wrist-friendly enough for police to get the job done. What's more, any .357 Magnum revolver could also shoot .38 Special because that round was based heavily on it, meaning that many law enforcement agencies adopted .357 Magnum revolvers but still mostly used .38 Special in those guns for its lighter recoil, saving the magnum ammo for when they needed more firepower. To this day, it's still the go-to choice for snub-nosed revolvers.
* weapon of choice for enemy buildings (and the occasional enemy Spy). A troublesome Spy trying to ruin your little nest? Whack 'im. A sapper destroying your Engie's sentry? Whack it. An Engineer on the other team has a nicer dispenser than your Engie's? WHACK IT AND HIM!
* Weapon of Choice from a somewhat underpowered .25ACP Beretta to the iconic Walther PPK in similar circumstances, even partially basing the initial characterization of Q on the author of the letter.
* Weapon of Choice. He eventually gets the nickname "Eggman" from their oval shapes and white paint.
* Weapon of Choice in the seventies and eighties, the Tissue Compression Eliminator, which shrinks people down to a couple of inches tall and causes them to die painfully from square-cube law effects.
* Weapon of Choice is a boxing glove that fires out of a luggage case.
* Weapon of Choice is a double-edged dagger blade hidden in his right gauntlet, which he's seen using starting from the second part of the story. In the fourth one, Trinetra, he's seemingly upgraded the blade using a blade inscribed with the Triclops's emblem which allows him to access the dimensional gates of Kun Lun. To really drive the point home, when Amara merges with his arm, he takes the form of a large wrist-mounted sword when Yakumo needs to fight.
* Weapon of Choice is a stiletto no longer than a finger, although she's got no prolbems with using other weapons when needed.
* Weapon of Choice: Most slashers have at least one, blades and and axes being the most usual choice.
* Weapon of Choice. One Paragon Path, Daggermaster, even allows the rogue to specialize in using them to deadly effect.
* Weapon of Choice. They contrast with the regular militaries of the Kingdoms, such as that of Atlas under General Ironwood, made up of near-identical-looking soldiers and combat robots.
* Weapon of Choice this trope could apply, technically this white hair is just a

result of the (intentionally ambiguous) art-style. In all likelihood, Rose and Roxy have light blonde or orange hair.
* Weapon of Choice was a lord on his planet, making this trope applicable to him as well.
* Weapon of Choice, which he uses to knock any foolish foes into next week.
* Weapon of Choice, which she does use as weapons even though no sane person should.
* Weapon of Choice, which you can buy if you obtain enough reputation with them.
* Weapon of Mass Destruction as the final boss of the A Realm Reborn storyline.
* Weapon of Mass Destruction when it turns out he's actually the Champion of Balance and chaos was the last force he needed to experience in order to gain full power, beat Celesto, stop the Storm, and save the world.
* Weapon of X-Slaying: A weapon specifically designed to harm certain things, better than a normal weapon would.
* Weapon Plus greater scope villain was going to be Apocalypse, but this never saw print for unknown reasons.
* weapon project despite this, but is unfamiliar with many aspects of mainstream culture, and is often quite naïve.
* Weapons and armor (power armor included) are similarly customizable, and you can expect to spend a decent chunk of time working on making the perfect killing implements.
* Weapons and Wielding Tropes: Tropes about weapons, which are essentially tools used to kill.
* weapons are working just fine if you can actually somehow contrive to get it out in the open, though.
* weapon screams. His axe Gorehowl has special notches and holes in it. When it is swung, air rushes through the holes and makes a howling noise.
* weapons do not drop for her, so grinding for items is less effective than with other characters, like Soma and Alucard.
* weapons has the Aiming Laser, which is also instantaneous in use, but limited by targeting range; X has to target enemies before he can use the laser, and the targeting reticule stays fairly close to himself.
* weapons he steals from his adversaries mid-battle things with as lethal aim as he shoots.
* Weapons, in particular, have changed over the years; prior to the late 1800s, handguns were 'hand-crafted', as it were, by well-practiced and highly-skilled gunsmiths. The major downside was that a gunslinger couldn't visit just any gunsmith to repair a broken weapon; the hand-manufactured parts were specific to the particular weapon being repaired, and wouldn't fit in another gun (often, they wouldn't even fit into a new gun made by the
* Weapons in the game include "Thunderbolt Generators" that fire bolts of lightning.
* weapons is already a concept they're familiar with. Inuit have reported for centuries that polar bears kill walrus by bashing them over the head with ice chunks, and a female bear fitted with a camera was recently recorded chucking an ice block into the water in an attempt to concuss a swimming seal.
* Weapons made of adamantine bypass most objects' hardness — meaning that, essentially, they're so sharp that they can cut steel (hardness 10) as easily as paper or cloth (hardness zero). Of course, this ability only works on objects up to hardness 20, meaning that adamantine (hardness 20) cannot
* weapons of choice are two oversized, hooked knives which Cutter calls "pig-choppers" and which are instantly recognizable as his.
* weapons of choice, is this when the longsword is combined with the sheath.
* Weapons of Choice (it was too close to the edge of the Transition), and its reactor promptly blows up.
* Weapons Officer - Dalton Phillips, Obatu, James Brody, J.J. Fredericks
* Weapons of Legacy and became one of their greatest heroes, wielding a legendary trident in defense of his new homeland. But when the topic of marriage kept coming up, Ildashurn eventually ran out of excuses and had to promise to take a wife after

returning from a personal quest. He fully intended to run off, but when the doppelganger reached the surface, he found that he was unable to change shape - whether due to his magical trident or divine intervention, he was now permanently a sea elf. So with a smile, he returned to his ocean home.
* Weapons of Legacy preparing an ambush on the far side, leading her to swim as fast as she could back to shore before the gnolls circled around the lake to catch her. She made it just in time, grabbed her weapon, hopped onto her warpony, and charged into battle... without wasting a moment putting on her clothes or armor. "Worrying about modesty at the time would have meant swift death. As it was, only one gnoll lived to tell the tale, and whatever he saw that day, lighthearted Lunari didn't begrudge him."
* Weapons of Light — at least those in the regular Slayers universe and not the sentient starships of the Lost Universe
* weapons of mass destruction WMD that's been stolen, as the theft scene is at the very beginning of the book.
* Weapons of Mass Diplomacy exploits it for all its worth. The politicians that represent the United States, while looking kind and being nice to talk to, want nothing more than to conquer the world by having a new war to start up so that they might end up having entire nations under their control, hiding all of those ideas behind euphemisms. Entire chapters are devoted to stopping the United States from declaring a war.
* Weapons of Mass Diplomacy song. Not the best way to be taken seriously when it rings in the middle of a diplomatic summit.
* Weapons of the Gods (an rpg based on a Hong Kong comic), one of the background stories of the world has an invincible martial artist invade the heavens. He's easily curbstomping all the gods in his quest for immortality, what stops him was this...he had an extremely stupid disciple that he's fond of nonetheless. The disciple complained that he was getting hungry, the martial artist decided that it'd be alright to take a lunch break so he sends the disciple off to go herb hunting while he slaughters some divine cattle. The disciple finds some chili peppers from the fields of the sun god and show them to his master. The master is pleased and makes a beef hotpot. Unfortunately as soon as he ate it, the peppers burned with the force of the sun and so he ran around screaming, eventually falling from the heavens to crash head-first into some rocks.
* Weapons Of The Gods has you improve your kung fu by consummating your love. However, it only works in heterosexual interactions - for homosexual interactions, you need a special kind of kung fu to improve your kung fu. It doesn't sound this offensive once you read the book, and it's based on Taoism. Heterosexual intercourse allows for the unity of yin and yang, male and female, which is a major theme in Taoism.
* Weapons Of The Gods right out the gate, and character abilities deal with destiny, the wills of heaven and hell, and the fate of all of China (though it does have a lot of detail in its musings on cultural detail).
* Weapons Of The Gods RPG has the "Xia Pregnancy" martial arts technique that allows a woman to fight at (almost) full strength while pregnant. It also protects the foetus from any attack that does not kill the mother, and, during the third trimester, protects it from attacks that DO kill her.
* Weapons Of The Gods with one attack, or kill someone nine times over.
* Weapons on the same or greater scale as nuclear weapons include: plasma torpedoes (200 meter inter-ship ordinance), engineered viruses (including the Worldkiller Virus,)
* Weapons Plus (specifically, Weapon X) is also mentioned, with Alexander Pierce suggesting that Charles Xavier dealt with them when they came after Logan.
* Weapons, Resonators, Portal levels, and Power Cubes: yellow (L1) →→ red (L4) →→ purple (L8)
* weapons side. The only reason why she hadny been arrested is because her company is the only one still capable of supplying the Federation with mechs and if they had to do some backalley deals to stay ahead of the game, so be it
* Weapons that inflict electrical damage, like the Alien Blaster or the

* Weapons training - typically with wooden weapons like bo staffs or bokken practice swords, although occasionally with the proper bladed weapons (which may or may not be dulled practice copies in-story) - apparently involves live sparring against an opponent, with no protective gear in sight (
* Weapons Understudies: Only have the weapons and vehicles for one side available to you? Have both sides in your movie use them.
* weapon variety that, combined, can withstand even the strongest Gem weaponry. Unfortunately, he does not have any meaningful offensive abilities, so his teammates must end fights for him. This changes in the third season, when he begins to develop a few offensive abilities, including a spike version of the his shield and greater physical strength.
* Weapon Wields You – Why bother learning how to use a weapon when it can do all the work for you?
* Weapon Wields You: To gain the weapon's (usually superior) fighting skills you have to give it control of your body.
* Weapon X can evoke this, with their partially empty and destroyed labs.
* Weapon X mentions being able to smell lies. He asks if Creed has a dating profile. Creed claims he knows nothing about dating profiles and tells Logan to shut up. Logan once again mentions smelling his lies.
* wear all black (like a stereotypical ninja outfit), even when it makes them easier to see
* We Are All Pirates' Revenge. Melvin's ship, the Zenpance, is described as looking rather run-down, which is supported by Melvin being envious of other pirates' ships, but it is still accommodating enough for the whole crew.
* We Are All Pirates' Revenge starts is called Inmundo, which is Spanish for "filthy", just to show that some of the characters have a lowly beginning.
* We Are All Pokémon Trainers. And quite some orders of magnitude below that, when bullying Nadia (Salamence, i.e.: a literal dragon), he has got himself almost killed.
* We Are All Pokémon Trainers... and with Reshiram, whom he was dating.
* We Are All Pokémon Trainers, Anom and Jane have this sort of relationship.
* We Are All Pokémon Trainers are often made either in the discussion thread, the wiki, or within the chatroom.
* We Are All Pokémon Trainers are RL siblings, as are Joseph and Emma's.
* We Are All Pokémon Trainers, Dot (a Vespiquen who plays up the Lady role) and Oshawittle (an Oshawott who plays up the Knight role) have this relationship.
* We Are All Pokémon Trainers, during the course of Team Earthbound, Nova, and other's adventures in PMD-B, a post-apocalyptic version of the Alternate Timeline, they find that many of the old cities have gotten a new coating of green. Azalea for instance was completely swallowed by Ilex Forest.
* We Are All Pokémon Trainers falls subject to this since Milagros is a girl's name. He even lampshades it while working at the Cerulean Gym in Misty's place.
* We Are All Pokémon Trainers for the most part, a day IRL equals a day IRP, which means that characters age as the RP goes on. For example, Tagg aging in real time from 19 to 22 over the course of the RP.
* We Are All Pokémon Trainers had numerous lovers in numerous ports throughout the world. Ever, PEFE!Every, All, Brie, Amanita, and Revy the Second are all descended from his paramours, Amanita in particular from a Spectran servant Revy met sometime during the Conquest Arc.
* We Are All Pokémon Trainers has Eon, who being a Latios is part of a species that are considered deities IRP, but he appears to have delusions of being on the same tier of power as legends like Groudon and Dialga.
* We Are All Pokémon Trainers has Milagros (in Pangoro form) accidentally launching Bastion across a room after an attempted high-five.
* We Are All Pokémon Trainers has nearly 30 players representing at least one human character, and that's without their Pokémon and other NPCs.
* We Are All Pokémon Trainers has numerous arcs brought into several sagas:
* We Are All Pokémon Trainers have ended up in a relationship just like

their characters.
* We Are All Pokémon Trainers is a mute girl who communicates mainly through a writing sign, though she does know sign language.
* We Are All Pokémon Trainers is capable of facilitating multidimensional travel with its counterparts in other universes, though it can be unreliable in this regard.
* We Are All Pokémon Trainers, Jason visits his father's grave in Fall City, Fiore on Father's Day during the Hoenn-2 arc and pours a sour bourbon mix on and around the tombstone after taking a swig himself.
* We Are All Pokémon Trainers. Milagros nearly runs over Ian on his motorbike, which is how they become friends.
* We Are All Pokémon Trainers, of all things. Shahinne is being raised by a Fearow and a Honchkrow, who get romantically involved together precisely because she needed a maternal figure.
* We Are All Pokémon Trainers post, Jacob's author made a gif of himself doing Jacob's expressions.
* We Are All Pokémon Trainers respectively are set in 2008 and 2009.
* We Are All Pokémon Trainers, starts answering back and providing counsel. And it's not the only one.
* We Are All Pokémon Trainers Tagg lives next door to an area known as the Sea of Trees, which happens to be based on Aokigahara, the forest infamous for being the second-most popular spot for suicides in the world. It's infested with Ghost types and the souls of those who have died in the forest.
* We Are All Pokémon Trainers Tagg theorizes that the creation trio might do this when interacting with mortals, considering their eldritch natures. He turns out to be quite right when he sees Dialga in the Temporal World, who takes the form of a vaguely draconic shaped mass covered in diamonds.
* We Are All Pokémon Trainers: The narrative proper from the Sinnoh Arc to the Entralink Arc takes place from February 2011 to December 2019.
* We Are All Pokémon Trainers the PMD-R arc abruptly ended by leaking into Kanjoh-2 due to most of the playerbase losing motivation, though there have been attempts to properly fill the gaps and close the loose ends.
* We Are All Pokémon Trainers, the reaction of gaining two sets of memories from the Alternate Timeline and the original is a temporary brain overload.
* We Are All Pokémon Trainers there have been many instances of claims being made regarding statements about the WAAPTverse that have turned out to have never been said.
* We Are All Pokémon Trainers they were ill prepared for, and monification created mass chaos.
* We Are All Pokémon Trainers. Though he is mainly based off Alejandro and Tyler.
* We Are All Pokémon Trainers, usually because of a mon becoming human or vice versa.
* We Are All Pokémon Trainers were created simply because someone did something random and the rest decided it was good enough to throw in. Examples include:
* We Are as Mayflies: Humans are the shortest-lived sapient species in the known universe.
* We Are Everywhere: A member of a group is taken out, but they assert that other members of that group are so pervasive in society.
* We Are Experiencing Technical Difficulties: A common thing to say when a TV station regains control of its broadcast.
* We Are Experiencing Technical Difficulties — When something goes wrong, but a channel is still able to broadcast.
* We Are from the Future and the bomb will sit there unexploded for the next 70+ years, waiting for them to find it and accidentally cause it to explode.
* We Are From The Future is punished by them being transported to 1942 into the middle of a battle between Soviet and German forces. To their horror, they realize that the remains they desecrated might be their own.

* We are just about starting to get to the point where we actually can have a
* We Are Lady Parts: Both of Amina's parents are lovingly awkward, but her father is less perceptive and in tune with her emotions and has a tendency to say the wrong thing. Her mother teasingly dismisses him as a manchild.
* We Are Lady Parts: Episodes occasionally swerve into Amina's imagination as she either launches into musical numbers in her head or delves into fantasies about what's going on around her.
* We Are Lady Parts: In the opening scene, Amina's parents bumble their way through a suitor meeting, hastily putting down Amina and embarrassing her by mentioning her bad stage fright.
* We Are Lady Parts: The sixth episode. The band has broken up in the wake of Zarina's explosive article, but Montaz decides to stage their own concert in an abandoned junkyard, before which the original members make up. Amina then has to rush to the venue and makes it just in time for a killer guitar part.
* We Are Lady Parts, who manipulates situations around the band for her own gain and deliberately misrepresents them in her feature for online outrage and notoriety.
* We are lead to believe due to the Crystal Gems' own speculation that Peridot arrived on Earth so she could reactivate one of the "Kindergartens" and start
* We Are Legion (We Are Bob), after awakening 117 years in the future, Bob learns that English (or, at least, American English) has changed significantly to the point where he has trouble understanding the locals. He starts using a translator program. It's implied that this was deliberately done by the theocrats of the FAITH to prevent the people from being able to easily read old writing.
* We Are Legion (We Are Bob): After Bob's first encounter with bizarre 2149 English, he starts running a translator at all times when talking to them.
* We Are Legion (We Are Bob): America elected a hyper-religious president in 2036. In addition to his blatant religious agenda, he had no political skill whatsoever, breaking laws left and right to appoint his hyper-religious idiot friends to key positions, claiming God would sort it out. This, predictably, resulted in a horrific recession, and the next president elected was an atheist. That drove the religious right into a frenzy, and they launched a successful coup, replacing the United States with the Free American Independent Theocratic Hegemony. By the time Bob is awoken, FAITH has dozens if not hundreds of factions fighting each other over dogma, and do far more damage to each other than their enemies. Bob manages to keep them satisfied long enough to escape in the probe.
* We Are Legion (We Are Bob) as part of a scorched earth tactic. By the time two of the Bobs return three decades later, there are about 15 million people left alive on the planet out of over ten billion. The planet is rapidly cooling and will become uninhabitable for millennia.
* We Are Legion (We Are Bob), Bob is awakened 117 years in the future to learn that the US has been taken over by religious fanatics, who have turned the country into FAITH (Free American Independent Theocratic Hegemony). FAITH now dominates North America. South and Central Americas are, for the most part, in the hands of the Brazilian Empire. The United States of Eurasia controls most of Europe, with China dominating Asia. There's also Australia, but it's a smaller player. There is an African republic, but it's not likely to play a significant part in global politics.
* We Are Legion (We Are Bob): Bob is forced to reach out to the primitive inhabitants of Delta Eridani when more subtle means of encouraging them to move camps fail.
* We Are Legion (We Are Bob): Each new Bob is a copy of one of the Bobs that came before, making father/son and brotherly relationships obvious. The Bobs still notably avoid referring to each other that way, though.
* We Are Legion (We Are Bob) long time, from a human perspective. The other two planets have some minor annoyances, such as extremely annoying bugs and an extremely smelly jungle, but are perfectly habitable.
* We Are Legion (We Are Bob): Not quite degeneration, but each Bob clone has different elements of Bob's core personality emphasized. Riker is pragmatic, Bill

enjoys pure science, Milo is less cautious, and Mario is anti-social. Their clones continue to be variants of the original Bob; Riker's clone Homer, for example, has a big sense of humor while Riker has practically none.
* We Are Legion (We Are Bob), numerous theocratic factions are too busy fighting with one another to actually run the country, the Internet is gone (the information there is hard to control), and history has undergone many revisions by the government.
* We Are Legion (We Are Bob) puts a killswitch in Bob's code, in addition to a physical bomb. Bob chucks the bomb first chance he gets, then spends a few years getting rid of all the killswitches and loyalty triggers hidden in his code.
* We Are Legion (We Are Bob): Since the SURGE drive allows ships to move at near-light speed, time dilation is common. Furthermore, the Bobs can adjust their frame rate so that years pass like days. Some of them have different opinions on using it—Riker stubbornly sticks to real time unless absolutely necessary, while Homer is happy to adjust his frame rate to meet his needs from moment to moment.
* We Are Legion (We Are Bob): The Brazilian probes use explosive missiles, but Bob is worried about the substances exploding when built with his 3D printers. He considers using lasers, but dismisses them as inefficient due to power constraints, so he goes with guided non-explosive missiles called "busters" instead. They work by suicidally ramming the target at high speed.
* We Are Marshall: 2006 film set in 1971, depicting Marshall University rebuilding their football team following the tragic plane crash that killed the previous team the year prior.
* We Are Marshall a movie based on the real-life decimation of a football team and the attempts to put another back together again. After the new team finally wins one game, we cut to the epilogue and find out that was pretty much it for them winning for that season...and many seasons after that before they finally became a decent team again.
* We Are Men for CBS's 2013-14 season. Four episodes were shot, but only two aired before the show was cut off.
* We are morons, tried and true; and we’ll do our yell for you!!
* We Are Never Ever Ever Putting This Together" (a parody of Taylor Swift's "We Are Never Ever Ever Getting Back Together") is about their failed attempts to assemble a new bed frame they purchased from IKEA.
* We are never told exactly how big a "sector" is, but it is at least tens of light-years based on several episodes
* We are never told what the final fate of the Quagmires, the Widdershins family, Hector, and Phil was after being attacked by a giant question mark figure. Though it may have killed them it just as likely may have rescued them, though the Baudelaires and Kit Snicket seem to believe the worst.
* We Are Not Going Through That Again: Characters have just finished an adventure, and refuse to go on another adventure.
* we are not told who wins but the hand shown just before the ending credits leads people to think it was Kazuma.
* We Are Our Adventuring Avatars: During the Second Marvel Universe arc, Dr. Octopus was assumed to be the cause of the cracks in the Marvel universe that lead to the DC universe. This was not the case, as the Octobot observed on the plane entering from the DC universe was hacked by a unknown villain.
* We Are Our Adventuring Avatars. If this armor is broken, the mind control is lifted.
* We Are Our Adventuring Avatars: Ravager's voice is so loud, she has to whisper in order to speak like the others.
* We Are Our Adventuring Avatars. The group decided to help him out after a misunderstanding.
* We Are Our Adventuring Avatars: The historical museum within Shift City. It's an old skyscraper that was converted into a museum of the World of Yesteryear sort of exhibition about what Humanity was like before everything got Pokerized...except their idea of what Humans are like is...not so accurate. In fact, the museum's depiction of the Apollo 11 lunar landing has what looks like a space laser shoot

out between a bunch of Clefables and Jigglypuff, humans in spacesuits...and the Flying Spaghetti Monster.
* We Are Our Avatars are polar opposites; the two have bad chemistry together.
* We Are Our Avatars: Aurora Va'el made pasta for a group of her friends once and laced it with LSD. She didn't reveal that until almost everybody ate some of it. Just because. Some time later, an AU counterpart of hers laced a cake with Skooma.
* We Are Our Avatars because as GG puts it, "HIPSTERRR!" Here is an example of an exchange between the both of them in Trollian.
* We Are Our Avatars: During a trip to Silver City, Marcia became Magi Magi Magician Gal, a magical girl with "magic". Some of the astute members of the group figured the relation between the two, but some of the others were stumped.
* We Are Our Avatars: Every Feccian Bladesman's training was this to some degree; for Zeke, it was this Up to Eleven. Justified, for if he was going to have any chance of going toe-to-toe with another Feccian Bladesman, he'd need all the advantages he could get.
* We Are Our Avatars for his violent approach to... well, just about anything.
* We Are Our Avatars from a video game she likes comes into the picture. She immediately asks for their autographs and/or hugs them.
* We Are Our Avatars has a robot arm thanks to her arm getting frostbitten. It actually would have recovered, but luck conspired against her.
* We Are Our Avatars has been revived twice, and tons of characters just get revived back every day.
* We Are Our Avatars. He was disgusted by that. It's considered cuisine in the Netherworld because this particular blood has Mana in it and Mana is the source of power for Overlords.
* We Are Our Avatars, however there are limits: it must be organic, can't exceed a certain natural power, and if a polymorph immune form, he'll be stuck in it.
* We Are Our Avatars, if she believes the red car will go faster the red car will go faster. This does not however give her the ability to make a stick work like a gun just because she thinks it is one.
* We Are Our Avatars: If something seems weird enough for Krissy, or if he comes up with something unique, he’ll use his illusions to mess with people.
* We Are Our Avatars, Imca suggested that Aurora could wipe out the Thalmor with a gigantic magic spell as a warning to those who try to take over the world. At first, Aurora thought it was bad because there's the possibility of civilian casualties. Mitch even compared it to the situation that caused America to drop the nukes on Japan.
* We Are Our Avatars is easily changed with some effective roleplaying, some longer arcs have been implemented. After the move to Role-playing, there's always been one.
* We Are Our Avatars. It destroyed ships around Jaya for the hell of it, posed in photos like an egotist, and took a little girl's ice cream cone. The hashtag for that particular picture was YOLO.
* We Are Our Avatars, Marcia Shyneet believes that Slacker Magician is an embarrassing nickname, since it gives anyone the idea that Marcia's a slacker. However, Seth and Kohaku thought it was interesting and gave Marcia a pep-talk.
* We Are Our Avatars, Marcia speculates that it might be controlled by an arcade machine. Turns out she was right, and the thing is even powered by quarters.
* We Are Our Avatars, modified Asimovian laws mean that a human simply has to give Yuzuki Miura from a command, which she is unable to resist.
* We Are Our Avatars, not only did the Homestuck Trolls take this route, but various canon characters have marched onto new designs.
* We Are Our Avatars of Harley Quinn and thus has this to the Joker of Grinning General.
* We Are Our Avatars: Prior to getting the cybernetic eyes, Daniel Lincoln was a literal example — his glasses had a charm on them that allowed him to see. When his glasses were off, he would often stumble around and give people mistaken identities. The first day with the group ended with him crashing into people and not facing the right way several times.

* We Are Our Avatars: Saru is considered unfitting for a soldier due to taking in standard military protocol when she feels like it (read: rarely) and is often behaves like a teenager. However, when she's on a mission, she puts away those whimsical behaviors aside to do her duty efficiently.
* We Are Our Avatars, some of them did eventually come to fruition, others didn't, at some point, it was decided Andros and Enker would be in the Revenge of the Spark arc, ultimately, they didn't end up becoming part of Lucrezia's army.
* We Are Our Avatars: Starchild is a human-shaped sentient planet and she's friends with most of the group. She uses an Avatar to interact with them.
* We Are Our Avatars, the longest running forum Role Playing Game, has so many characters (including one-shots, regulars, background characters, NPCs, and so on) that it could possibly rival many of the items on this page for cast size!
* We Are Our Avatars. Then, it turns out Yes Man was using the plan of a "Courier 6"
* We Are Our Avatars, the Shredder was defeated with a Boston Cream Cake to the face.
* We Are Our Avatars uses, it has the strange side effect of keeping people from aging, though.
* We Are Our Avatars: When Michelle took Proto Man's helmet in order to repair him, it turns out that Roll was impersonating Proto Man the whole time.
* We Are Our Avatars, who made himself a vessel in the form of a black cat named King in order to get close to Pride. Him then used him to create a philosopher's stone so that he'd have enough negative emotional energy to give him the power to take over the world.
* We Are Our Avatars: Yanmie doesn't get along well with the rest of her family because she doesn't like to eat sentient beings.
* We Are Robin of movements like Black Lives Matter and Occupy Wall Street, with heavy usage of social media.
* We ARE Struggling Together. And of course, it still excludes non-Arab states in the Middle East such as Iran and Turkey.
* We ARE Struggling Together at this point, being the symbol of hope and unity as well as the Reapers' feared enemy. So you could argue that most other factions that don't get their shit together and side with him/her are the Wild Cards. There are, of course, still plenty of occasions to piss people off and blur the line between friend and foe.
* We ARE Struggling Together: Factions that are nominally allied find it hard to focus on their common enemy because they're too preoccupied with fighting each other.
* We ARE Struggling Together: Supposed allies spend more time fighting amongst each other than their enemy.
* We ARE Struggling Together: The rebels struggle to have a successful revolution because they can't cooperate with each other.
* We ARE Struggling Together: You fail to cooperate with someone who shares your objectives.
* We Are Tam by Patricia Bernard features a form of mental time travel that allows a person to visit other times if somebody in that time period is their genetic double.
* We Are The Dwarves, gun-toting Forcer and axe-wielding Smashfist are your standard dwarves — albeit they're dwarven astronauts on an alien world. It's the third dwarf, Shadow that breaks with convention. Shadow is a dark-skinned ninja dwarf with a longbow, who relies on stealth and sniping foes with his longbow in contrast to the direct force used by his comrades.
* We Are the Night a few centuries ago. But in the course of the plot, Lena falls in love with the policeman Tom. However, the vampire Louise injures him so badly that he is unlikely to survive the injuries. The last scene shows that Lena actually wants to transform him so that he can survive these injuries as a vampire, but hesitates at the last moment. Tom's fate is thus unknown. In the book, however, it is clearer. She turns him so that he survives and the wounds heal instantly, making Tom the first male vampire in centuries.

* We Are the Night can consume and feel the effects of drugs, as demonstrated during the party montage scenes, but they are said to be immune to unpleasant side effects such as overdoses or addiction.
* We Are the Night: Charlotte. She's largely cold and indifferent to others. However, at times she displays kindness. It's implied to result from her depression, so she may well have been warmer in the past.
* We Are the Night: Charlotte slaughters an entire SWAT team attempting to arrest her along with the other vampires, using their guns against them for part of it.
* We Are the Night describe Helena as "new to high school and new to the night shift." While having trained her whole life to join the Batfamily's ranks means she is quite capable, she approaches beating the tar out of bad guys with more enthusiasm and playfulness than any other member has any right to.
* We Are the Night focuses on a group of immortal blood-drinking women with fangs and supernatural powers who have no reflection and burn in the sunlight, but the word "vampire" is never spoken by anyone in the film.
* We Are the Night have "safe cars" with heavily tinted sun-proof windows and windshields, allowing them to drive around during the day.
* We Are the Night is her lack of familial relationship with the Waynes, being more professional and, at times, antagonistic.
* We Are the Night: Lena experiences this after being turned by Louise, suddenly desiring to drink blood. Once she wants to drink blood from living people however she's horrified and absolutely refuses to.
* We Are the Night: Lena initially is dressed in a rattie sweatshirt and pants with short hair, which makes Tom believe she's a man at first. She exploits this through stealing a dress on the run, changing into that, and throwing her old clothes out. He discovers what happened only when close up to her.
* We Are the Night: Lena lies to people twice, and both times they see through it instantly, as a result of them being forced or very implausible.
* We Are the Night (lesbian main character, implied bisexual female supporting characters, hinted queer female romance)
* We Are the Night: Louise is quite smitten by Lena, first flirting with her and then turning her into a vampire to have a companion. However, her kiss later causes Lena to push her away, and Lena's only shown interested by Tom. Louise didn't make sure that Lena was bi or lesbian, clearly, which seems like a huge oversight for having an immortal lover.
* We Are the Night: Louise tells Lena that all male vampires were wiped out by the females in the past because they were too reckless, and risked the vampire race being hunted down by humanity through exposure.
* We Are the Night: Nora seems very happy with her life as a vampire, saying it means anything you want to buy, with no consequences of drugs, food or sex. She's also the youngest until Lena joins them. Louise attempts to sell Lena on it too, expressing it to be bearable with other people. Lena initially appears somewhat happy with their swanky lifestyle, although is increasingly horrified at them killing people to feed aspect as opposed to the longevity.
* We Are the Night: The vampires display this, as usual. It's neatly shown at the beginning with a montage of photos which feature Louise and Charlotte across the years (at many famous events). It ends with Louise's appearance in an 18th century painting.
* We Are the Night: The vampires have this, healing from multiple gunshot wounds, being stabbed or the initial bite which infects them. However, full on exposure to sunligth kills them no matter what.
* We Are the Night: The vampires kill a group of Russian gangsters with ease, and the sole survivor later is a paranoid wreck after seeing it.
* We Are the Night. When Louise talks about her own sire, she states that she was looking for someone with the same glint in her eyes, hinting at the wish to find a reincarnation of her former companion.
* "We Are The Others", was dedicated to the memory of Sophie Lancaster, a British young woman fatally injured in a hate attack on herself and her boyfriend Robert Maltby, in Lancashire in 2007; it is believed the pair were targeted because of

their gothic appearance.
* We Are the Perfect Girl variant where Aphra, an outgoing and witty but homely teen, helps her best friend Bethany, a beautiful but extremely shy and socially awkward girl, flirt with popular guy Greg while trying unsuccessfully to not crush on Greg herself.
* We Are the Strange are a rare creepy example of this trope. In the empty ice cream shoppe, there are rather odd-looking posters which try to pass both the shoppe and the townspeople off as normal.
* We Are the Strange is bald and lacks body hair of any kind. All he's got are his eyebrows.
* We Are the Strange, the plot seems calm and suspenseful, only to suddenly end with a gigantic mecha battle.
* We Are the World", by Michael Jackson and Lionel Richie, sung by USA for Africa.
* We Are The Wyrecats, as well as the return of one of the supporting characters.
* We Are The Wyrecats. Despite having good intentions, building the XAG suits and playing at being superheroes has practically ruined the team members' lives.
* We Are The Wyrecats, his paranoid outbursts would almost seem reasonable coming from a healthy person.
* We Are The Wyrecats is clearly shaken after killing a mook for the first time.
* We Are The Wyrecats is incredibly dour, but quick to take action nonetheless.
* We Are The Wyrecats is located in the Marianas Trench, but as the comic is largely focused on action during that chapter, there isn't much focus given to the undersea life or landforms.
* We Are The Wyrecats is the most outwardly perky and cheerful member of the team, but sometimes she uses that bright demeanor to hide her feelings of sadness, worry, and resentment.
* We Are The Wyrecats, K.A. tries hard to pick up where she left off after coming out of a coma, but reality sets in pretty quickly that the world not only isn't the same one she left, but that it's a decidedly worse one.
* We Are The Wyrecats, K.A. walks in on a tense phone conversation her dad is having. The audience can only hear his side of the conversation, but it's easy to see what the discussion was.
* We Are The Wyre Cats particularly hates being pitied for his disabilities.
* We Are The Wyrecats reveals through some surveillance footage that Lamar, one of the former members of the Wyre Cat team, is responsible for stealing military-grade enhancements and the mooks K.A. has been dealing with have been part of his forces.
* We Are The Wyrecats uploaded her brain into a digital black box in case her physical body was ever destroyed.
* We Are The Wyrecats, XAG suits are considered some of the most powerful and dangerous equipment on the planet. And they were developed by a team of four high school kids with disabilities.
* We Are United, in the final challenge Jack says, "OK, everyone, let's work together." Everyone responds by saying, "BE QUIET, JACK!"
* We Are What We Are. Mr. Parker murders Anders while he's having sex with Iris.
* We Are What We Are when the police station receptionist is so distracted by Doc's dog that she doesn't notice him stealing a handgun.
* We Are Who We Are: A lot of attractive young people are shown at the beach in their swim suits playing around or dancing. That's on top of the very buff, entirely naked soldiers seen earlier in the shower.
* We Are Who We Are, appear at different points as extras in the series.
* We Are Who We Are by Richard while speaking with his wife Jenny. He claims all same-sex couples must have this dynamic, that it couldn't work any way else. Sarah and Maggie are an example in terms of their clothing/hair styles to a mild degree, though otherwise don't qualify.
* We Are Who We Are: Caitlin is clearly closer to her dad. She's shown practicing boxing with him, going to watch a baseball game on TV together, and they share political views. Meanwhile she's always at odds with her mom.
* We Are Who We Are: Fraser comes off as pretty immature. For example, he petulantly slaps his mother Sarah when she doesn't slice meat for a sandwich thin

enough for his taste. Given her interactions with him, it seems to be a result of her having overindulged him.
* We Are Who We Are: Fraser often has childish bouts of anger where he hits Sarah or pulls her hair, and acts quite neurotic. It's unclear if this is due to her simply overindulging him, or clinical issues.
* We Are Who We Are. Fraser's colonel mother subverts the stereotype by having *wildly* overindulged him, to the point of tolerating abusive behavior from him to her but Caitlin's dad plays the trope straight.
* We Are Who We Are (gay or bisexual male main character, lesbian or bisexual supporting characters, possibly transgender supporting character, queer female romance, LGBT awakening, homophobia)
* We Are Who We Are: Sarah embarrasses Fraser greatly when Caitlin comes over for dinner, telling her he liked to dress up in turbans by using towels as a child, despite her wife Maggie's objections. He flies into a rage about it afterward.
* We Are Who We Are: While Caitlin is in her bikini at the beach, Fraser stares from a distance, clearly smitten by her good looks.
* We Are X. Quite a few who've never heard the band before (and some influential Western music and media people among them) now count themselves at least casual fans.
* wear. His own badge is separated from the rest and pinned to his lapel instead.
* Wearing a basic outfit. If you go out there wearing boots and a swimsuit with a belt around the waist, a jumpsuit with a corset, or God forbid, something you
* wearing a hat), outdated or contradictory; Minerva McGonagall starts doing the same thing with her staff to purge the Hogwarts rulebook of similar things, though that purge doesn't have nearly as many things to remove.
* wearing a hot pink miniskirt, lime green tube top and leopard-print stilettos.
* Wearing a limited range of colours is actually a trick used by naturalists and natural history filmmakers. If they want to make themselves familiar to some animals, animals with colour vision that work mainly on visual recognition (like chimps) they try to always turn up looking the same. If they turned up in a different coloured shirt, the animals might think it was a different human, and either flee or turn aggressive.
* wearing a mink coat here; it's that mink coats were almost never made for girls at the time (mostly rabbit), no matter how wealthy the family. In the 2005 movie, her father, a billionaire business owner, sets up an assembly floor in one of his factories with the sole intention of getting her that golden ticket. She has her parents wrapped pretty much completely around her finger, bowing to her every demand, but both she and they meet with an awful end when her insatiable greed leads her to try to steal one of the squirrels that Wonka uses to sort nuts for his candy. Veruca's song, "I Want It Now!", from the 1971 adaptation is practically "Spoiled Brat: The Anthem". The stereotypical "pony" line is spoofed in the 2005 movie:
* wearing a more revealing outfit than her comic counterpart. Then she regains her heart and she looks just as beautiful and seductive as her comic self.
* wearing an actual dead person's face over his actual face to disguise himself as a Clockwork Droid.
* Wearing any kind of face covering in public other than motorcycle helmets is banned in France. This has caused a great deal of controversy, as the lwas were written with the burqa and niqab (two different forms of face-concealing veil for women in certain forms of
* wearing a red shirt. Sure enough, several more redshirts get killed while the main characters successfully escape into the jungle.
* wearing a trenchcoat with Hobbes on top) in order to sneak into an X-rated movie. Going by the ticket seller's remark in the final panel ("This is a new one."), she evidently did not fall for it.
* wearing a very realistic latex Scooby-Doo mask but with his true hands exposed.
* Wearing a wedding ring on the ring finger originally symbolized the joining of the married couple's hearts, due to the belief that the ring finger contains a vein that leads directly back to the heart. While that vein does go to your heart, so do

all other veins; it's what veins do (though portal veins only do so indirectly by way of the liver or pituitary gland).
* Wearing contact lenses, putting on non-prescription sunglasses, getting a little itch in your eye, and reflexively reaching behind your glasses to scratch it. Now your contact lens is pushed up into your eye socket, you're half blind, and whatever important task you had been concentrating on is careening out of control. May compel you to reconsider laser eye surgery.
* wearing her lingerie. Joshua's mother stammers out that the money they left him was to buy groceries and not anything else, implying that she thinks Rachel is a prostitute he hired.
* Wearing It All Wrong: You fail to put a garment on the right body part.
* wearing Lisa's clothes and a wig of her distinct hairdo). This also occurs at the end of the episode, when Nelson impersonates Todd Flanders.
* Wearing loose clothing so that it's harder to guess the size of her chest.
* wearing one realistic latex mask underneath another The reveal was to represent that gay fetishists would often come out of the closet two times, the second as a fetishist.
* Wearing or not wearing certain pieces of functional equipment (often body armor), or not wearing anything at all.
* Wearing Robert's Crown, being of largely medieval customs, are led by lords who fight on the frontlines, right the way up to King Robert Baratheon.
* Wearing Robert's Crown, Stannis Baratheon has served as Master of Ships, Master of Coin, Master of Law and finally Hand of the King. Meanwhile his brother Renly is an officer in the Royal Navy.
* Wearing Robert's Crown: Unsurprisingly, very few of the marriages in the fic are anything but politically arranged. Cersei, in particular, protested hers loudly. Most of them seem to work out though.
* Wearing skimpy or revealing clothing and expecting the judges to be impressed by their naturally-feminine physique. Especially now that "Stop relying on that body" is essentially a Michelle Visage soundbite.
* Wearing sunglasses with an orange tint will produce a similar effect.
* wearing that exact outfit. The robber himself used an inner tube to float down a nearby creek. He was caught a few weeks later.
* Wearing the Cape and its sequels: Chicago is the post-Event Metropolis of the Wearing the Cape setting, with good reason; Atlas and the Sentinels created the template for superheroes and superhero teams, and with the Sentinels and the Guardians teams, the city has more superheroes per capita than any other city. Chicago is also the center of the Villain-Rap culture, which means the place is crawling with street-villains and fashion-villains. The Sentinels' reputation is also creating a problem, in that supervillain-terrorists and thrill-villains who want to make their reputations may target them and the city they protect (it has been noted that Chicago was the only freshwater port to get a Godzilla attack).
* Wearing the Cape books, superhero costumes are flamboyant but practical...in the field. It has been mentioned that many young and fashionable superheroes have much less practical club versions of their costumes for partying, and superhero-cosplayers dress much more stripperiffically.
* Wearing the Cape books, the Sentinels' power-sets are extremely diverse, and it is implied that most other Crisis Aid and Intervention teams are as well. The openly stated rationale is that superhuman combat is paper-scissors-rock, so you'd better have a mix on your team to cover any weaknesses. Also, power-duplication doesn't always play well in the media...
* Wearing the Cape can do this to Hope. Falling cherry blossoms alert her to the type, and she (usually) remembers it unusually well.
* Wearing the Cape closely, as Breakthrough powers are not considered miracles but it's difficult to conclusively prove that one wasn't involved.
* Wearing the Cape. Especially since Kitsune himself clearly finds it hilarious to keep her guessing.
* Wearing the Cape, he is both the spiritual mentor to the newer Sentinels and the team leader.

* Wearing the Cape. In something of an aversion, it's mentioned that said characters often make money by reproducing and selling some of their own inventions.
* Wearing the Cape, Iri Pegason, an ultra-class telekinetic with a hallucinogenic drug induced breakthrough guided by choldhood fantasy, is forever frozen at the age of sixteen, the age that he was when he experienced his breakthrough, and has been a homeless perpetual teenage stoner for ten years or so. Iri is ageless and biologically immortal (will not die from any natural cause) but is not fully immortal — he is not nigh invulnerable and can die from violent or un-natural causes.
* Wearing the Cape. Natural disasters often cause Breakthroughs, as do supervillain attacks, and the military was happily surprised to discover that basic training has a small chance to trigger a Breakthrough—though they also created an optional, much more brutal program with a higher success rate. There are also "origin chasers," people who deliberately put themselves in dangerous situations in the hopes of breaking through. They typically end up as a statistic right next to the suicides, but it does occasionally work.
* Wearing the Cape, secret identities are optional and a lot of superheroes don't bother with them. Some have undergone physical transformations that make secret identities impossible, but many also had public breakthroughs that "outed" them from the start. One variation on traditional secret identities is a legal second identity, established with the help of the government, much like that of witnesses in the Witness Protection Program.
* Wearing the Cape series, all speedsters are similar in powers. Their personal speed can vary between normal and up to 10x normal. Beyond that they "jump the wall" into "hypertime". Essentially everything is stopped, and they're moving at normal speeds along with whatever they bring (one speedster brings his motorcyle with him so he can get around in the "instant" faster). It's lampshaded in the filler text that the laws of physics for hypertime are hideously inconsistent and make no sense whatsoever.
* Wearing the Cape. Shell specifically points out that while Letters of Marque are still legal, they fell out of favor on the world stage in the 1800's, and America hasn't issued any since the War of 1812.
* Wearing the Cape, so she has no reason to be afraid of them, leaving them as nothing but adorable cats big enough to cuddle with.
* Wearing the Cape, the gun shop owner clearly expects Jacky to be bit by this when she insists on firing her gun posed like an old-style duelist. She demonstrates her superstrength can handle it.
* Wearing the Cape, this is the military's big way to get supers, given that too few breakthroughs either want to join or are already in the forces (despite special programs designed to trigger them).
* Wearing the Cape, this trope is invoked when explaining the relationships between organized crime and superheroes. Attacking superhero's private identities brings out the vigilante superheroes.
* Wearing the Cape verse, breakthroughs usually occur as the result of a life-threatening or traumatic experience.
* Wearing the Cape. Whenever he suffers what should be a lethal injury, he appears to "snap back" a few seconds, going from dead or dying to suddenly fine. Most of the time no one notices, but he is worried that one day the wrong people will witness it. He's also not cavalier with his life; as he says, dying hurts, and Astra wonders if a demon could kill him, both because of its power and because it's far beyond his genre.
* Wearing the Eltariel skin in the main game and changing armors and cloaks alters the skin's color scheme as well.
* Wearing the Ghastly Gibus, the Mercenary or the Pyrovision googles is often seen as proof of a lack of skill, as these cosmetics are the only one easily available for free to play players. Free to Play Players cannot receive hats from a random drop, and they can't trade with other players, thus removing the two bigger sources of hats in the game, while the Mercenary is automatically handed to a new player

the first time they log in, and the Gibus and Googles are obtained as soon as you land a domination on a player wearing said items. Since premium players never wear the Gibus once they end up getting a new, fancier hat, some players have it equipped it on purpose
* "Wearing the old school tie". Or updated to today, any college alum who wears paraphernalia of his/her
* Wearing what is essentially the exact same outfit week after week without changing up their style at all. Every season a queen will be asked to show the judges versatility (though Season 6 winner Bianca was infamously able to get away with wearing a boatneck gown every week, possibly because of the judges' preference for floor-length dresses and the fact that each one was executed flawlessly plus she always performed well in the challenges).
* wear out extremely quickly into them in total, and collect a lot of hard-to-find components to pay for the upgrades. By the time you get through all that, you're probably good enough at the game that you don't really need such high defensive stats.
* wears a mask. This is probably in part because Fakir has a tendency to be a little theatrical when it comes to his role as the Knight.
* wears away visitors' willpower by preying on their deepest pain and insecurities. Vines then absorb visitors who have lost the will to resist.
* wears black in the first act, because she's an emigre. She takes off her black jacket late in Act I. In Act II she wears a white dress, symbolising her alignment with defector Anatoly, who has become more white himself; however, the dress has a large black logogram on it, symbolising her increasing commitment to achieving her own ends.
* wears black in the first act, where he functions only as a European anchor and executive for Global Television, playing up Anatoly's niceness and Freddie's bad-boy status — "loyal" to the Soviet Union. In the second act, however, his role as a CIA officer is more obvious, and he switches to American white — but with a flash of pink and a subdued gold tie, pointing up the self-interest which is demonstrated by his easy, friendly cooperation with Molokov — they ultimately want the same things.
* Wears dark and concealing, but often mundane clothing that only adds to their
* wears Ichigo's shihakusho (and only his shihakusho) to nonverbally inform him that she's realized they were lovers in the future.
* wears pure black throughout. She's Soviet, but not an active Soviet agent like many of those wearing black. She is, however, a tool of the Soviet Union throughout, and powerless to resist that.
* wears pure white throughout, but the show makes much of him being the archetypal American — 'naked unprovoked Yankee aggression', as Florence puts it during "Press Conference". He's loyal to the US by being loyal to himself.
* wear stars while Homeworld Gems wear diamonds, with the color of the diamond representing which one they work for. Some of the Crystal Gem's fusions, most notably Sardonyx and Rainbow Quartz, have a bit of the diamond insignia on them.
* wears the duster over a bare chest, Dennis testily explains that the look is irresistible to women.
* wear yellow armbands pointing them out as such does play this trope somewhat straight.
* Weasel arcs). He's nowhere near as scared of Deadpool as someone with his proximity and history should be, and Deadpool speculates in front of him that he might be one of these - but he's just too useful to kill.
* Weasel attempting to get service at a gas station. The attendant refuses them service because of Fred's lack of shoes. Fred then requests to buy a pair of flip flops. But the attendant refuses, so Fred can't buy shoes, because he doesn't have shoes. After the group huddles up, they dress Quick Draw in Fred's shirt and get him to ask for service. He still refuses, because horse hooves don't count as shoes. And Quick Draw lacks pants.
* Weasel Co-Worker: Doesn't do their job and palms off the blame on others.
* Weasels Ripped My Flesh has Neon Park's design of man shaving himself with a

weasel.
* Weasels Ripped My Flesh: Roy Estrada's moaning during "Prelude To The Afternoon Of A Sexually Aroused Gas Mask" borders between laughing and crying.
* Weasel was also a classmate of Peter in ESU, and was said to be so much of a geek that even Peter wouldn't hang around him.
* Weasel Words to play themselves up. For instance, someone who uses "Curvy" or "More to Love" as a euphemism for "morbidly obese". This isn't to say that people who aren't conventionally attractive don't deserve love, but deception is not the best way to start a relationship.
* Weasley Girl AU fanfic, Harry Potter (thanks to an ill-timed joke by George Weasley) spends a few chapters thinking that the "stone" that's hidden at Hogwarts and that Voldemort is after is the Resurrection Stone. Which Harry dreams of using to call his parents back to life. Needless to say, he is disappointed.
* Weasley Girl keeps Harry a boy but gives the Gender Flip treatment to Ron Weasley instead, turning him into Veronica "Ronnie" Weasley.
* We (as long as they have a pink sex ticket for that day). Thus, the protagonist is deeply ashamed and disturbed at how angry the thought of a woman he's met sleeping with other men makes him — how unnatural and illogical of him!
* Weather-Control Machine in the form of a staff) is a lethal weapon against most enemies that she faces... but this trope comes into play every once in a while when she gets particularly angered with some of her crew mates....
* Weather-Control Machine - to just plain crushing the entire universe.
* Weather even pleads with his boss to retrieve any survivors. They find only one, the kidnapped Conjoiner lady. The rest of the story, while not as action-focused, is an interesting character piece on the crew, the nature of the Ultranauts, and the differences and similarities between the societies of the two factions, Ultranauts and Conjoiners.
* Weather Information Network, the only weather-oriented television channel in the Philippines owned by TV5, launched in 2012, broadcasting weather alerts New Zealand-based MetraWeather, the channel ceased broadcasting on December 23, 2013 due to TV5 transferring its studios to Mandaluyong.
* Weathering With You: After Hina clears the sky at Roppongi Hills, she tells Hodaka that she might not not not a few times have found what she wants in life, causing Hodaka to be confused as to whether she has or has not.
* Weathering With You ends with Hodaka saving Hina so he can be together with her... except that doing this resulted in her powers flooding all of Tokyo, and possibly the entire world will follow suit.
* Weathering With You, Hodaka Morishima is, as far as the novelization is concerned, a middle class boy, while Hina is a poor weather girl who lives alone with her brother.
* Weathering With You. Hodaka seems concerned about all of this, but as soon as he sees Hina again, he decides that it was all worth it for her.
* Weathering With You: Makoto Shinkai deliberately kept the backstory of his protagonist Hodaka Morishima unrevealed, simply because “if we explained it in the script, it would turn into one of the same old stories you have heard before”. What we do know from the movie itself, the novelization and the manga is that he had an abusive father and the other aspects of his home life absolutely sucked.
* Weathering With You, one of these is the only place that will take them in without asking for ID or other inconvenient questions. The room they get has a jacuzzi, karaoke system and its own food and drink vending machines, and nothing untoward happens.
* Weathering With You takes place mostly in 2021, with its epilogue taking place three years later in 2024.
* Weathering With You that big a deal, because humans were arrogant for trying to live out of harmony with nature anyway.
* Weatherlight, which was the focus of the story for quite some time, consisted of Tahngarth, Squee, Ertai, Crovax, Mirri, Sisay, Gerrard and Hanna. Sisay is the interesting one; her name does exist in the real world, but it seems to be a

predominantly male name.
* Weather Manipulation, especially the ability to call down catastrophic weather like hurricanes or lightning storms.
* Weather Manipulation It seems to just be natural for Ryujin (Dragon Gods) to be this trope.
* Weather Manipulation, Mrs. Muir reveals that the Ghost can never fool her about his emotional state because the weather barometer always reveals his genuine mood.
* WeatherNewFans are compiling moments of the channel and Saya Hiyama (and the other female presenters) reached idol-status overseas.
* WeatherNews is a channel dedicated to the weather in Japan. Because it is a channel destined for Japan, it went unnoticed by foreign audiences for a long time until on February 26, 2021, a 4.5 earthquake struck the Fukushima area. Saya Hiyama, the presenter who was live at the time and who was happily speaking about shogi instantly changed her face and tone of voice and reported the earthquake.
* Weather Report as the stage hazard of the Green Dolphin Street Prison stage.
* Weather Report, one of the best selling jazz fusion records of all time. During the late 70's and early 80's, the band's lineup famously included...
* Weather Report Opening: The first words in the story are about the weather.
* Weather Report Opening: The story opens with a description of the weather.
* Weather Report was abducted at birth by a woman who switched him with her own stillborn baby. He's actually the fraternal twin brother of the arc's main antagonist.
* Weather Saves the Day: A sudden change in the weather saves the heroes.
* Weatherscan. It's like TWC tailor-made this for people who like the forecasts, so they could theoretically keep it on 24/7.
* Weather Wardens, an amnesiac Jo has to help Eamon bury the body of a guy she doesn't know. But a couple of other bodies vanish without a trace due to weather-related issues.
* Weather Wardens books, for obvious reasons. Also, the weather tries to kill humans.
* weave baskets. Often ends up being recursive with Authority equals Asskicking, both in that getting to the position in the first place is liable to improve your combat abilities (even if you do not fight your way there) and that it is often necessary to be proactive in order to maintain your position.
* Weaver fits the trope even better in personality and dress sense. Being
* Weaver Nine Contrast with the Protectorate, who loses one in four capes in theirs and still let him smash the target in the process.
* Weaver Nine features Derrida, whose power allows him to deconstruct and then reconstruct Society members who are about to be killed in battle. They emerge whole, alive, and sane as long as he has enough non-living organic matter gathered in one mass nearby. The deconstruction process only leaves a bloody smear behind, so no actual body is found.
* Weaver Nine's Society is a dodgy group of outcasts, criminals, and fugitives forged into one of the most dangerous organizations on earth and united under Weaver's leadership. They are regarded as terrorists by most of the world and joining automatically grants a Kill Order. Based in Kenya and suspected to be the real power controlling most of Africa, they are classified as an S-class threat by the Protectorate.
* Weaver Nine, the PRT and Weaver's Society practice this on the strategic level with regards to Endbringer fights. The PRT are focused on preserving civilian lives and infrastructure, even if it means prioritising defense over actually hurting the Endbringer, and will throw capes into the grinder to do so; the Society focuses on trying to kill the Endbringer and preserving cape lives, especially its own citizens', in order to build a core of experience and reliable anti-Endbringer strategies, and will let civilians and infrastructure burn if need be.
* Weaver Nine to psyche out Leviathan, as well as gauge his reactions and senses. While the success of that experiment is debatable, it caused a panicked retreat among the Protectorate force.
* Weaver's Society has a habit of forcing innocents into its service. Nothing could

be further from the truth, especially since this is an extremely sore point for Taylor herself. Several assertions seem to follow this trend, and while it is unequivocally true the the Society has a lot of shady dealings and dubious methods, they are nothing approaching the bloodthirsty baby-eaters the PRT portrays them as
* Weaveworld by whatever client Shadwell is trying to make a deal with.
* Weaveworld is probably one of these, although it's bought into its own hype and thinks it's an angel.
* Weaveworld keeps him in the game and only his friends and being in decent shape keep him alive.
* Weaveworld, Suzanna puts a stop to any sexual progression of her relationship with Cal, declaring that they are too much alike to be lovers. And they carry on grandly as friends throughout the story. Except for a few moments of over-enthusiastic affection. And a few open-ended conversations. But grandly - as friends.
* Web 2.0 ad and ludicrously huge amounts of preprinted signs. However, if enough time has elapsed without the user clicking the banner and reaching the website, the girl in question will show increasing amounts of boredom.
* We Baby Bears spin-off taking place during the childhood of Grizz, Panda, and Ice Bear as they travel in a cardboard box, looking for a place to call home. Notably, the original show also had several episodes depicting the bears' childhood.
* Web and Starship is a strategic space game, in which Earth is caught between two races. The Gwynhyfarr, who roam the galaxy in faster-than-light starships, and the Pereen, who link their planets together in a trans-dimensional "web" which permits instantaneous movement from one system to another but can only be expanded using sublight ships. Earth has access to both technologies, but starts out severely outgunned by both enemies.
* Web and Starship Starship, which makes it pretty easy for the humans to win if they do.
* Web Animation for Mignona’s previous character of Edward Elric).
* Web Animation himself going on record as calling the web show "plagiarism".
* Web Animation Out to hidden characters and plotlines. There is a guide to them on the movie's main page on Video Game Director's Cuts.
* Web Animation suing me. This is fanart and does not profit me in any shape or form."
* We Bare Bears), and the Bears trying to sit on their completed furniture when it's clearly some kind of shelf ("Uh, guys? I don't think this is a couch...")
* We Bare Bears. At one point Panda tries looking up the instructions online, but can't find them in English and tries to translate from Swedish.
* We Bare Bears: At the end of "Anger Management", Nom Nom agrees to let his anger management coach Grizzly give him "one last hug for the road", but afterwards tells him "This never happened!"
* We Bare Bears: At the end of the short "Frozen Ice", Ice Bear excuses himself after the ice cube he was stuck in all day finally melts.
* We Bare Bears: At the start of "Beehive", the Bears play football with Ranger Tabes. Much to her bafflement and frustration, their version of American football incorporates all sorts of other sports including golf, basketball, and even pro-gaming (with Grizzly waving around a video game controller while shouting about fighting game moves).
* We Bare Bears... because she just lost at the Minesweeper-like game she was playing.
* We Bare Bears collides with a tree... and then blows up in a spectacular fashion.
* We Bare Bears: Creator Daniel Chong has stated that Grizzly, Panda, and Ice Bear are each different variations of his own personality, depending on the given circumstance.
* We Bare Bears episode "Cupcake Job", the Bears get jobs at a gourmet cupcake store. They quickly run into trouble, including a bossy business-woman who makes a complicated order that leads to Grizzly accidentally breaking the cupcake-making machine.
* We Bare Bears episode "Losing Ice," Ice Bear is shown to be very skilled in

cooking this way. His prowess gets him a job at the local Japanese restaurant Teppan Yaki, where he amazes the customers with his high-flying knife twirls.
* We Bare Bears episode "More Everyone's Tube", Grizz and Panda discover that Ice Bear, usually the most fearless of the three, is afraid of cucumbers. They shoot a whole video of them pranking Ice Bear by placing cucumbers all over the house and watching him freak out. (Oddly enough, he reacts normally to a pickle.) It ends with Panda dressing up in a cucumber costume, which causes Ice Bear to throw him out the window and ending up on traction at the hospital.
* We Bare Bears episode "Slumber Party", Chloe and the Bears have a pillow fight during their impromptu sleepover.
* We Bare Bears episode "The Kitty", the bears find a cat that turns out to be a cougar cub, and it leads its pack into the bears' cave. After getting rid of the cougars, the episode ends with Grizz finding a baby hawk.
* We Bare Bears episode "Yard Sale", Panda ends a meeting with a pregnant woman named Annie after finding what turns out to be her husband Paul's cell phone. Paul is about to pound Panda flat in a jealous rage, but forgets all that in when Annie goes into labor. The poor guy is in such a panic he faints, and the bears end up having to drag him along as they rush to get Annie to the hospital.
* We Bare Bears for their box, likely preventing any more of these in the future.
* We Bare Bears, Grizzly hijacks a parked car and drives them to a nearby fast-food restaurant. The cashier at the drive-thru window not only effortlessly translates Panda and Ice Bear's maddened growls into an order, but is completely unfazed by the sight of three bears (two of which are viciously mauling each other in the back seat) paying for the food.
* We Bare Bears has Chloe Park, a preteen girl who is already in college, studying biochemistry. And while she's very smart for her age, that makes her have an easier time making friends with the bears than with college kids. She's also prone to have lapses in judgement appropiate for a child her age.
* We Bare Bears has Ice Bear getting the basketball stuck next to the hoop in a game. But as Ice Bear says, "Ice Bear meant to do that".
* We Bare Bears: Ice Bear and Panda don't appear in "Anger Management", "Poppy Rangers", "Ranger Games", "Vacation", and "Lord of the Poppies".
* We Bare Bears: Ice Bear is not only a master chef but also the only one who cooks around the house...er, cave.
* We Bare Bears: In "Bear Flu", the Bears get sick from swimming in a polluted lake, but Grizzly insists that he's fine, even as his condition deteriorates to the point he can't stand up straight.
* We Bare Bears: In "Bear Squad", it's revealed Ranger Tabes is banned from doing any work in the city after she caused a massive traffic pileup while helping a baby quail.
* We Bare Bears: In "Best Bears", Panda goes to pick up the rings for Darrel and Sofia's wedding, and ends up chasing them down the street after dropping them. Fortunately, he catches them just as he gets to the church where the wedding is being held.
* We Bare Bears: In "Best Bears", the Bears are helping their friend Darrell get ready for his wedding day, and Panda's task is to pick up the wedding rings from the jeweler's. Panda no sooner leaves the store than he drops them after getting jostled by a jogger, and he ends up chasing them all the way back to the church where the wedding is being held.
* We Bare Bears: In "Bubble" Charlie the sasquatch, after getting hosed down with water after saving Panda from a polluted lake, s revealed to have shiny golden fur. He prefers his dirty, unkempt fur because being so clean makes him uncomfortable.
* We Bare Bears: In "Charlie's Halloween Thing 2", one of the segments has the Baby Bears being chased by monsters as part of an extended parody of Scooby Doo. This includes a chase through a hall of doors, which leads to sight gags like the monsters running around in a stack like the Bears, and two Ice Bears running into each other.
* We Bare Bears, in "Chloe", when Grizzly asks for a high-five from Ice Bear, Ice Bear responds by tapping his head on Grizzly's hand.

* We Bare Bears: In "Citizen Tabes", the bears' friend Ranger Tabes rescues a mule deer buck from a falling tree, but accidentally breaks one of his antlers off in the process, causing a rift between the deer and a potential mate. Tabes, guilt-ridden about "disturbing the balance of nature", decides to give up being a park ranger and goes into selling pine-cone sculptures online. The bears spend the rest of the episode trying to persuade Tabes to come out of retirement, and eventually succeeding.
* We Bare Bears: In "Icy Nights", Ice Bear seeks the help of a Russian barista named Yana in tracking down the guys who stole his tricked-out Roomba. Yana's reaction to seeing Ice Bear is an affronted "You!"
* We Bare Bears: In "Log Ride", a boy does this during the titular ride, holding a sign that reads "PROM?" while his picture is being taken.
* We Bare Bears: In "Lord of the Poppies", Grizz, left in charge of the Poppy Rangers, misidentifies some berries as edible. Cut to one of the Rangers throwing up.
* We Bare Bears: In "Lunch With Tabes", Ranger Tabes discovers someone ate the sandwich she had made for lunch while she was busy walking her dog Kirk, and interrogates the Bears as to who might have eaten it.
* We Bare Bears: In "Nom-Nom", the titular koala does this to Ice Bear when he discovers his plot to use his brothers in a dangerous plan to make his Internet comeback.
* We Bare Bears: In "Occupy Bears", a flashback to the Bears house hunting has them at a poorly maintained apartment. When Ice Bear looks at the bathroom, a rat comes out of the showerhead.
* We Bare Bears: In "Panda's Date", Panda develops a crush on Lucy the grocer when she manages to use an Epipen to save Panda from a nasty allergic reaction.
* We Bare Bears in "Planet Bears" while at the supermarket. He is implied to have done this while riding on an out-of-control forklift in an attempt to break down the bathroom door.
* We Bare Bears: In "Rescue Ranger", Tabes defeats the trapper by pulling out the rug he's standing on, causing him to stumble into one of his own cages.
* We Bare Bears: In the episode, "Dog Hotel", Grizz eats a pie covered in whipped cream. But when he goes to take a walk with the other dogs, Joshy thinks he's a rabid dog, and she calls animal control. Luckily, his brothers and the other dogs were able to rescue him in time.
* We Bare Bears: In "Vacation", after Nom Nom blows his cover at the airport while trying to catch a flight to a spa resort, he and Grizz end up chased by a horde of Nom Nom's crazy fans.
* We Bare Bears: In "Vacation", when it looks like they're going to die in a plane crash, Nom Nom admits that he considers Grizzly his only real friend and that he loves him. He doesn't exactly deny it afterwards, either.
* We Bare Bears is 12 years old and is admitted into a university. She hates being known as "the prodigy" though.
* We Bare Bears is ten, but she's smaller compared to adult humans than most five year olds are in real life.
* We Bare Bears is trying to make friends at college, Panda's suggestion is that she carries a bunch of important papers and crash into someone, because that's how people meet in romantic comedies.
* We Bare Bears joined them. The bears interact with humans on a very regular basis, though.
* We Bare Bears many characters in the first place and they (obviously) spend a lot of time together. They seem to be not blood related but are still clearly each other's brothers.
* We Bare Bears: Near the beginning of "Audition", the Bears watch a commercial where some kids try to steal a box of Frosty Fluffs cereal from the mascot, Freshy Bear.
* We Bare Bears. Note that the suspect is a muscular, bald and bearded guy.
* We Bare Bears, one of the main reasons the bears, mostly Grizzly, try to integrate into human society.

* We Bare Bears" on his computer, but his banner on the social media site he uses is an assortment of random anime characters, also possibly drawn by him.
* We Bare Bears: "Panda's Sneeze" features a high-tech version of the spinning paper montage, with spinning cell phones and computers showing articles about Panda's viral video as it becomes popular.
* We Bare Bears", Panda's sneezing video makes him an instant star, which the shy Panda doesn't wish to be.
* We Bare Bears: Parodied in "Our Stuff", when Grizzly tries to commandeer a taxi... with a parking ticket with the letters "FBI" written on the back. Naturally, it doesn't work.
* We Bare Bears: Parodied in "The Kitty", where Grizzly throws a ball of yarn like a grenade in the hopes of distracting some cougars that broke into the Bears' cave and bites a bit off the end before throwing it.
* We Bare Bears: Parodied in "Tubin'". The Bears go over a waterfall after escaping a tribe of technology-hating hippies, but the waterfall turns out to only be about two feet high.
* We Bare Bears plays this for laughs. Ice Bear's tinkering with robots has gotten his brother chased up a tree by a homicidal Roomba, and later resulted in a robot bear rampaging through San Francisco.
* "We Bare Bears" (roughly "We the Bears") in Portugal to maintain a rhyming title.
* We Bare Bears shows but it still has one. Quite a lot of fans are furries.
* We Bare Bears sidekick "Pando" to the villains to various extras, who are often inanimate objects manipulated like crude puppets by Grizz.
* We Bare Bears thanks to his new electrokinetic powers gotten from his braces, attempts to destroy San Francisco using the bears' cave and every Smartphone in San Francisco to create a makeshift meteor.
* We Bare Bears, the bears upload a video and while typing the description, they each throw in hashtags.
* We Bare Bears, the episode "Fashion Bears" has Panda meet a MPDG named Samantha who loves doing impulsive things, like picking random people up with her tandem bike and riding through car washes. Panda quickly realizes how bad her impulsivity is when she assumes him tying his shoe is a marriage proposal.
* We Bare Bears: The Movie: The poster has the main antagonist, Agent Trout, glaring down at the Bears.
* We Bare Bears. Then T-Pain shows up and explains to Panda that they're on the former's tour bus.
* We Bare Bears, They look like bears, they walk on four legs sometimes, and they live in a cave, but they otherwise act human. Most actual humans in the show don't see anything odd about this. Notable that they are, in fact, recognized as bears since they befriended Chloe after she studies them for her college project on bears. They've also been known to act like wild bears under times of stress, such as when Grizz decides they need to become more primal.
* We Bare Bears up a tree while stripping it of bark, and dispense axes on command. None of which is strictly necessary for picking up crumbs off the floor.
* We Bare Bears usually sports a neutral or frustrated expression, but smiles on occasions.
* We Bare Bears wears contact lenses. In the episode "Chicken and Waffles", he loses them and is unable to see properly, so he needs Charlie to make his way around the city.
* We Bare Bears: When Grizzly gets shanghaied into working at an office in "Fashion Bears", one of the things he does to pass the time is spin around wildly in an office chair.
* We Bare Bears, when Ice Bear gets red fruit punch on his face and paws while drinking some of said punch from a bowl, he then scares some children from appearing all bloody.
* We Bare Bears where a narrator provides commentary when the bears take a trip to the grocery store.
* We Bare Bears, where he performs a song called "Girl Be Sellin' Sunshine" and has imaginary versions of himself telling him to be cool.

* We Bare Bears who loves to antagonize and manipulate the bears for his own schemes to stay in the spotlight.
* We Bare Bears whose arrogance vanishes when dealing with his hard-to-please father.
* We Bare Bears with headlines like "20 Struggles That Toad Owners Have :\" and "Little Girl Drinks Water, You Won't Believe What Happens Next!"
* Webb orchestrated the dismissal of commissioner Happy Chandler after discovering Chandler was looking to ban him from the game for associating with gamblers, then led the committee that named Chandler's successor, Ford Frick, who would do very little to reign in Webb/Topping and the other owners' actions in his term.
* Web browsers eventually filtered out the feature that makes a user go back a page when pressing the Backspace key. The "Go Back" command was changed to Alt + Left Arrow, which is much harder to do by mistake and prevents accidental data loss when typing a long post.
* Web browsers sometimes put Easter eggs on "not connected to the Internet" page, usually in the form of little keyboard games. The idea is basically that if you want to use the Internet, but you can't access it, you're probably bored out of your mind and need something to do. In Google Chrome, you can hit the spacebar or up-arrow to get a minecare-type game involving the little dinosaur from the error page. Microsoft Edge, meanwhile, has a surfing minigame heavily inspired by
* Webb's would be the title character of the recurring sketch, "The Surprising Adventures of Sir Digby Chicken Caesar", an insane hobo who thinks he is a dashing adventurer.
* Webby has an autographed photo of the demon Rakshasa signed, "Love, Rakky".
* Webby's antics in "Daytrip of Doom!" cause herself and the triplets to be banned from Funso's Fun Zone for life. Fortunately, it doesn't stick.
* Webby, the granddaughter of Scrooge's housekeeper, is an avid fan of his adventures and dreams of being an adventurer herself. She befriends his grandnephews and accompanies them on his latest quests.
* Webcams and streaming feeds of entirely boring things - road junctions, the sea,
* web cartoon that illustrates the "How do you organize a space party?" joke.
* Webcomic artist David Willis accidentally invented the exclamation "wiigii!" by typing the word "woohoo!" with the right hand shifted one spot to the left. It became the
* Webcomic Crossover & Cameo Archive has appeared in many webcomics, with his trademark axe, chasing after authors who use too many cameos.
* Webcomic/etaliaAxisPowersH (and possibly also in Sweden) and only has a physical form as long as his laptop is turned on (and sometimes not even then).
* Web Comic every female character (with a few exceptions e.g Tatsumaki, Swim, Pink Honert and Zenko) have decent sized breasts or very well endowed like Fubuki, Mizuki and Tanktop Girl. This extends to the villains like Mosquito Girl, Do-S and Psykos.
* Webcomic/Freefall: In one strip, Florence gives Varroa an atomic wedgie after remembering the psychological tests he put her through.
* Webcomic, has the most pointless of Token Minority characters with Geromy. Introduced as "The new friend", he has never moved, spoken, or been aknowledged by another character. He's even called the token black friend in the theme song! Amusingly enough, he is actually the third black character introduced after Barack Obana and The Big Man, with both actually having at least a minimum of a role in the comics.
* Webcomic/Homestuck: The author loves making up words. For example, device that instantly brings a targeted object to itself is called an appearifier instead of a teleporter.
* Webcomic, most of the cast is in their early-to-mid-20s, but Ellen first appears just before her 18th birthday. Sometimes she's as competent as the rest of the cast, but she has her moments, like not knowing (in a discussion of porn) that it's considered unusual for a girl to do double-penetration with her boyfriend and some other dude.
* Webcomic Name when orange-blob-person fills their hole with pets and is clearly

quite content with this.
* Webcomic/Ninjas! are this. They show no signs of actually being from Japan. Or in Japan, for that matter.
* webcomic revels in this trope. Sonny is a pathetic, psychotic junkie and the Trix Rabbit and Sugar Bear have both kicked their habits and are desperately trying to stay clean and sober. Count Chocula and Franken Berry are leading the forces of darkness, and Tony The Tiger and Cap'n Crunch are the pillars of good.
* Webcomic said that he took to sipping Windex so he could clean his monitor while reading. That forum has had numerous claims of ruined keyboards.
* Webcomics, as the Internet first saw widespread use in the middle of this decade.
* Webcomics. Because almost every webcomic site doesn't require you to pay money to see it, and because most people make webcomics as a hobby rather than a job, Linkara feels he shouldn't hold them to the same standards as professional works.
* Webcomics Long-Runners on occasion touches on poignant and touching story arcs, and attracts a large cadre of furry followers.
* Web Comics readers who have children will show their children some of the Webcomics that they read even if the original creators didn't intend for them to be read by children. Though at least the parents know exactly what's in the Webcomics that they're showing to their children.
* Webcomics their frequent large blocks of exposition, often in the narration or titling:
* Webcomics United in high school. Whatever it was, it can't be good. Not with that sharky smile of his...
* Webcomics Weekly, the hosts often go off on various tangents while talking, or they'll have computer issues while recording (a common occurrence). Someone will say that they'll be fixing it afterwards, but they rarely (if ever) do. In fact, it's become a running gag.
* Webcomics with the Necrowombicon, with Penny's wombat logo on its cover.
* Webcomics with vote incentives, usually a sketch or preview, to encourage people to vote for them on sites like Buzzcomix or TopWebComics:
* Webcomics written by members of the United States Air Force, such as
* webcomic. The end result is not pretty, and by that we mean hilarious.
* Web Comic. The main cast is one of several groups retained by the Order, though the role they play in the organization has yet to be revealed.
* Webcomic/Unforgettable, the female lead is in the habit of replaying events that she witnessed earlier in the episode, often finding a clue from something she saw that didn't seem important at the time.
* webcomic version of. But will only grant them the route if they solve his riddles. One of them, Sabrine, gets excited to take the challenge as she loves riddles. But every time she tries to answer one, one of the group interrupt her with the answer. By the third riddle, she begrudgingly gives up.
* Webcomic writers are among the authors best suited to this response; their works are almost always totally free and released in installments, so readers lose almost nothing by just quitting once they realize they don't like it.
* Webdriver Torso has uploaded over 600,000 videos. Thankfully, a vast majority of them are only 11 seconds long.
* Webdriver Torso's compression algorithm, and thus aren't intended as entertainment. However, before they revealed this, some people got enjoyment out of watching the videos, finding patterns, and speculating on the history of the channel.
* Weber's Germany: The Veterinarian Totalitarian reinterprets "victory" as "prolonging its existence in an increasingly moribund fashion no further than the 1960s".
* Web Game goes off while Dirk Danger is drinking coffee and he spits it out.
* Web Games: An online game is that is played on a website via your web browser.
* Web Game. You win once you completely destroy all the cities with your zombie plague.
* W.E.B. Griffin has this as a fate for a stupid character who really should have known better. In

* W.E.B. Griffin's character Craig Lowell hooks up with visiting a visiting starlet, to the delight of his company and the anger of his commanders.
* Web Heads: At the end of the show, the winning contestant is sprayed with slime while riding a mechanical surfboard.
* Webhosting company reviewers/bloggers who do not wish to compromise their identity when reviewing services.
* webisode, Jay brags about "coming at you at the speed of light!" Pull back to show his legs still downloading.
* Webkinz collecting. Almost none of the members are in the target demographic of children.
* Webkinz is an earlier game which functioned similar to the toys-to-life concept. It was made so that the player would buy a plush and then adopt its virtual counterpart in-game. It used to be that a premium account would expire a year after being activated by a plush, forcing players to keep buying plushies to play, but this was stopped due to complaints.
* Webkinz makes quite a lot, considering each Webkinz costs at least $15.
* Webkinz slowly became Allegedly Free: nowadays you can't buy clothing anymore, members get exclusive recipes for the food appliances, and cooler virtual Webkinz like Griffins and Wooly Mammoths are virtual-only pets that require real cash to buy.
* Weblinks Are Not Examples, and neither are quotes on their own. You should explain the horror in your own words, rather than rely on others to do so.
* Web MD and other diagnosis-by-Web search systems have a similar problem. For virtually any symptom you enter, you can be guaranteed that cancer or syphilis will show up in your list of possible diagnoses. Also, every potential diagnosis will list death as a possible side effect.
* Web MD, and Pets.com ads. Most others tried to subvert it by quickly explaining their company in a voiceover or text, but that Super Bowl, as well as the entire Dot-Com Bubble is associated with this trope.
* Web movie(s) involves an island full of mutated spiders that are: a) more poisonous; b) have fangs/mandibles that are stronger and sharper than normal; c) more intelligent and d) have a rabidly cannibalistic, yet simultaneously highly co-operative society that apparently crosses species barriers. Oh, and some of them are as big as dogs.
* web novel night and focuses on a group of adolescent trick-or-treaters.
* Web Novel, or by a telepath mingling blood from a cut with a non-telepath. In theory it would be possible for a human to gain telepathy directly from a lupinoid's blood, but needless to say they're reluctant to part with it.
* Web Novel, since gods actually exist and even have administrations running their universes. After their resettlement onto a new planet (which is coincidentally hand crafted by a god, Raven 12345 herself) with the help of Hao Ren and his party, the Aerym elves, a solar-system civilization with no FTL technology, decide to set up a religion worshipping Raven 12345 to maintain social order and give hope to the people.
* web-novels, this is how both Hell and Heaven operate — rank and power are equal, with Satan and Yahweh being on the top of the heap. When Michael managed to kill Yahweh with the assistance of his conspiracy, he not only increased in power, he gained the ability to confer power on other angels.
* Web Of Angels. Condemned to death at the age of nine for his ability to manipulate the Web, which links the many worlds of humanity, Grailer must go underground, hiding his skills and testing his powers. Original.
* "Web of Fries II: Franchise Wars" takes place in a dystopian future where Big Fries has taken over the world, where a young woman (the daughter of the first movie's protagonist) joins a resistance force to get revenge for her father's death, only to find out that her father is alive...at least for a limited time only.
* "Web of Fries") who gets entagled in a deeply-rooted conspiracy about Nacho Fries involving the evil corporation "Big Fries", putting the lives of him and his family's at risk.

* Web of Shadows: The awakening of Makuta is represented by a quick series of shots (some ran backwards) from the previous movie with heavy filters applied. The recap at the beginning, of course, is also reused footage.
* Web of Spider-Man and all other ongoing storylines were dropped. FACADE has since made a couple of cameos (in 2009 and 2012) whose main point was to remind readers that the case is still open.
* Web of The Chozen: Female choz lay six eggs and both males and females incubate them in brood pouches. The sex of the offspring is determined by the sex of the incubating parent with the normal ratio being 2 males to 4 females. The hero of the story is the only male choz who produces female offspring.
* Web Original, at least): while still apparently male, they must shop for feminine accessories and hygiene products.
* Web Original example: Formats of Internet communication make it possible to pull this off successfully. You can stew about a slight for hours to days, then deliver your rebuttal in what seems a timely enough manner to imply a quick wit.
* Web Original. She gets offended at being called pregnant despite her numerous protests and proceeds to slug the criminal before beating up the cops.
* Web Original Uploaded to the Internet and Consisting of Original Content Which Can Be Found on the Web
* Web Original, which is very popular on the /tg/ board of 4chan) and Joan's Quest are still running.
* We Bought a Zoo, a bear escapes and wanders around in a town until the zookeepers capture him and take him back to his enclosure.
* We Bought a Zoo, Ferris seems very harsh and acts like a jerk, but once he can't find any faults with the restored zoo, he passes them and wishes Benjamin good luck, although he still maintains that the zoo will probably fail and refuses to attend, as this would count as fraternization. There's also no proof beyond MacReady's word that Ferris stole his ideas.
* We Bought a Zoo had three uses of "shit", two uses of "asshole" and one use of "dick" (that last word is said by a 7-year-old) in order to try and push the movie up to PG-13 for language, as other than grieving over the death of a mom, the movie is pretty clean. However, their efforts did not work and the movie still got a PG.
* We Bought a Zoo is a comedy-drama that takes place almost entirely in a zoo.
* "We bout to throw them blows/We bout to swang them thangs/It's about to be a what?
* we briefly see Nancy marrying Edward in the animated world, and she seems to be getting along just fine.
* Web Serial Novel for the dead. The reapers are basically imaginary. They don't have a "true" form and those who can see them perceive them exactly as they expect a reaper to look.
* Web Serial Novel has a lot of these: Codex, Tink, and (at least in the backstory) Chaos all serve this role, as do many of the villains — most notably Maven.
* Web Serial Novel is burned alive for what he did. It's presented in a fairly sobering light.
* Web Serial Novel is set on April 8th, 2011 — the first 19 arcs take place before the end of June, and the story then timeskips to 2013.
* Web Serial Novel the Godkindred Kingdom believe that by breeding many different species together they can become gods. Social status is determined by the number of species in one's genealogy.
* Web Serial Novel the main character (Skitter) often threatens people with horrible fates if they don't do what she says due to her power to control bugs, including some unpleasantly venomous spiders.
* Web Serial Novel, the Merchants, a gang of criminals, march into the main character's territory... and then start running as her creepy Bug-controlling powers start to attack them.
* website dedicated to tracking them, as well as at least five books—one of which is published by the university's museum press.
* website games, including the ones still being sold (no downloads in this case, but a link to Steam or GOG).

* websites have been set up to get rid of Ear Worms. Success is varied.
* Websites like this just won't cut it when compared to a real scientist.
* Websites that you log into that contain sensitive information or are expected to be accessed on public machines will often automatically log out after a period of inactivity to prevent someone from doing something with that account, either by accident or with ill intent.
* website that allows you to order takeaway dishes on-line from a variety of restaurants. Who knew?
* website, was a peaceful Western lowland gorilla who liked human company and had her own sign language that people began picking up on. Sadly, she passed away in mid-2018 at the age of 46 (which, impressively enough, is way past the average life expectancy for a Western lowland gorilla).
* Websnark could boost a comic's site traffic higher than ever before. In a subversion, the writer of the blog, Eric Burns, never quite seemed all that comfortable with the influence he wrote his way into and was frequently a reason for his sabbaticals from the blog.
* Web Soup - after the host shows a clip of a polar bear defecating in its pool, he brings out a drink based on it and takes a swing. "It tastes like something I shouldn't recognize the taste of!"
* Web Soup offers a "Palate Cleanser" clip (usually cute animals acting cute) to serve as much-needed Brain Bleach following the disturbing "Things You Can't Unsee" segment.
* Webstar). The fact that they were properly credited and paid for the use of the sample probably helped.
* Webster. A local artist makes a sculpture consisting of a bunch of aluminum cans welded together in a net. Webster finds the sculpture while looking for cans to recycle and gets it crushed. He and George end up trying to recreate the sculpture. The artist finds out and is perfectly okay with it. (The point of the sculpture was an environmental message.)
* Webster called "Thanksgiving With The Four Tops" aired in January 1989, two months after Thanksgiving.
* Webster, George plays BOYRDEE. (Ironically, he does this after challenging Katherine's word, with turns out to be a real word.) Both Webster and Gramps suggest that Katherine challenge this one too, but the scene ends a minute later.
* Webster had a sequence of still photos showing the title character being lofted by a bunch of balloons before being caught by his adoptive parents.
* Webster in particular is such a terrible liar that when he tries, people think he's just being sarcastic.
* WebTV devices had a large "smart card" slot on the front, though they were never used for anything.
* We Buy Anything: Wanna sell that suit of armor at a grocery store? They'll take it! While it may seem jarring, it's preferable to searching through the city (or worse, through multiple cities) to find the one vendor that deals in magical weapons.
* We Buy AnythingWant to sell that rusty suit of armor at a grocery store? They'll take it, no questions asked!
* Web Video is preceded by a song written and sung by players Amy Vorpahl and Jason Charles Miller, usually based on things that happened in the previous episode.
* Web Widows are giant black widow spiders (up to seven feet long) that can cast illusion spells. Their bite injects a venom that does 31-50
* Webwork, and goes along with it only because his constant defeats at the hands of the J-Team have ruined his mercenary career, and this is the only work he can get.
* Web Work, because her teachers had more important things to focus on at the time than teach her how to talk to people and act like an adult, and realises this may present a problem to their future plans.
* Webwork but disguised as a human via glamour, is mistaken by a mugger for a hooker and is threatened at knifepoint for some "fun" in an alley. She proceeds to slam his head against the alley wall repeatedly, barely noticing as she does so.
* Webwork eventually decide to wean out Section 13's reliance on civilian

"contractors" (namely, Jackie and company) by creating a new agency called Section 0 designed specifically to deal with magical threats. However, this group currently consists of three agents working out of a repurposed closet space in Section 13's base, so for the time being, they're mostly reliant on the J-Team for help.
* Webwork has Daolon Wong challenging Uncle to one of these after his escape from prison.
* Webwork has the "Downtime" chapters, set between various multi-chapter, action-heavy arcs, which allow all the characters a chance to catch their breath and regroup.
* Webwork hybrid. By the time she returns to Earth, her morality has been completely twisted.
* Webwork, Jade escapes into a demon netherworld where a year passes for every hour in the human world. Eight hours of her family and Section 13 trying to find out what happened to her, the now 21 year old Jade emerges back into the human world as a humanoid spider yokai/oni hybrid.
* Webwork that represent Light and Darkness, with each manipulating everything that occurs in the mortal world, large and small, in order to advance their side.
* Webwork. The initial act that started the change is so graphic that the author marked the section where is starts and ends so readers can skip over it.
* Webwork. This happens just late enough to spoil things for new readers, but early enough to essentially drive the whole plot.
* Webwork, with all the humans being transformed, there's a lot of this trope going around:
* Webwork, with the former describing villains with this kind of motivation to be like viruses.
* "We" by Christian singer-songwriter Joy Williams describes two people wanting to really be known as they truly are.
* "We came here to serve God and the King. And to get rich." - Bernal Díaz del Castillo, Spanish Conquistador.
* We Can Be Heroes (2020) leader of the Heroics, to Marcus' daughter Missy, who forms her own team along with the other Heroics' children.
* We Can Be Heroes: Finding The Australian of the Year thinks himself something of a bigshot after saving some kids from a jumping castle.
* We Can Be Heroes: Finding The Australian of the Year were all pulled from Netflix over their depictions of blackface and other whitewashed roles.
* We Can Be Heroes! (Steven Universe) has Lapis finally go all out with her hydrokinesis against the Kazkani 500, an alien mafia syndicate that has kidnapped and beaten her friend Hurley into a bloody pulp with the intention of executing him. Kicking things off by punching their loudmouth leader through a wall, the rest of the Kazkanis become scared out of their minds when she weaponizes the water flowing through their hideout's pipes as well as the pouring rains outside, and unleashes a chaotic maelstrom in the form of water tentacles, water pillars, and even armies of sea creatures made of water. And when their leader fights back, she conjures up a giant watery clone of herself that demolishes his hideout and scares him so bad that he passes out from sheer fright alone.
* We Can Be Heroes! (Steven Universe) mob boss who wears a snazzy red and black pinstripe suit, and rules the port town of Krapton with an iron fist.
* We Can Be Heroes! (Steven Universe) seems to like muscular dragon aliens, as shown by a dream where she's literally drooling over scantily-clad Dragonians of both genders while lounging at a beach.
* We Can Be Heroes! (Steven Universe): While rescuing their friend/superior Rubicu from a crime lord's arena, Handy and Gunshow get into a long argument on if Earth counts as an ocean or a jungle planet, then ultimately come to a truce by insulting the Diamond Authority for not doing anything with it after allegedly killing all the rebel Gems on it, all the while an amused Rubi is forced to listen to the whole thing. The narration states they have these types of conversations often.
* "We Can Eat Sand!" ends with everyone in the city celebrating Puffin's birthday on a very crowded party boat
* We can hear a gunshot after the shot fades to black when Jesse shoots Gale in

* We Cannot Go On Without You above—the player has constant access to the abilities of their teammates. A player with a soldier Shephard can still throw biotic powers around at will, as if they were Shephard's abilities, provided they have a biotic on their team.
* We Cannot Go On Without You when the main character is killed, regardless of how many of his companions are still alive or whether they can quickly revive him.
* We cannot hope to instruct you on when it is appropriate to use a comma (,). The official rules for this were obviously determined by a bunch of drunk guys playing homebrew
* "We cannot win it (the war) without the Americans!" Says Churchill in
* We Can Rebuild Him: An injured person gets rebuilt as a cyborg to prevent them from dying, which often serves as the origin of a hero or villain who happens to be a cyborg.
* We Can Rebuild Him: An injured person is converted into a cyborg to save their life.
* We Can Rebuild Him: An injured person is saved from death by being converted into a cyborg.
* We Can Rebuild Him: Forced to be enhanced due to injury, instead of personally seeking it out.
* We Can Rule Together because she doesn't have the slightest clue what else she can say to seem attractive.
* We Can Rule Together, but he's completely right - the Republic and the Jedi are about to crash and burn, and Anakin is about to become the monstrous Darth Vader.
* We Can Rule Together he wants to dominate the world and destroy all opposition simply because that's all he's got left.
* We Can Rule Together ploy. Like the first example, it's not very funny.
* We Can Rule Together: The villain makes the offer that the hero can join him/her in his/her conquest.
* We Can Rule Together: The villain makes the offer that the hero can join him in their conquest.
* We Can Rule Together: The villain tries to make the offer that the hero can join them in their conquest.
* We can see fighter planes attack the bad guys, but it's just a bit more exciting to have a
* We can't forget this little gem, which has been taught to kids as recent as the 80s. I remember reading it and wondering why we're supposed to dislike the subject character.
* We Can't Live Without Cosmos: One of the techs in Mission Control sits down heavily in his chair after the spacecraft explodes.
* We Can't Live Without Cosmos: Seen in Mission Control when 1203's spacecraft explodes in orbit, interrupting the video feed.
* We can't mention Captain Dangerous in this section without mentioning "Boozehounds" either.
* we can't recall has a kid asking this with growing impatience before a GPS device shuts him up by telling that the destination is still several hundred miles away. Of note, the kid has a very shrill voice, the commercial most commonly airs on mornings and a lot of people use radio alarm clocks. Do the math.
* We Can't Rewind think to lock the door to their cabin, they forgot about the bathroom access running between their children's cabin and their own.
* We Can't Rewind, though whether one should consider it heartwarming or creepy under the circumstances is left for the reader to decide.
* We Can't Rewind where time flows backward. The narrator mentions near the end that only a very few of the disappearances in the Triangle are actually rightly attributed to this phenomenon, while the rest were (probably) from more mundane causes.
* We Care-style ads that ran during the period of time when Congress was enacting new anti-smoking laws and regulations. Most said something to the effect of "smoking these things will kill you, so read this medical data and buy snus instead, please."

* We Come in Peace — Shoot to Kill: A bad first contact-the aliens come in peace, but the humans try to kill them.
* We could be here all week if we tried to list all the examples in the genre of
* We could go ahead and classify the Sweet Cuppin' Cakes world (which is apparently a real location) as an Eldritch Location. Just think of the inhabitants! A Strong Bad with a keyboard head, a black-and-white-talking wheelchair, a talking worm in a hole that appears to be able to warp from place to place. There's also the fact that characters can come from nowhere and that everything appears to be able to utilize hammerspace.
* we could hit it with a rock!" Later, Isabella tries to figure out how to deactivate the amulet that controls the rampaging Corn Colossus, and Phineas says "Or, we could hit it with a rock!"
* We could mention the stargates themselves; the third generation of stargates that the Ancients used in the Pegasus Galaxy look more advanced than the ones they used in the Milky Way Galaxy. Yet they also lost some functionality because they do not have a physical moving "rotary telephone" ring, which means they cannot be manually dialed - an interesting parallel to a lot of
* We could say that, in spite of its name, the Cold War caused the longest period of peace in Europe since 69 AD, lasting from 1945 to 1991 (the Yugoslav Wars), a whopping
* We could say that Marvel's cosmology got terribly meta in the last decade.
* We could've made this list so much shorter simply by stating that the only character who isn't of the opinion that immortality is awesome is
* We cut back to a close-up of Red right before the crash and shoots a glance at the camera.
* Weda's mom has three. We can only imagine what Haré's own kids might look like.
* Wedding Album came with so many goodies that the box was enormous, and many stores opted not to carry it.
* Wedding Bells... for Someone Else: It looks as though the main couple (or a protagonist and their crush) are getting married, but it's someone else's wedding.
* Wedding Bells... for Someone Else: Two people look like they are about to be married, only for it to turn out they're guests at someone else's wedding.
* Wedding Central was a spinoff of We TV focused on weddings. This idea proved to be too niche for most providers, and as such, the channel wasn't received by a lot of people and it got shut down two years after launch.
* Wedding Crashers catches John trying to sneak into his and Claire's engagement party and has his buddies beat him up. He then threatens to kill John if he ever comes near Claire again. When John shows up at their wedding, Sack loses it and tries to attack him.
* Wedding Crashers: Claire does this with her fiancé. He reacts typically:
* Wedding Crashers ends with the two couples deciding to crash weddings together.
* Wedding Crashers has a large list of rules for crashers, which the main characters quote throughout the movie.
* Wedding Crashers, one of the characters gets tied to his bed and is at the mercy of first his girlfriend and later her brother. This is even the movie being discussed in the latter half of the page quote.
* Wedding Crashers) replaced "getting women at weddings" with "getting women in funerals". And he brings Owen Wilson along for a demonstration.
* Wedding Crashers to hook up with one night stands, they go to a Jewish wedding. Neither of the characters are Jewish.
* Wedding Deadline must get to their true love before they say "I do" at their wedding.
* Wedding dresses look wonderful and really make the occasion...but they're very expensive, and unless you remarry or live in one of
* Wedding-Enhanced Fertility: A couple conceive a baby either shortly before or shortly after the wedding.
* Wedding-Enhanced Fertility: A couple starts a family shortly after marrying.
* Wedding Episode: An installment centered around someone getting married.

* Wedding Finale: The main couple or a pair of supporting characters are married off.
* Wedding Peach Abridged, Jama P told the love angels about the devil infecting rice with "the essence of fatness", and when they said it was lame, he said, "Hey! I didn't write this script, so don't complain to me!"
* Wedding Peach Abridged, their promos specifically point out the amount of hate that the show has gotten from the media and fans of other series.
* Wedding Peach Abridged, Yuri gets annoyed that Jama-P keeps doing that to Momoko... when she can't do it herself.
* Wedding Peach actually acts as a shield to keep the devils from seeing who the love angels are. So this is justified... sort of.
* Wedding Peach and weddings become simply a motif and not the central focus of each episode, the series improves greatly.
* Wedding Peach consisting of Wedding Peach, Angel Daisy, and Angel Lily. But in the second season, a "Sixth Ranger" is added in the form of Angel Salvia, a mysterious character with a modified costume who wields a sword, is much more mature and powerful, and frequently acts independently of the main trio.
* Wedding Peach has a human father and an angel mother. The others love angels are full angels born to human mothers when their bodies, but not their souls, were destroyed.
* Wedding Peach has a wedding theme. They are called "Love Angels" but they have the frilly superpower costumes and such.
* Wedding Peach has the bridal transformations, and the warrior transformations. You could tell how much animation budget was available for an episode depending on whether they did the warrior transformations or not.
* Wedding Peach manga ran for 6 volumes and one spinoff. The anime ran for 52 episodes and 3 OVA spinoffs, and almost all of the tropes on Wedding Peach's page are about the anime.
* Wedding Peach named Iwamoto (actually a devil in disguise) comes to power in the heroines' school and sets up strict rules. Not only is student behavior controlled inside school but outside school as well. In fact, he even follows Momoko, Yuri, Hinagiku and their male friends to a ski resort to enforce his edict about boys and girls not meeting or talking with each other.
* Wedding Peach: The love angels think Yanagiba has a girlfriend because of this trope. Later when they try to stage it themselves, Yousuke comes (with an umbrella) to pick him up instead.
* Wedding Peach tries to go out with the guy they are rivals for, the other two do this.
* Wedding Peach with catty features they don't have anymore until they see Yanagiba.
* Wedding Ring Defense: Wearing a wedding ring to fool people into thinking that you're married, often to shoo away unwanted suitors.
* Wedding Ring Removal: A character takes off their wedding ring before they cheat on their spouse.
* Wedding rings are also available. There are many different versions of recipes for Lembas, books of songs, and a lot of other things.
* Weddings are an issue in these cultures. The minimum size for an Indian or Middle Eastern wedding is somewhere in the triple digits; anything smaller and you will run the risk of offending many people. If you live far away from most of your relatives, they will insist that it be held close to them. This goes double if you live abroad—they
* Weddings for Everyone: Multiple couples get married at the end of the story.
* Weddings for Everyone: The story ends with multiple couples getting hitched.
* wedding, Silas Ramsbottom (Lucy's boss) and Natalie (Gru's "bad" date) are shown dancing together and actually enjoying each others' company.
* Wedding Slashers involves a daughter trying to escape one of these and start her own life. Suffice to say, her relatives aren't pleased.
* Wedding Smashers: Someone or a group interrupts a wedding concession/ceremony.
* Weddings require the bride and groom to wear each other's clothes and to answer

three questions to be married.
* Weddings right prior to war breaking out or right in the beginning of it: These marriages are usually rushed and can represent calm before the storm. It can be particularly ominous
* Wedding Tris has Geremia and Cariatide marrying the same woman (following the ceremony of the so called "Tris Religion", purely out of business, so that they can improve their pizzeria business.
* wedding video and Sarah fits the same mold. And it is hilariously awful.
* "Wedding Videography": Frankie starts heaping adjectives when she tells Abed about stuff from her childhood/teenage years. Abed's filming their preparing to go to Garrett's wedding:
* wedding vows, she promised her partner to try and get tickets for the show for their kids. The show doesn't have a studio audience, so tickets were an impossibility. However, when the producer heard that, he was so flattered he decided to find a role for her so she could bring them. Up until that point, he had never planned to show Sam's mom on-screen, because he could never find an actress good enough. But when he thought about it, he realized Jane Lynch would be perfect for the role, and wrote the episode for her.
* We'd Fly Away Together about her past, but when asked she pretends that she can't remember her dreams.
* We'd Fly Away Together: Terra is a violent teenager who is usually either angry or stoic. She can pretend to be emotional, but describes herself as feeling "flat", and finds her feelings to be shallow. She also dehumanizes herself a lot. She frequently calms herself by imagining herself dying violently and has also had suicidal thoughts.
* Wedge also averts it by not taking Aril Nunb as his Executive Officer, citing that he needs someone who's good at training pilots during the rebuilding phase of the squadron, and that Aril's piloting skill is inherent, not something that can be taught - if she tried, the end result would be both she and the other pilots just getting frustrated with one another. He does later explain this when he accepts her into the squadron as a pilot, and she understands his reasoning.
* Wedge and Tycho keep trying to retire and always end up getting called back by the next Really Big Galactic Crisis. They're getting older.
* Wedge Antilles is a consummate Guile Hero, and his cunning is probably his second-most important talent (directly behind his
* Wedge Antilles is a major maverick. He's led Rogue Squadron into defecting (temporarily) from the New Republic itself.
* Wedge Antilles is assumed to have taken place beforehand. It's impersonal and he's kind of the generic Good Guy, with occasional flashes of his personality showing. Sometimes a few pages or even scenes are given over to personal things, but his real day in the limelight is the novel "Starfighters of Adumar".
* Wedge Antilles — Most likely Steamroller. Against most opponents, he's simply too good to be nailed down to a particular tactic, but when the enemy has him boxed up, he tends to get increasingly daring. Further, his save of Luke, in the original movie, is pure steamroller. He's noticed his own
* Wedge Antilles, repeatedly hints at his disgust for a moral system that revolves around killing for honor. The native fighter acting as his guide falls for him, sees that she has no chance, and tries to go through honorable suicide-through-combat. He stops her when he sees what she's doing, and they have an exchange where he tries to convince her not only to stay alive, but to see and move past the flaws in her culture's beliefs.
* Wedge Antilles's for the other two) as the first act of their final plan.
* Wedge Antilles tends to give him less personal plotlines than his fellow main characters. His day in the limelight is the arc "The Phantom Affair".
* Wedge Antilles, the commander of both Rogue and Wraith Squadrons for most of the series, spends most of it
* Wedge Antilles. (Weirdly, he was never a colonel, even though, depending on the source, colonel is a half-notch above commander.)
* Wedge can actually be considered a nice deconstruction, of a character granted

Plot Armor but who considers it more of a curse than a blessing, for the aforementioned reasons.
* Wedge Goes to Arizona, following it up with a kick to the jaw as he falls.
* Wedge Goes to Arizona, Silent's account of saving the calf grows (as cowboy tales are wont to do) from the one black bear it actually was to five grizzlies, three cougars, twelve black bears and a jaguar.
* Wedgehead is another character turned female from the toyline. Unlike Wage, Wedgehead gets a design change, being turned
* Wedge himself later becomes a flag officer (against his wishes) and fleet commander during the
* Wedge's Gamble explains that many Alderaanians feel this trope, hating the thought of pity, but at the same time feel the need to remind people of their loss.
* Wedge's Gamble for nefarious purposes. It also claims "outlaws and malcontents" have rendered Ewoks extinct.
* Wedge's Gamble, he responds that the air goes in, crosses the vocal cord equivalent, and goes right back out.
* Wedge's Gamble, Rogue Squadron remote-control-hijacks a solar mirror orbiting Imperial Center. The mirrors are used to redirect sunlight, but this one was focused on one of the water reclamation plants in order to raise the local humidity to create a massive thunderstorm and knock out the power at a shield generator. Nothing exploded, but there was quite a bit of steam and melting going on.
* Wedge's Gamble, they make sure to sound evacuation alarms so that any buildings in their path will be (hopefully) empty by the time the droid reaches them—after all, they're trying to take Coruscant intact with as few civilian casualties as possible.
* Wedge's Gamble when the rest of the squadron resigns; Pash can't stay because with his father, he knows his presence would ensure nobody believed the Rogues had truly gone renegade.
* wedge up permanently open, due to it being somewhat uncomfortable to use.
* Wedge vigorously attempts to avert this trope in the series, mostly by seeking to avoid promotion at all - he loves flying and isn't sure he's up to managing anything bigger than a squadron. Aaron Allston's
* Wedgie: A prank where you pull up someone's underwear after grabbing the back of it.
* Wedgie: Hurting someone by pulling up the back of their underwear (or the front, if it's a Melvin).
* We Did It, in which a trio of mischievous kittens causing trouble and having Pudgy take the fall. The kittens then feel guilty and confess to Betty with the title song.
* ''We Didn't Mean To Go To Sea'' by Arthur Ransome, the "Longshore Sharks" are described this way. Their M.O. was to locate stranded vessels, offer a friendly tow, and then claim a third of the value of the ship on the grounds that they had "salvaged" it.
* We Didn't Playtest This At All features one card that reads that everyone loses by the end of the turn.
* We Didn't Start the Billy Joel Parodies's 1989 song "We Didn't Start the Fire"
* We Didn't Start the Billy Joel Parodies's "We Didn't Start The Fire".
* We Didn't Start the Billy Joel Parodies, They Were Always Burnin' Since the World's Been Turnin'
* We Didn't Start the Führer was actually (or became) a supernatural being.
* We Dive at Dawn). The British Admiralty buy the story and the British press report the vessel as lost.
* Wedlock Block: A couple can't marry because another couple is required to marry before them.
* Wed Locked mother Sabine turns out to be a runaway princess married to humble baker Tom.
* Wedlock) features explosive collars used instead of fences at a futuristic prison.
* Wedlock), pairs of prisoners are fitted with explosive collars. They can be

detonated on command, and explode automatically if the two prisoners get too far away from each other.
* Wednesday Addams disdains Voldemort killing entire families because he always seems to leave a survivor or two; something Wednesday views as sloppy.
* Wednesday Addams. In just a few moments she blossoms from her usual drawn and dour self into a charming doe-eyed lovable little girl.
* Wednesday Addams spends time in Camp Chippewa's Maximum Fun Chamber in
* Wednesday clearly knows her audience at summer camp, because when pressed to continue a ghost story, she has the evil spirit prove its power by
* Wednesday kills a number of Mr. World's mooks and dedicates their deaths to Easter in order to remind her what true worship feels like, instead of the half-baked stuff she's been getting by on due to her deal with the New Gods.
* Wednesday Morning, 3 A. M. music throughout the world - so popular that their five studio albums have yielded more than three times as many "Greatest Hits" albums.
* Wednesday's Wrath" discovers a plan to rob White Sands of nuclear & chemical weapons during a range demonstration. A Dept of Defense strategist had become obsessed with an "unbeatable" war game he'd developed involving a similar scenario, and when his superiors told him to drop the matter decided to make it a self-fulfilling prophecy.
* We do hear of the possibility in one book of a member of one noble House taking the name of another to prevent that House going extinct, so this may be why they are so few other branches.
* We Do Not Know Each Other: Two or more characters pretend to be strangers.
* We don't find out until the very end that it's Varden's sister Marynn.
* We don't find out what exactly a "street cleaner" is, but it's some sort of monster considered horrifying even by Night Vale standards.
* We don't get to see it, but we do get the lead in. The answer to the last puzzle is a word:
* we don't know for sure what happened, but judging from Marv's narration he had the most "fun" with him.
* We don't know if Xykon killed his grandma or she just died of natural causes and he zombified her then, but he definitely did kill his parents by siccing zombies on them and then zombified them.
* We don't know what the black boxes were covering in Episode 7 and 9. All we know is that it might be related to the children and it managed to shock Paul somewhat given how much time he spends on the screen and the noticeable shakiness in his voice afterwards (the one in Petscop 9 even causes him to give a
* We don't leave our wounded/our buddies/Marines/etc. behind!" is a principle of various real-life military cultures — and of course their representations in fiction.
* We don't see all the bands competing in a tournament that has 16 spots, so who might have been entered? What songs might they have played?
* We don't see her doing much healing as the character isn't in a series where there's a lot of fighting and injuries that need urgent fixing on the spot, but Fluttershy qualifies as she's sometimes shown doing some healing, albeit on
* We don't see it onscreen, but Orphaner Dualscar actually died because of his lack of a sense of humour; he had to tell a funny joke to the
* We don't see North Korea on the globe until humanity is nearly wiped out, so it's equally possible that it's dark because nobody there got infected,
* weeaboo as a result of a word filter. The term has persisted since then.
* Wee Bey attempts this as well, with movie posters papering the walls of his cell and a line of fish tanks just like he had at home (though these have plastic fish.) Unfortunately, one particularly cruel guard who hates Wee-Bey for killing a cousin of his on Avon's orders decides to tear down his posters and fuck with his fish.
* Weebl & Bob, in which Bob goes to France and ends up having his kidney stolen by a French stripper named Kevin. According to the voiceover at the end of the episode, "the French are notorious kidney thieves".
* Weebl & Bob of "On the Moon" inverts this when Insanity Prawn Boy mistakenly

thinks the Toast King is making a knock-knock joke.
* Weebl & Bob short had Weebl and Bob having to save "the Mayor" from the evil Fire Thunder Squad.
* Weebl & Bob stars a rather paranoid man with red hair, an oddly-shaped cleft chin... and enormous yellow teeth that take up most of his face and don't move as he sings.
* Weebl & Bob; the corn is aware of what's happening to it and screams as it starts.
* Weebl & Bob: "We were doing Position 97 near a porthole... and she just fell out!"]]
* Weebl & Bob, where an establishing shot of a building is accompanied by a ditty exclaiming "Establishing shot of the building!" And in another episode, the narrator sings "Chris' house!" over a shot of... well, what do you think?
* Weebl & Bob with the title character also renamed, due to an existing trademark on "Weebles" toys.
* Weebl and want to tear his legs off. Besides him, however, everyone likes them and they actually have good cause for the leg-tearing.
* Weebl has Spider-Man do this — quite possibly on purpose. We get a loving close-up of his junk.
* Weeds, and admitted that had he been aware of it, he wouldn't have pitched it in the first place.
* Weeds Andy ends up in a poly relationship with an artist and her husband. Although he ultimately ends it, he does so because the husband is dying and Andy is afraid of death, not because of the arrangement itself - he's "OK with the two-for one deal."
* Weeds, Andy's Army Reserve unit is called up for duty in Iraq. He gets a deferment by enrolling in rabbinical school, as theology students qualify for the chaplain corps.
* Weeds, Celia gives Isabelle laxatives, making her publicly soil herself, but she does it to make her lose weight, not as a prank. Isabelle retaliates by given Celia anti-laxatives.
* Weeds: Celia Hodes is kidnapped by her daughter and her boyfriend the rebel leader. They intend to ransom her, but no one is interested. They then plan to sell off her organs for cash but find out she's had chemotherapy so no one will want them. Celia then "makes herself useful" e.g. by organizing the rebels' firearms, but manages to provoke a fight between her daughter and the rebel leader, breaking up their relationship. The daughter leaves, and the rebel leader lets Celia go.
* Weeds contains over-arcing storylines, although they aren't necessarily clearly-defined between seasons, and they sometimes aren't so much resolved as they are escaped from. This gives it a quality of drifting from situation to situation that fits its stoner subject matter, while characters from unresolved plotlines sometimes resurface later.
* Weeds episode "The Love Circle Overlap" makes use of this trope, in the scene near the end of the episode with Nancy and Andy monologuing back and forth about their failures.
* Weeds has a number of dirty cops and Nancy even ends up married to a dirty DEA agent.
* Weeds, if you marry Nancy Botwin you will die. It's an axiom of nature.
* Weeds is a comedy/drama about a bereaved housewife who starts selling marijuana to pay the bills.
* Weeds is much the same in her career as a marijuana dealer, or at least she thinks she is.
* Weeds, Nancy may not seem like it at first, but she has this effect on men. They seem to be attracted to her despite the fact that she brings chaos to everything she touches.
* Weeds of all people is the voice of reason, pointing out that gay doesn't mean paedophile.
* Weeds saw some of the episodes from season 2, 3 and 6 leaked before they made their initial broadcast.

* Weeds season 7 episode "Bags" a classic example involving Shane in Copenhagen. He's breaking it off with Renata, a much older woman, who screams at him and berates him for not being ready to impregnate her and similar stuff.
* Weeds started selling marijuana as a way to make extra money so she can maintain her family's suburban lifestyle. However, when she actually burns down her house to get away from the suburbs it becomes apparent that she likes the excitement of being a drug dealer and she will keep doing it no matter how much money she has and what state her family is in.
* Weeds started to become this as the creator always seemed to announce that the current season would be the last, only for Showtime to renew it midway through that season.
* Weeds. This of course doesn't cover the fact he legally blackmailed and coerced her into marriage (a legal contract), as well as a whole slew of other issues.
* Weeds was a somewhat more hardcore version of this. She was much crazier than usual — he even told a story about how once she stabbed him because she thought he'd kicked her "spirit animal," although he hadn't figured out what that was. And he admitted that he didn't actually love her, and implied that he was still with her because she made life interesting.
* Weegee, who might just have been the last Troper to stare at it before it was replaced.
* Wee Jas is the Sune goddess of love, beauty, death, magic and law. The combination of law and love makes her the goddess of
* Week 14 of the 2001 NFL season, the 6-6 Cleveland Browns hosted the 4-8 Jacksonville Jaguars trying to stay alive for a playoff spot. Late in the 4th quarter, the Browns are down 15-10 but were driving for the go-ahead touchdown. On a 4th-and-2 at the Jacksonville 12, Browns QB Tim Couch throws a three-yard pass to WR Quincy Morgan for an apparent first down, then the Browns hurry to spike the ball and stop the clock as Morgan had been tackled in-bounds. Couch spikes the ball, but then the head referee Terry McAulay announces that the catch to Morgan was being reviewed by instant replay.
* Weekend (2011), a story about a gay man who ends up knowing more about his one night stand.
* Weekend (2011) is about two straight gays, one who is more comfortable with his sexuality than the other.
* Weekend (2011) (romantic film about two men spending a weekend together after a hookup, two gay lead characters; subject matter includes discussions of homophobia and coming out, gay sexuality, queer male romance)
* Weekend at Bernie's and Bernie partly because he got "greedy" enough for this to come up.)
* Weekend at Bernie's demonstrates an alternative approach to body disposal.
* Weekend at Bernie's: Inverted, as the protagonists must actually keep the body on display, pretending that Bernie is still alive.
* Weekend at Bernie's: Mob boss Vi had Bernie killed for sleeping with his girlfriend.
* Weekend at Bernie's until the following Monday, in order for their promotions to go through.
* Weekend At Burnsie's", Mr. Burns is writing jokes for his appearance at a fundraiser, testing them on Smithers and Homer (the latter because while he was hooked on medicinal marijuana, thought his earlier jokes were hilarious):
* Weekend at Burnsie's": When Mr. Burns dies in the tub, Homer and Smithers operate him like a marionette for an investor's meeting. Eventually, his heart turns back on during a musical number.
* Weekend at Hisao's's old friend, uses the term's variant for college students to describe himself (the fic takes place after he and Hisao graduate from high school), as he failed to get into the school that he wanted.
* Week Ending Cabinet Leaks, Carol Thatcher's draft autobiography is covered in blue-pencilled notes from the publisher, which is fair enough. But in the end, they've written "C Minus Minus. Must try harder".
* Weekend Nachos occasionally targets trust fund punks in their songs, but none

are more direct or venomous than "Fashionable Poverty", which savages crust punks with massive trust funds who choose to become vagrants and go out of their way to become as filthy and repulsive as possible while knowing that when they tire of that lifestyle, they can always go back to the cushy upper-class homes that they gave up for the hell of it.
* Weekend Patissier because the director wanted someone who could naturally play a normal 15-year-old girl. Unfortunately, Rin has been acting almost her entire life and doesn't have much experience with being normal.
* Weekend Update of being a "speciesist" after reporting a story about a man being attacked by two black bears, asking "if it was polar bears would you have said 'two white bears'?" Jimmy responds by revealing that he is married to a black bear, shows the audience the wedding photo, and then asks Tina "Who's the idiot now—you, or me, the guy who married a black bear?"
* Weekend Update would later feature Armisen and Bill Hader as "Two Gay Guys From New Jersey", who were the entire Joisey male stereotype
* Weekend Warriors was about an Air National Guard unit near Hollywood in 1961.
* Weeki Wachee Springs channel includes a series called "Tail Mail," which encourages young children to hand-write letters to the mermaids, who then read them.
* Weeki Wachee Springs famous for its mermaid show, debuted in 1947 and is still active today.
* Weeki Wachee Springs promotes a charity marathon called "Fish Out Of Water Extreme 5K."
* Weeki Wachee Springs since, well, there aren't real mermaids, therefore the park cannot be accused of misrepresenting them.
* Weeki Wachee Springs video ends with the participants and the instructors singing "I wish I was a Weeki Wachee Mermaid" to the tune of the old "I wish I was an Oscar Meyer Weiner" jingle.
* Weeki Wachee Springs. "Weeki Wachee" means "Little Spring" or "Winding River" in Seminole Indian.
* Weeki Watchee Springs, famous for their mermaid shows (where women swim around wearing fish-tails).
* Weekly Jump readers at the time, it was renewed beyond its originally planned three year run and they were forced to continue the story the week after. Because of this, the post-Raoh arcs are known for being retconfests, particularly with Lin suddenly being revealed to be the long-lost sister of an Empress, as well as Kenshiro, Toki and Raoh themselves having long-lost brothers (Hyoh and Kaioh) who trained in a separate Hokuto martial art style.
* Weekly photo-comic filled with robots, rag dolls, ballerinas, and melancholy humor.
* Weekly Shonen Jump was then given a permanent spot at the back of the magazine, effectively giving it immunity from cancellation.
* Weekly Shonen Magazine with absolutely zero input from Mashima, who never revealed any of the characters' birthdays. This led to Mashima tweeting his confusion when foreign fans suddenly started wishing Lucy a happy birthday, and later reinforcing that Lucy's official birth date (at least in Japan) remains unknown.
* Weekly World News including being used as inspiration by a magical trickster.
* Weekly World News items have been taken seriously by people who didn't check up on where their news was coming from. This was sometimes exacerbated by some news aggregators (lookin' at you Yahoo) that mixed the WWN in with the normal gossip news.
* Weekly World News — aliens advise the president, Congress is full of zombies (sure that's made up?), Dick Cheney is a robot, Satan was captured by American soldiers in Iraq, mermen have been found in the South Pacific and Bigfoot is advertising his crash diet.
* Weekly World News never once ran a disclaimer or otherwise indicated they were a parody, even though some articles they printed were potential grounds for libel lawsuits.

* Weekly World News once ran an article about China digging a hole to America to invade it. Similarly, The Sun ran a report saying that a group of Chinese miners dug their way to Nevada by accident and apologized, and the government kept the incident under wraps.
* Weekly World News ranging from a man with transparent brain tissue (so one could shine a light in one ear and have it come out the other), to a young Kansas woman who discovered someone blowing in her ear would result in a breeze coming out the other side to a dimwitted Californian surfer dude who was cleaning his ear with a q-tip, and "not finding much resistance" decided to see how far it could go (right out the other ear it turns out, which the surfer found "way cool").
* Weekly World News was a satirical newspaper that published this sort of story until it folded. Some people genuinely believed them (sometimes,) even though they often recycled stories; one standby every Presidential election year was "Space Alien Endorses [candidate for President]!" (complete with a photo of the alien and the candidate) and there were new doomsday predictions roughly every two weeks, often contradictory.
* weeks before any doctor would allow her to remove it. Somewhat lampshaded when Inspector Ridley tells Misty that she really ought to be in the hospital lest she want to make her arm injury worse.
* weeks...but that's mostly because it's so hard to ingest that you will find yourself willing to eat literally anything else if it means no Dwarf Bread tonight. Actual dwarfs tend to prize it highly, but more as a weapon than a food.
* weeks. Interstellar travel in BattleTech is anything but fast for civilians, and not much better for the Military.
* weeks in the Bajoran Resistance, and much of the early part of the series deals with the Federation trying to help Bajor while simultaneously keeping Bajoran extremist groups left over from the Occupation from wrecking everything.
* weeks pre-loading the parrot with rude phrases before giving it to Garrett as a prank.
* weeks would certainly fit. They were born four days apart in March 1931 (Shatner on the 22nd, Nimoy on the 26th).
* week, the ones who didn't listen to the warnings from their elders/teachers/what have you. Scare 'Em Straight is tolerated far more for driver's education than in other places because it's proven over and over again to be the most effective way of teaching the consequences of unsafe driving.
* Ween — a lot of the stuff but specifically the song "Gabrielle" from "Shinola, Vol.1" a song written as a stereotypical rock love song by an asshole excusing himself, went on to receive a lot of airplay (at least here in Australia) and was a minor hit.
* Ween have been know to do several genres of music (eg. hard rock, pop, country, etc.) with NSFW lyrics.
* Weenie Licked as she is created by Paul specifically to be his girlfriend and he doesn't think of any other traits for her until after the fact. She seems to be developing away from this.
* Weenie Licked cuts to awful infomercials at the climax of the first arc.
* Ween-influenced sound, especially because the album generally plays it straight (well, aside from "Piss Up A Rope" and "Mr. Richard Smoker" anyway).
* Ween is his favorite Ween album and that it was the album he was most proud of when it was released.
* Ween title songs this way on occasion. "Pumpin' 4 The Man" and "Don't Get 2 Close (2 My Fantasy)" for instance.
* Weepinduo, a fusion between a Weepinbell and a Doduo, which produces the image of a yellow Doduo with one head being a regular Doduo head and the other being the head of a Weepinbell.
* Weeping Angels are an inversion of this trope, since humans looking at them causes the monster to turn to stone. Downplayed since the stone effect is temporary.
* Weeping Angels are built entirely on this trope. They're statues. What's the scariest thing a statue can do? Move when you're not looking. They make people

disappear instead of leaving bodies. You have to keep looking at them; you can't just film them because then the film will become an angel. But look at them in the eye and one will start growing
* weeping on a hardened target, a fighter pilot escorting a bomber might become an Ace and feel that he had a good mission, but if that bomber ends up being shot down without destroying the target, the mission is considered failed.
* weeping) or immunity (to fire, to cold, etc.) All of these powers allow them to evade execution and live happily ever after.
* Weep sourcebook, one of his "co-workers" recounts one time where Chang backshot a pregnant woman without so much as blinking.
* Wee Sing in Sillyville – no one will talk to anyone who wears different colors than they do. The only mutual friend of all the groups is the white-clad sprite Sillywhim. But at the climax, Sillywhim hurts her ankle, and all the others work together to bandage it with their different colored scarves, ties and ribbons. This finally reminds them of how well their colors - and they as friends - go together.
* Wee Sing in the Big Rock Candy Mountains: After the characters perform "Follow Me," the Snoodle-doodles ask them to "do it all backwards, really fast!" They do it.
* Wee Sing takes place in a mansion that has a bookcase secret passage of the sort where the person who triggers the door is flipped around to the other side. In this case, the viewer does not get to see what is behind the bookcase door but hears explosively lively band music coming from within.
* We even get the news camera pointing at Lois as she asks a question to make sure Superman knows she's on the plane when its not normal practice for a newscamera to point at a print journalist when she's asking a question. Usually, you'd hear Lois speaking in the background with the camera still pointed at the spokeswoman.
* We eventually find out that the O.S.I. is supposed to handle other hero-related activities. Previously, their 'official' enemy was the Cobra-esque organization S.P.H.I.N.X. In the present time, S.P.H.I.N.X. has disbanded and the O.S.I.'s official rival is now the Guild. Now that the Guild is public once again, O.S.I. is a support organization for protagonists, but they avert most of the other union characteristics.
* We eventually find out that the UED knew about the colonies and was just monitoring them from afar, content to let events take their course. Then they found out about the
* We eventually see that mortals can become Concepts as well, though it is far from easy and it is supposedly completely impossible to become a Draconequi (possibly because Entropy is the antithesis of life). All members of the Alicorn's Minor Arcana have thus far been created this way. These include Princess
* Weezer, after a comment lead singer Rivers Cuomo would frequently make when asked his opinion about arrangement or production choices.
* Weezer, are the most celebrated albums in their discography. While some of their later albums are also well-liked in their own right, it is generally agreed that Weezer never did top their first two releases.
* Weezer, asking the other two members the kinds of questions fans might have or getting them to clarify statements they make.
* Weezer burst into the music scene back in 1994, they were just naturally geeky. Instead of trying to have some kind of bombastic or showy image, they were completely themselves. However, around the time the Green Album was released, their geekiness was heavily Flanderized. They all began dressing deliberately in geeky/outdated fashions, frontman Rivers Cuomo began wearing thick-rimmed glasses, etc. Plus, even though he's now well over 40, Rivers STILL obsessively sings about topics like snagging the sexy cheerleader goddess!
* Weezer. But still, few people talk about any specific songs on the album when compared to how much they talk about the album itself.
* Weezer Easter egg, since both are hidden in the same place, but there's no confirmation of this from the band—the only official explanation (from the band's webmaster, Karl Koch) has been "no means no".

* Weezer era band made minor contributions to the studio recording: Pat Wilson played a short drum part that was looped throughout the song, and Brian Bell contributed backing vocals.
* Weezer has this happen to two people: one standing in the street watching said girl, and the other driving a pickup truck, which hits the one standing in the street.
* Weezer: He wrote the song after harboring a crush on a girl, then noticing a pink triangle patch on her backpack one day (not "on her sleeve" as the lyrics state). It was only long after he'd already written the song and fallen out of contact with her that he learned that she was straight, and was wearing the symbol to show her support of gay rights.
* Weezer is generally seen by critics and fans as one of their weaker efforts, but it's also one of their best-selling albums and even spawned their only major pop hit, "Beverly Hills".
* Weezer is notorious for always looking somewhat dismayed. Which makes his obvious happiness in the music video for "Keep Fishin'".
* Weezer may have even contributed to their popularity, and it's notable that their earliest big break came from being voted in by Weezer fans to be an opening act for a 2001 tour.
* Weezer never covered N.W.A.'s "Boyz-n-the Hood", that was Dynamite Hack.
* Weezer's "Grapes Of Wrath" mentions Audible prominently enough in the chorus that fans suspected it was paid promotion - turns out Rivers Cuomo just got really into audiobooks and decided to write a song about it. Subsequently, Audible got wind of the song and published an interview with Rivers on their official website, effectively cross-promoting Weezer's latest album and their own product.
* Weezer shot 20 times. The one that was used was between the 15th and 20th, when the band was tired and simply not caring anymore (things such as a dog defecating on a drum pedal helped).
* Weezer", subtitled "Variations on a Shaker Hymn"—you guessed it.
* Weezer's "Why Bother" is about giving up on romantic relationships due to fear of heartbreak, and briefly mentions masturbation in this context:
* Weezer's winged W, which is probably influenced by Van Halen, given Rivers Cuomo's taste for hard rock.
* Weezer, that they had been working on beforehand, and gave it a tentative release date of May 25, 2018; the "Rosanna" cover was released on May 24 of that year.
* Weezer, the first Rentals album to be released after Matt Sharp left Weezer.
* Weezer turned out to be a case of this by Rivers Cuomo. She wore the titular triangle on her backpack (rather than on her sleeve) as a show of support for gay rights, but wasn't a lesbian herself.
* Weezer was a red Stratocaster. It was eventually given to some friends in another band, Justin and Adam of Shufflepuck. One night, Adam was having trouble with his main guitar staying in tune, so halfway through the last song, he switched to the red Strat, but found it was even more out of tune. He got so upset, he started swinging the guitar around and smashing it. The spectators enjoyed themselves, but he noticed a look of horror on his friend Kevin's face. Turns out Justin sold the red guitar to Kevin right before the show started.
* Weezer was, but some were still disappointed that the band's first album in five years was under a half-hour long.
* Weezer were submitted by fans - the cover was created by a fan for an official contest, while the title was a suggestion made in a less formal thread on the band's official forum asking for album name ideas. They also had fans contribute to the songwriting process less directly: The band would post demos of songs they were considering for the album, and would take fans' reactions into consideration when arranging songs, as well as letting them influence which songs appeared on the album to some extent.
* Weezer, which details Rivers Cuomo's dissatisfaction with the music business while singing about a fan letter from Japan.
* We finally get to see it, or at least one of the opening salvos, in
* We find out from the Mulder and Scully expies that as part of the cover-up of

magic, "Spontaneous Hair Color Change" is a recognized medical condition. Apparently, it's one of the more common side effects of magic use.
* We find out more about the underage restrictions in Book 6. It turns out that while the usage of magic by minors does set off alarms, the Ministry technically cannot do more than locate it before informing the parents or guardians of the wizard.
* We find out that Syaoran's — and to some extent Sakura's — romantic feelings for Yukito were not simply a crush but in fact
* We find out that Wally was actually a Prisoner Of War, held by insurgents for over a decade.
* We first meet the patriarch Tywin Lannister admonishing his son Jamie for his misinterpretation of the philosophical concepts of family honour... as he is
* "We Fixed a Truck" has BMO expose "Princess Bubblegum" as an imposter by ordering "her" to eat a bug it offers her. The imposter immediately grabs the bug with their lizard tongue.
* We found out that the Mother was also in that economics class, though Ted would not date her until much later.
* We from Arcturus the aliens plotting to kidnap and eat the humans turn out to have keen enough senses they were overwhelmed by the smell of the all the human pollutants.
* We get a blink-and-you'll-miss-it look at Panty's stash in episode 3 of
* We get a few hints that Link is probably rewarded after the end of the game, but since it is usually a long time between them, or they take place in different places, he is forgotten. The best example is probably seen in the Wind Waker: His Ocarina of Time incarnation, the Hero of Time, had gotten a huge statue made after him, and lots of paintings depicting his adventures leading up to the defeat of Ganondorf.
* We get a hint of how much bad news Frieza is when Vegeta, the same person who beat up every strong character in the previous story arc and whose arrogance is legendary, outright refuses to fight him head-on until he becomes immortal, well aware that he would lose. When they do fight, Vegeta finds himself so outmatched that he actually
* We get a look at Earth a couple hundred years after the diaspora begins (about 1700 years before current time in most of the series, or 2300 AD to us), in the short story "By the Book" when a world government of Greens and Neo Luddites has taken control and is being generally oppressive and suppressive of free thought and realistic history or scientific development. Spacers elsewhere in the Solar System innovate and Outbounders go colonize. Nation-states still exist with applicable and respected laws, significantly including the US Constitution and the Fifth Amendment.
* We get an explanation for the Magic Gun's powers in the Silent Hill
* We get another unwilling example in EJ Barret. It's strongly implied that her uncle being
* We get bits and pieces of the Ellimist's backstory throughout the series... then the Ellimist Chronicles comes along,
* We get little characterization for Human Shining Armor beyond his pride in his performance in the past Games, leading to questions about just how he'd take
* we get such gems as this: "After we get through today's tip, you'll never again have to wander aimlessly from video to video begging for subscribers like the neglected latch-key child you are." Subtle.
* We get to see a brief section of this Nativity play later on in the film, and
* we get to see it picture each of the Order (Roy has high stats in intelligence, wisdom and charisma, which makes him a more balanced and attractive meal than Vaarsuvius, who has higher intelligence but not a lot of the other two.)
* We get to see one in the trailer. When he shrinks down, Ant-Man ends up falling to the ground and doing a three-pointer.
* We get to see this ace break in-story—not especially dramatically (little in
* We get two looks at the same kiss between the two stars of the movie within the

movie in
* Wegman's Cola, the generic version of Coke sold at the (rather upscale) Wegman's supermarket chain in the US Mid-Atlantic region and Northeast, is marketed on the label as "Gluten free", "Lactose free", and "Vegan". So it has no wheat, milk, or other animal product.
* Weg Nach Unten" deals with someone trying to get away from it all by digging a hole and staying there. He ends up in Australia and mentions he has dug to far.
* We Happy Few and achieved by the use of a government-distributed psychosis-inducing euphoric hallucinogen called Joy, as a critique of the idea of "unhappiness is unnecessary when drugs are available" and of the modern phenomena of "safe spaces", where people are prohibited from discussing things deemed "too upsetting". Fans reacted by rejecting both opinions, arguing that the former was feeding misinformed negative stereotypes about anti-depressants as being a "luxury" rather than an actual necessity and that the latter was bland and uninteresting. Instead, fans created and latched onto the idea that Joy is a metaphor for how countries (particularly police states) cover up their atrocities and poor situations with propaganda instead of admitting the truth, especially about their compliance in these things.
* We Happy Few At the beginning of the Lightbearer DLC, Nick is able to raise his health with coffee, Joy and alcohol. Once he begins to grapple with the idea that he's a killer, however, he decides to swear off the Joy and alcohol, and coffee becomes the only thing that raises his health.
* We Happy Few caused the outbreak of violence for having the "audacity" for showing off her pregnant stomach. Instead of attributing the blame to the Joy-high addicts who assaulted her simply for being pregnant. This is justified and made all the more tragic when you realize that the writers of this article were also Joy addicts, and common sense is far removed for their lot.
* We Happy Few. Joy alters one's ability to comprehend and understand reality, locking them in a near-constant state of ignorant bliss and happiness. Some cannot take it at all, their bodies and minds reject it, resulting in permanent brain damage (leaving them as Wastrels). Unfortunately, these are the least of its devastating side-effects. Those who take Joy too often (aka Wellies) become completely dependent on it to function, and become dangerous psychotic messes that cannot tolerate unhappiness or even normal people who aren't taking their Joy (aka Downers). Rather than simply ignore what offends them, they will actively hunt down and destroy anything that upsets or brings them off their high.
* We Happy Few peppered with cockney British slang and alternate history.
* We Happy Few refuse to take Joy (like the player character, Arthur Hastings), they're Downers, and the good citizens of Wellington Wells don't like Downers...
* We Happy Few: The final DLC, "We All Fall Down", culminates in Victoria blowing up Haworth Labs. Dr. Verloc repeatedly shouts at her through the PA system as she plants bombs, and is last heard lamenting the impending destruction. It is never shown if Verloc escapes Haworth Labs before its destruction, but it is noteworthy that he has an escape pod in his office and he has ample time to get out after the bombs are planted.
* We Happy Few this, acknowledges that what she's doing is cold and harsh, but also that she has no other choice. She's trying to make a better life for her baby though, as her motivation for escaping town is to ensure Gwen can grow up safely in the countryside.
* We Happy Few was initially Refused Classification due to the game's main objective being viewed as drug use. Australian fans of the game were outraged, labelling the government and the OFLC as "sensitive" by banning the game because they thought the game's main collectable (known as Joy) would influence the use of drugs. The ban was later lifted and the game was approved for an R18+ classification, likely in response to the backlash.
* We Happy Few: When a person remembers the past and refuses to take their Joy for long enough, they become a "downer"; in other words, they're a perfectly normal person in a world gone insane. Joy no long has quite the same intoxicating effects for them as it once did. It wears off very quickly, and leaves the individual

extremely depressed, hungry and thirsty.
* We Happy Few, which features the "Nosy Old Lady" as an enemy that the player has to avoid, especially if they use stealth since in this game they're a Downer (someone who refuses to take their Joy), which is something that the people of Wellington Wells frown upon...
* We Happy Few). You can either help him or turn him in to the authorities, who do not agree with his reasoning and arrest him.
* We Happy Restaurant features a machine that brainwashes people from everywhere across time and space and forces them to come to your restaurant and eat your horrible food.
* We Happy Restaurant is a game where you run a corrupt restaurant where the food served mutates customers into monsters.
* We Happy Restaurant, the titular restaurant advertises its chickens with the following text:
* We Happy Restaurant, this is done to a nuclear radiator off all things.
* We Happy Restaurant, you feed your customers radioactive food which lets them mutate while boasting about how environment-friendly your radiator is. And they completely fall for it.
* We Hardly Knew Ye: Character is killed off not long after the audience is introduced to them.
* We Hardly Knew Ye, which is about a soldier who returns home alive, but so maimed and disfigured that he is virtually unrecognisable.
* "We hate that hedgehog!" in "Birth of a Salesman" and "Robotnik's Rival", where he says it with Scratch and Grounder in the former and a clone of himself in the latter.
* We have about a billion tropes for heroic characters doing rather odd things, so we probably have this, but I don't know what it comes under. In the first chapter, the main character is told off by his parents for underage smoking and discovers that his sister told them. In revenge, he finds some dead rats, cuts them open and spreads the guts over his sister's towel. His sister isn't a main character; by next chapter, she's dead. He never does anything like this again.
* We have a literal example. The titular character meets the spirit of his mother, who tells him that the reason she fell in love with his father was because, during an incident when she was kidnapped,
* We Have Always Lived in the Castle, Constance Blackwood is charged and acquitted for the crime of poisoning nearly her entire family with arsenic-laced sugar. She's acquitted, but the entire village ostracizes what's left of the family, with the children taunting Constance's younger sister Merricat about her deceased family every time she ventures out for food.
* "We have a medicine for any ailment caused by our previous medicine."
* We have an Giant Boombox Robot in Ralph Watson music video Londinium.
* , we have a variation: "Fucking Lauren, man. What the fuck is Lauren in this book? Just coming in, ruining our protagonist's life, I hate Lauren! Who's Lauren??"
* We Have Become Complacent: Society has become so used to peace it is unprepared for disaster or tragedy.
* We have been trained by growing up watching movies at 24 frames per second to expect movies to have a certain look and feel to them that is an artifact of that particular frame rate. When these movies are shown on televisions that process the images to double the frame rate, or are filmed and shown at 48 FPS like Peter Jackson's
* We have "Devisor Coffee", which is claimed to have been banned in several countries. One of the Juniors, during final exams, overdoses on it, eventually becoming a jittery wreck, flying straight up and exploding 400 feet in the air.
* We have evidence that significantly more female civilians died than male, as paradoxically Red Army soldiers had a lower death rate than Slavic civilians in German-occupied Eastern Europe. Also, young Jewish men had a higher rate of survival than any other Jewish group; they were used as slave labour (where they had a small if real chance to escape) while their female and older relatives were

sent directly to the gas.
* We have Isilud and Meliadoul Tengille too, who oppose Ramza not knowing the truth about his intentions.
* We have managed to wipe smallpox and rinderpest (bovine plague) from the face of Earth. In other words, we have driven viruses into extinction. That said, the ignorance of some could be seen as a subversion to this: Things like the Anti-Vax Movement are allowing viruses we've since beaten into submission to make a comeback, as if it really
* "We have never been at war with Eurasia. We are at war with Eastasia. We have always been at war with Eastasia."
* We have no clue what Yamcha or Puar did before they were desert bandits.
* We have not received an albatross from the Agatean Empire. It is not asking you to send a Great Wizzard. Continues with "Don't you mean they're NOT Agatean pictograms, sir?"
* We have only the Doctor's word for it that the TARDIS was trying to spin Jack off in the Time Vortex, and there could be other interpretations; the Doctor is a notoriously unreliable witness.
* We have Piccolo during the Saiyan saga. The original reason he decides to help against Vegeta and Nappa is that if they
* We Have Reserves: As long as the underlings can be replaced, the boss doesn't care if any of them die.
* We Have Reserves: callously place minions in a situation where they will be slaughtered, as part of a strategy.
* We Have Reserves do is needlessly expend the lives of their mortal servants: why send a loyal dreg to his death and embolden the living against the Midnight Aristocracy, when you can simply raise a dead enemy and send him to kill his living friends and get the same results? Few living beings will willingly associate with the undead, and unlike the undead, they can operate in plain sight (and daylight!), so vampire lords can't just waste them.
* We Have Reserves: The villain doesn't care about their underlings getting killed because as far as they're concerned, more minions will replace the ones that died.
* We Have Reserves: What do a few lives matter? We've got more soldiers!
* We have the backstory with Rainbow Dash and her old classmate Gilda. While their relationship was most likely more platonic than "romantic" (this being both a western show and a kids show), they can easily be slotted into every other point, since neither had any other friends to hang out with and they started growing apart after they both dropped out of school.
* We have the Fourth Hokage and his wife, when sealing the Kyuubi within their son, Naruto, Zabuza, after Naruto knocked some sense into him, and the Third Hokage, after sealing away Orochimaru's arms and rendering his invasion unsuccessful.
* We have The Thistle Man, a being who is described as being a human male, but there's just enough in his mannerisms and appearance to suggest that he isn't.
* We have this with Quagmire when he married his wife Charmisse, while drunk.
* We Have to Get the Bullet Out: No, you don't. Seriously, don't try it.
* We have unusually sharp senses on the whole. We have incredibly good eyesight for mammals (though not as good as many birds), above-average hearing, and a decent sense of smell (though we tend not to rely on it much compared to sight and sound). One of the reasons we tend not to consider this is that dogs — one of the species we interact most closely with — have better hearing
* We Have Ways Of Making You Laugh. Two villains are about to throw their captive into an incinerator, until he notices a sign which reads "Refuse to be placed in incinerator", and does so.
* We Have Ways of Making You Talk: If you won't tell me what I want to know, I'll just have to torment you until you sing like a canary!
* We have yet to see an example of anyone following this rule in practice: Emil in particular usually does the exact opposite, probably with good cause. One can however imagine Lalli practicing the rule on his unseen solo excursions. However, at the beginning of Chapter 7, a cat does follow this rule to hide successfully

from an infected dog.
* We hear a solitary beep when Frank runs his finger down Rocky's chest during "I Can Make You A Man" in
* We hear some friendly banter from the bulk of the medical team as they make their way to the autopsy room before all hell breaks loose.
* We Heart Katamari includes a cousin named Lucha, who appropriately enough has the appearance of a luchador.
* We ♥ Katamari, is literally all about this: The whole game is essentially one big thank-you to the game's fans, and the plot itself deals with the King of All Cosmos becoming wildly popular for his Prince's katamaris and receiving an onslaught of requests for new katamaris to roll up from the fans.
* We ♥ Katamari ups the ante with a "Cowbear" level in which you must gather the largest cow and/or bear item to win. Now only must you dodge bear-themed items, you must be wary of cow and milk-themed items as well or the round will end prematurely.
* We Help the Helpless are common as well. At its worst, Lawful is just as alien to conventional morality as Chaotic.
* We Help the Helpless: Devoting your time and resources to help the weak, the defenseless, and the unfortunate.
* We Help the Helpless: Heroes will lend a hand to anyone in need of their help. The less fortunate classes of society are no exception.
* We Help the Helpless monotone of the episodic story and managed to merge both the myth arc and episodic plots as working together.
* We Hunted the Mammoth is all about finding these people and mocking them.
* Wei and Wing, who are also actual brothers, are this every time they accompany their mother Suyin.
* Wei Empire cycle would be this, except they are very numerous, highly public and often quite incompetent; some of the government characters have their own private intelligence services that can be much more like this, though.
* weigh anchor, the anchors. Compare "chocks away," an aviation command meaning "remove the chocks (wedges) that are blocking the plane's landing gear wheels so that it can take off.")
* Weightless as a dancer. To boost the effect, all the cameras were hacked by Archangel's team, too. Needless to say, Aria wasn't impressed to say the least.
* Weightless. But later, she realized that she never knew about him as he had never let her in and that she was just in love with the idea of him.
* Weightless: Chapter 4, apparently, Garrus's awkwardness is contagious:
* Weightless (Mass Effect) finally let Shepard and Garrus do this, after a series of extremely long and painful UST.
* Weightless (Mass Effect), Shepard, without eating or resting, spent 7 days watching over Garrus until she has to go to Normandy SR-1 on Alchera.
* Weightless neighbors who were very punctual in their "business", right down to the habit of not turning off the TV, which was not very helpful for a turian who had just gotten rejected by Shepard. Later, he (unintentionally) paid them back with her.
* Weightless, Shepard dreamed of Garrus tied up and interrogated her to make her spill out her feelings (which she was trying to keep to herself due to several reasons). She was woken up by the real Garrus and suddenly hit him in the face. After that, things got worse.
* Weight Loss Horror: If it results in you starving to the point of death, then yeah losing weight can be very unpleasant.
* Weight-loss treatment Orlistat (marketed in most countries under the trademark name Xenical, and over-the-counter in the UK and US as Alli). It works by binding dietary fat to prevent the person's body from absorbing and storing the fat (thereby reducing/preventing weight gain, and in fact slightly improving weight loss when combined with sensible diets and exercise). The major side effect of this is that eating foods which are high in dietary fats will cause them to be passed through the person's body unimpeded and result in loose oily stools, and often also continual oily anal leakage (smelling vaguely like a combination between faeces and

burnt grease/chipfat, and BRIGHT ORANGE). It's extremely unpleasant.
* weight (normal force) in the SI system is newton (N). One newton is one kilogram (mass) multiplied by 1 m/s^2, making a mass of 1 kg weigh 9.81 N on Earth. The value 9.81 is close enough for 10, making conversions easy - just multiply by ten.
* Weight of the World after "dying", the Institute causes her people to turn against and renounce their corrupt Kingdom. As a result, Atlas permanently dies because she hurt the people responsible for her existence.
* Weight of the World and were perfectly willing to give him to Salem's forces if they caught up to them.
* Weight of the World attacks him in the bathroom, leaving him with noticeable cuts and bruises that include hand-shaped marks around his throat. When confronted about the injuries, America claims he tripped into the shower. Canada, Weiss, and Winter do not believe him and Winter sarcastically asks if he apologized to the shower for tripping into it.
* Weight Of The World centers around a conversation between 2 boys who have been left in hanging wedgies from a tree branch.
* Weight of the World keeps injecting his victim with more doses until he is on the verge of overdosing and nearly catatonic.
* Weight of the World. Then he comes back and does it again. And again. And again...
* weight rise by "37%" (actually more like 100% minimum) by magic in comparison to car insurance bills, making her pull out an exercising bike from her pocket and slim down to her normal size in two seconds flat.
* Weight Taller: Gaining extra fat or muscle also increases a character's height.
* Weight Taller: When gaining weight increases a character's height as well.
* Weight Watchers has Hungry, an furry orange monster that constantly tempts you to eat junk food and thus ruin your diet.
* weight, which has ruined any sense of personal control that Emmanuel had.
* Weighty Aesop that the series partly runs on, one Aesop about healthy living played straight before being solved humorously, and a maybe accidental, maybe on purpose Aesop about relationships being affected due to selfish pride and ego.
* Wei had many. Most notable were Sima Yi and Jia Xu. Cao Cao himself was a highly accomplished commander who helped revive the then unpopular Art of War, providing an extensive annotation. Guo Jia died fairly young, but was well respected regardless. In later years, Deng Ai was a major force on the Western front with an uncanny ability to predict and intercept enemy movements through his excellent knowledge of terrain.
* Wei has Guo Jia, Jia Xu, Xun Yu, Man Chong, and Xun You. In Wei's hypothetical route in 8, Xu Shu also defects to Wei.
* Wei is sadistic and violent even by Contractor standards, which is saying something. But then, his power is to
* Weil earns a special place in Mega Man history for being one of the few recurring Mega Man villains not to suffer from
* Weimar constitution of 1919. They are even introduced in the form, "The paragraphs (Numbers) are part of this Basic Law". They mostly concern the relationship between church and state. Similarly, several treaties entered into by Germany's constituent states and the German Reich prior to 1945 explicitly remain in force despite a general policy of non-continuity between pre-1945 Germany and post-1945 Germany.
* Weimar Republic had this to a certain degree: if you compare the sentences for politically-motivated murder during that time, you'll find out that a member of the left-wing who killed a member of the right-wing was likely to be punished harder than a member of the right-wing killing a member of the left wing. Society had a certain fear of Communism, and like the prejudices against Jews during that time, Hitler used this whenever he could.
* Weimar Republic, or the story of someone who forgets a wheelbarrow full of money and comes back to find the wheelbarrow stolen but the money left alone.
* Weimar Republic) was infamous for this. One of his (translatable) goofs: "The hour of the moment has arrived!"

* "Weinerschnitzel", by Descendents, consists of a 13-second fast food order. The order seems normal enough, until the counter guy asks if the purchaser wants sperm with that.
* Weinstein Books publisher and transferred its authors to the main Hachette publisher.
* We Interrupt This Program: A program gets interrupted for a piece of breaking news.
* Weird Al, also got to do a short musical number in his second appearance. This is in contrast with Banana Man's first appearance, where he said almost nothing at all.
* Weird Al also proposes this as a method of suicide in "One More Minute": "I'd rather rip my heart out of my ribcage with my bare hands and then throw it on the floor and stomp on it 'till I die."
* Weird Al, before which most of the third quarter of the sing is call-and-response "We're GREAT! (We're GREAT!) / And you SUCK! (You SUCK!)"
* Weird Al can go beyond artists for his pastiches. "Stop Forwarding That Crap to Me", for instance, is a pastiche of songs composed by
* Weird Al depicts him in a military uniform with his pants down, exposing his heart boxers.
* "Weird Al" Effect actually has a straight example in the White Queen's "fish" riddle, for which an answer poem in the same meter was published separately.
* "Weird Al" Effect, is now thought by countless Americans to be called "the Torchwood Tower" in real life...
* "Weird Al" Effect: The parody becomes more well-known than the work being parodied.
* "Weird Al" Effect: The parody of a work becomes more well-known than the original.
* Weird Al loses his mind and goes on a killing spree. More than half the elves and all but two of the reindeer die. In the "Extra Gory Version", even Santa himself dies (whereas in the regular version he survives, but is given a prison sentence so long that he won't be eligible for parole for 700 years).
* Weird Al makes him mad because the tip of his knife got slightly bent during the stabbing and now it isn't as sharp anymore.
* Weird Al our narrator is watching. He sighs about the cruelty of fate — because he was recording it and everything.
* Weird Al's, and how he was thinking about asking her to marry him. The two of them are passionately making out one night, but then...
* Weird Al's "Attack of the Radioactive Mutant Hamsters from a Planet Near Mars."
* Weird Al's "Couch Potato" gives us "Make 'em watch all of that junk 'til
* Weird Al's "Like a Surgeon" is the OR nurse cutting off one of his fingers.
* Weird Al's original composition "You Don't Love Me Anymore", a breakup song with humorously brutal lyrics, was a decent hit in Canada and one of the most popular ballads in the Philippines in 1992 and 1993 — probably the only Weird Al song many Filipinos instantly recognize. So popular was the song in the Philippines that it inspired a song called "Sinaktan Mo Ang Puso Ko" (semi-literally translated to "You Broke My Heart") by Michael V, who is arguably the country's answer to Weird Al for his parodies of popular songs and original novelty recordings. Even in the States, "You Don't Love Me Anymore" stands out for being one of his only non-parody songs that isn't
* Weird Al's song "Trapped in the Drive-thru", the husband's voice reminds the voice box lady of a guy named Paul she cheated Geometry test answers off of last year. The husband replies and talks about another Paul he knew. Paul was his plumber, who is bald, has a bladder problem, and has a toe infection. The voice box lady says, "Mr., please! You can stop right there! That's more than I needed to know!" Yes, this is a song!
* "Weird Al" Yankovic about how the narrator hates sauerkraut. It became a fan favorite.
* "Weird Al" Yankovic against Duracell after shoving one of their batteries up his nose.

* "Weird Al" Yankovic aired during every break. Fans were quick to note the parallels.
* "Weird Al" Yankovic album. Al himself didn't want to and responded to the pressure by intentionally making "Girls Just Wanna Have Lunch" as lame as possible (Weird Al fans widely consider it his worst song by a wide margin, which is quite the achievement for Al).
* "Weird Al" Yankovic. Al has stated outright that he doesn't consider himself a filker, but he certainly gets sung enough at filk circles...
* "Weird Al" Yankovic, and a child's lemonade stand that also sells weapons-grade plutonium (although he admits that their lemonade was actually really good).
* "Weird Al" Yankovic and he gets to keep the tip," as it is actually a thinly-veiled circumcision joke.
* "Weird Al" Yankovic and his wife, Suzanne, were both vegans when they got married. In an interview, however, Al noted how when Suzanne was pregnant with their daughter, she began craving meat. He's still vegan, but his wife not so much.
* "Weird Al" Yankovic, and the soft, romantic ballad of "You're Beautiful". When Atlantic Records refused to let him include the parody, he was forced to write a new one to replace it, and came up with "White And Nerdy", a parody of Chamillionaire's "Ridin'". Suddenly the gangsta rap aesthetic was a perfect fit - and both album and single became Yankovic's most commercially successful up to that point.
* "Weird Al" Yankovic and the video for "All About the Pentiums": a Nash Metropolitan. Notably, it's the same car in both cases.
* "Weird Al" Yankovic and will have to do it again. His friend dies in a traffic accident, and he mourns the $5 the friend owed him, and that he'll be late to work now. He stabs his boss, and mourns the knife, which broke and will never be as sharp again.
* "Weird Al" Yankovic a song is a parody and knowing the song it parodies are two different things.
* "Weird Al" Yankovic, as you'll go from pirating music to robbing liquor stores and committing vehicular homicide.
* "Weird Al" Yankovic. Atlantic removed their permission at the last instant, so Al released it for free instead.
* "Weird Al" Yankovic benefits from this from time to time due to his parody songs. While Yankovic legally doesn't need permission to record a parody, he still makes it a personal rule to get permission anyway in order to maintain good relations in the music industry. However, rejections of permission can sometimes help his songs become bigger than approval:
* "Weird Al" Yankovic bursts a few heavy-duty buckles when he shows his homies who's fat.
* "Weird Al" Yankovic, but eventually abandoned them (the hair is back, but the moustache isn't).
* "Weird Al" Yankovic contains a number of these, including commercials for TV shows such as "Conan the Librarian" and movies such as "Gandhi II".
* "Weird Al" Yankovic credited Buster Keaton with inspiring his take on the gag (involving barnraising) in the "Amish Paradise" video.
* "Weird Al" Yankovic, current high priest of comedy, has a surprisingly obsessive fanbase.
* "Weird Al" Yankovic developed his stage persona and nickname as a college radio DJ while attending California Polytechnic University for architecture.
* "Weird Al" Yankovic directed a number of his own (and others') videos.
* "Weird Al" Yankovic does this with his polkas. As well as in "(This Song's Just) Six Words Long"
* "Weird Al" Yankovic) example would be "Everything You Know Is Wrong".
* "Weird Al" Yankovic features the song "I Want a New Duck," a parody of the Huey Lewis hit "I Want a New Drug."
* "Weird Al" Yankovic feel comfortable about the jokes, Yankovic won't make the song: for example, Jackson thought the parody of "Black and White" (titled "Snack All Night") didn't work because of the song's serious message of racial tolerance,

and Yankovic agreed not to perform it.
* "Weird Al" Yankovic forced on it for certain international markets. Al wasn't happy about that one, either.)
* "Weird Al" Yankovic, forcing him to crawl through the desert for three days until he reached civilization.
* "Weird Al" Yankovic for going platinum despite not having any singles chart in the Hot 100.
* "Weird Al" Yankovic for his "Al TV" specials get cut-and-pasted into absolutely bozo exchanges that make the celebrities in them look like complete idiots or lunatics.
* "Weird Al" Yankovic frontman Mark Knopfler on guitar and Guy Fletcher on synthesizer.
* "Weird Al" Yankovic game show, and washed out massively, ending with a negative total. Even Don Pardo had to comment on this abysmal failure.
* "Weird Al" Yankovic, George reaches rock bottom after learning that the TV station he works for is days away from becoming insolvent, and then his girlfriend, Teri, breaks up with him because he forgot her birthday. A frustrated George decides to go out for a drink, and orders something pink with a little umbrella in it. It's a blueberry daiquiri. The drink clashes horribly with his somber mood. The commentary reveals that it was supposed to be much more flamboyant, but someone in the prop department missed the memo.
* "Weird Al" Yankovic guest-starred on the show to challenge Pinkie Pie to a
* "Weird Al" Yankovic, had at least two characters who were removed via editing in the final product.
* "Weird Al" Yankovic" had a variety of different animated art styles for the different songs sung in the medley. "Womanizer"'s segment was in live-action.
* "Weird Al" Yankovic had a viral video showing him driving around with his wife. He says "There's another one," and she pulls over. He gets out and stands in front of a "Drive Slow" sign. He then sticks a Post-It note onto the sign so that it now reads "Drive Slowly." He looks at the camera and says "Grammar, people, grammar."
* "Weird Al" Yankovic haircut" on the other side: "Oh man, I hate it when I'm right."
* "Weird Al" Yankovic has almost always been seen in a loud Hawaiian shirt, black trousers, and brightly-patterned Vans shoes since the 1980s.
* "Weird Al" Yankovic has a song called "I'll Sue Ya", which states, "I sued Delta Airlines / 'cause they sold me a ticket to New Jersey / I went there, and it SUCKED!"
* "Weird Al" Yankovic has made a career out of parody songs. While most of his songs directly parody specific songs, he also does so-called "style parodies", where he makes light of a band or a singer's overall musical style, rather than a single work of theirs.
* "Weird Al" Yankovic has often said "I wrote 'Eat It' because I wanted to buy a house. It worked."
* "Weird Al" Yankovic has the eponymous Larry pull all sorts of increasingly-horrible pranks on his neighbor, who eventually snaps and leaves him for dead.
* "Weird Al" Yankovic has the number 27 appear a number of times in various songs, album covers, specials etc.
* "Weird Al" Yankovic has tried to replicate the sound of the songs he parodies perfectly to trick people into thinking they're listening to the real song up to the point that the lyrics start.
* "Weird Al" Yankovic). He also wrote a mild-affection-song, "Good Enough For Now."
* "Weird Al" Yankovic, he lights a match and discovers he's surrounded by hostile dinosaurs. One of them then snuffs the light.
* "Weird Al" Yankovic: He's been making parody songs since 1976 and shows no signs of slowing down.
* "Weird Al" Yankovic; he was blindfolded and being driven away at gunpoint before he realized that they weren't pizza delivery guys.
* "Weird Al" Yankovic! His later song, "Attack of the Radioactive Hamsters From a Planet Near Mars" is also B-movie inspired, although the song itself claims to be

referencing actual events.
* "Weird Al" Yankovic in 1982. He was pelted by "anything that wasn't nailed down" for 45 minutes.
* "Weird Al" Yankovic includes in his ad, "don't complain 'cause they won't cost you a dime".
* "Weird Al" Yankovic: In "Everything You Know Is Wrong", Weird Al dies and meets up with St. Peter at the pearly gates... and is almost denied entry into Heaven because his jacket violates the dress code.
* "Weird Al" Yankovic) in his teeth, chews it up, and spits it out a la this.
* "Weird Al" Yankovic: In one part of "Albuquerque", Al's lucky, autographed glow-in-the-dark snorkel is stolen by "some big fat hermaphrodite with a Flock of Seagulls haircut and only one nostril". Al tried to fight for it back, but the perpetrator got away.
* "Weird Al" Yankovic in the drive-thru. First, they can't just go inside because he's wearing bunny slippers, then the guy gets into a weird conversation about someone named Paul and finally forgets that he didn't find his wallet, forcing him and his wife to dig for change.
* "Weird Al" Yankovic: In the video for "Fat", the second chorus's choreography goes off the rails when Al notices the exaggerated sound effects that his arm motions make, and then experiments with it.
* "Weird Al" Yankovic, in which the singer describes all the creepy things he's done in the name of "love", like digging the girl's gum out of the garbage can and carving her name into his leg with a knife. He gets arrested and sent to prison.
* "Weird Al" Yankovic, is about a cruel prankster whom the narrator eventually gets his revenge on... specifically by breaking into his house and dragging him into the middle of a forest, where Larry is stuffed inside a garbage bag and left for dead.
* "Weird Al" Yankovic is about a group of low-end delinquents boasting about their trivial acts of hooliganism (Not returning shopping carts, not returning library books on time, toilet papering someone's lawn, etc).
* "Weird Al" Yankovic is about a guy reminiscing on the increasingly cruel pranks played on him by his old neighbor... and the final verse has him recalling how he broke into Larry's house, dragged him bound-and-gagged into the middle of the woods, stuffed him in a plastic bag, and left him for dead.
* "Weird Al" Yankovic" is about a woman whose driving is so bad, "even hitchhikers just say no".
* "Weird Al" Yankovic is a mime being hacked to death with an imaginary cleaver.
* "Weird Al" Yankovic is being filmed. He lands in the back of Greg Kihn's convertible.
* "Weird Al" Yankovic is interrupted by a record scratch, probably because nobody can bear to hear the rest of it.
* "Weird Al" Yankovic is never repeating a rhyme word in the next verse, even if the source material does so. He somehow manages four different rhymes to the "Biggest Ball of Twine in Minnesota".
* "Weird Al" Yankovic' "I Want It That Way" is not only about the titular auction website, but also mentions Beanie Babies, Kleenex and PEZ, and that's just some of them.
* "Weird Al" Yankovic — even if its subject matter is something he would not touch.
* "Weird Al" Yankovic mentioned by the narrator includes one against the department store chain Neiman Marcus "because they put up their Christmas decorations way outta season".
* "Weird Al" Yankovic music video for "Smells Like Nirvana" has a burning man in the background of one of the shots.
* "Weird Al" Yankovic / neuter your pets, and give your laundry static cling."
* "Weird Al" Yankovic ... "NOTHING! Absolutely NOTHING! Stupid! You're so stupid!"
* "Weird Al" Yankovic, of course, because he's seeing the doctor about his hernia.
* "Weird Al" Yankovic once said, "I knew we had arrived when Weird Al Yankovic did a parody of us."
* "Weird Al" Yankovic one time, one day. Wish I hadn't, cause TiVo now thinks I'm

gay!"
* "Weird Al" Yankovic on his Twitter page, then later did the same thing with another mash-up by the same editor. Al even hinted he might be/would like to be on the show at some point. In season 4, he's a special guest voice in the episode "Pinkie Pride" as a party planner rival for Pinkie.
* "Weird Al" Yankovic, only gets sparse radio airplay every holiday season.
* "Weird Al" Yankovic other than "Achy Breaky Heart" by Billy Ray Cyrus.
* "Weird Al" Yankovic parodies the tendency of actual horoscopes to be very vague and generalized with an example for Tauruses:
* "Weird Al" Yankovic parody "Fat", a mousetrap provides a percussive snap as Al goes for the cheese.
* "Weird Al" Yankovic parody "Like a Surgeon" is not good at all and knows it.
* "Weird Al" Yankovic people expect him to be crazy at all times. He is generally a friendly guy and cracks jokes at times like anyone else, but besides his music, he is never outlandish or "weird." He has also stated that it takes him a while to come up with the really funny stuff, citing that as the reason why there's generally a four-year gap between his albums.
* "Weird Al" Yankovic recorded his first song, "My Bologna", in the bathroom across the hall from his college's radio station because it wouldn't have costed him anything.
* "Weird Al" Yankovic refers to alien butt probing in the song "Foil".
* "Weird Al" Yankovic's "A Complicated Song": "I was / Feelin' pretty down / 'Til my / Girlfriend came around / We're just / So alike in every way, I gotta say..."
* "Weird Al" Yankovic's "Albuquerque" and "Everything you Know is Wrong". "Albuquerque" is definitely an example, but "Everything You Know Is Wrong" probably wasn't going anywhere in the first place.
* "Weird Al" Yankovic's "Albuquerque" begins with his mother tying him to a wall, sticking a funnel in his mouth, and force-feeding him nothing but sauerkraut until he was twenty six and a half years old.
* "Weird Al" Yankovic's "Albuquerque" does this in two places. Once, where a guy sarcastically says, "Noooo, I want you to cut off my arms and legs with chainsaws!", and another time, when another guy says "I haven't had a bite in days."
* "Weird Al" Yankovic's "Albuquerque" has the singer as the lone survivor of a plane crash. Why? Because he had his tray table up and his seat back in the full upright position.
* "Weird Al" Yankovic's "Albuquerque," in which the narrator falls in love, gets married, buys a house, has a couple kids... but balks when his wife suggests joining the Columbia Record Club and ends the relationship.
* "Weird Al" Yankovic's "Albuquerque", the protagonist emerges from a plane crash dragging his worldly possessions behind him: his big leather suitcase, his garment bag, his tenor saxophone, his twelve-pound bowling ball and his lucky lucky autographed glow-in-the-dark snorkel. It takes him three days to crawl to his destination.
* "Weird Al" Yankovic's "Beat It". At the end of the solo, he's working the guitar so furiously ... kaboom.
* "Weird Al" Yankovic's car in "Stop Draggin' My Car Around", which is apparently so bad, the manager at a local disco had it towed for being an eyesore in his parking lot, and later, Al wonders if he can trade it in for a used bicycle.
* "Weird Al" Yankovic's " Christmas at Ground Zero" is very much this.
* "Weird Al" Yankovic's "Close But No Cigar", where a cat tries to woo a human woman with gifts of dead mice.
* "Weird Al" Yankovic's "Don't Download This Song", even though he put it up on the internet for free. Even Lars Ulrich knows it's wrong.
* "Weird Al" Yankovic's "Eat It", when Al bursts into the diner and wallops a nearby bystander with the door.
* "Weird Al" Yankovic sequence, right down to the giant rolling stone ball. However, this one can navigate and turn corners.
* "Weird Al" Yankovic's "Everything You Know Is Wrong". Violate Heaven's dress

code? Enjoy your eternity being subjected to some of the greatest annoyances the big guy upstairs can think of (case in point: the protagonist is placed in the room next to the noisy ice machine and subjected to St. Peter's constant screaming of the song's refrain).
* "Weird Al" Yankovic sings through one scene which obviously plays backwards. Most notably, a buggy rolls past in the background backwards. He is apparently singing the song while doing so, so to make this scene he must have learned how to lip sync backwards.
* "Weird Al" Yankovic's "I Remember Larry", this was one of the eponymous Larry's pranks which involved brownies with laxatives baked inside.
* "Weird Al" Yankovic's "I Think I'm A Clone Now" mentions "a womb with a view".
* "Weird Al" Yankovic's "I've Got My Mind Set On You", titled "This Song's Just Six Words Long."
* "Weird Al" Yankovic's "I Was Only Kidding": all those times he professed his love for his girl, he was only kidding. She doesn't take it well.
* "Weird Al" Yankovic's "Jurassic Park" — accompanied by outstretched hands.
* "Weird Al" Yankovic's "Like a Surgeon", one of the surgery attendants slips on the still-beating heart that escapes from the clumsy surgeon's hands.
* "Weird Al" Yankovic's "Melanie" reveals that the latest of the increasingly bizarre things the singer/stalker has done in his obsessive efforts to get Melanie's attention was to jump to his death from the apartment window above hers.
* "Weird Al" Yankovic's "Mission Statement" is packed with business buzzwords.
* "Weird Al" Yankovic's music video for "Amish Paradise" has a blink-and-you-miss-it scene where the singer is churning butter between his legs. When a girl walks by he starts churning faster.
* "Weird Al" Yankovic's music video for "Handy" features a poor cat immediately after a line about mowing the lawn. He looks off screen in the direction of the poor cat he's just hit.
* "Weird Al" Yankovic's music video for "Like a Surgeon" has Al in scrubs walking down a hospital corridor. A woman's voice on the P.A. system says, "Dr. Howard, Dr. Fine, Dr. Howard."
* "Weird Al" Yankovic song Attack of the Radioactive Hamsters from a Planet Near Mars is about this, with the titular hamsters growing to gigantic proportions.
* "Weird Al" Yankovic song "Fat", a parody of Michael Jackson's Bad, a verse of of the song explains how much of a big eater he is with lines such as "If I have one more, Pie a la mode, I'm gonna need My own zipcode" and "When you're only having seconds, I'm havin' twenty-thirds".
* "Weird Al" Yankovic song "Good Enough For Now" is subverting this trope.
* "Weird Al" Yankovic song "Handy" also has its music video done in this style, complete with hammy acting and deliberately bad special effects.
* "Weird Al" Yankovic song "Headline News", a parody of Crash Test Dummies' "Mmm mmm mmm mmm", contained verses relating to an American being caned in Singapore, the Nancy Kerrigan incident, and John Wayne Bobbitt.
* "Weird Al" Yankovic song "I'll Sue Ya" mentions the name of the companies listed, but in the video, the lyrics are changed so that they read different but are pronounced the same. The liner notes to the album contain the correct spelling.
* "Weird Al" Yankovic song "I Was Only Kidding", the singer tries to use the line to justify telling someone that he loved her. As abrasively as possible. He gets shot.
* "Weird Al" Yankovic song "Midnight Star" opens with the line "I was standing in the express lane with my twelve items or less" (it's about a tabloid newspaper he sees while waiting in line).
* "Weird Al" Yankovic song "Mr. Popeil" references all of the classic infomercial lines, and this is no exception.
* "Weird Al" Yankovic songs "Albuquerque" and "Everything You Know is Wrong".
* "Weird Al" Yankovic song "That Boy Could Dance", whose title character is totally inept at everything in life except dancing.
* "Weird Al" Yankovic song "Trigger Happy" is extremely reckless with gun safety and rather unconcerned about having shot both his father and his cat.

* "Weird Al" Yankovic song "When I Was Your Age", Weird Al sings about working in a coal mine 22 hours a day for just half a cent an hour, having to sell his internal organs just to pay the rent, living in a family of 73 in a cardboard box, never getting anything but a bag of rocks for Christmas, and eating a chunk of dirt for dinner every night.
* "Weird Al" Yankovic's parodies are sometimes met with this from other artists. This isn't surprising since he insists on seeking approval from them first before he records them, so they know what to expect. Of course, the fact that his interest in parodying an artist is a sure sign they've hit the big time helps ease things along.
* "Weird Al" Yankovic's "Party in the CIA" mentions them among the singer's equipment.
* "Weird Al" Yankovic's "Pretty Fly for a Rabbi" is beloved by Jewish people.
* "Weird Al" Yankovic's "She Drives Like Crazy," a parody of "She Drives Me Crazy" by Five Young Cannibals
* "Weird Al" Yankovic's "Slime Creatures From Outer Space" will "zap you with their death ray eyes / blow you up real good!"
* "Weird Al" Yankovic's song "Albuquerque" begins with him describing where he grew up: "Way back when I was just a little bitty boy living in a box under the stairs in the corner of the basement of the house half a block down the street from Jerry's Bait Shop... You know the place."
* "Weird Al" Yankovic's song "Everything You Know Is Wrong", aliens offer to transport the protagonist back to anywhere in time. Since they don't mention a return trip, he has them send him back to "last Thursday, so he can pay his phone bill on time."
* "Weird Al" Yankovic's song "Frank's 2000-Inch TV," which is entirely about his neighbor getting such a huge TV. This is a good thing if you share Frank's taste in viewing material, and an incentive to move to another town if you don't.
* "Weird Al" Yankovic's song "Girls Just Wanna Have Lunch" invokes this trope in the first line. "Some girls like to buy new shoes/ while others like driving trucks and wearing tattoos...."
* "Weird Al" Yankovic's song "Hardware Store", in which is likely the most over-the-top example of this trope:
* "Weird Al" Yankovic's song, "Headline News", features a stage production of several news stories of the mid-90s. When it gets to the story of Lorena and John Bobbitt, the men in the audience gawked in horror.
* "Weird Al" Yankovic's song "I'll Sue Ya" is about a guy who does this. Lyrics include:
* "Weird Al" Yankovic's song "One More Minute" details all of the disgusting, painful, and generally unpleasant things the protagonist would rather do than spend one more minute with the girl who has just dumped him. One of these things is cleaning all the bathrooms in Grand Central Station with his tongue.
* "Weird Al" Yankovic's song "Pancreas." Though this might refer to him not caring about his spleen, rather than a statement about its relative usefulness. He only cares about his pancreas, and seems to equally not care about all of his other organs.
* "Weird Al" Yankovic's songs are pastiches. Most of them are not, in fact, parodies of the songs they pastiche, as, though they often satirize various aspects of society or parody other works, they don't make any point about the original.
* "Weird Al" Yankovic's songs - both parody and original ("Don't Wear Those Shoes", "Close But No Cigar").
* "Weird Al" Yankovic's song/video "Beat It", ends with Al waking up with a bellyache and popping a couple of Alka-Seltzer.
* "Weird Al" Yankovic's song "Virus Alert" contains a brief scene of a group of viruses doing this to steal someone's credit card identity.
* "Weird Al" Yankovic's "This Song's Just Six Words Long" consists of the songwriter proclaiming he can't think of anything to write about, so he'll just keep repeating the same phrase.
* "Weird Al" Yankovic's video for "Perform This Way" features a half naked woman

dancing around in bizarre but revealing outfits... who also has the face of Weird Al himself edited onto her body.
* "Weird Al" Yankovic's "Waterfalls", is an entire song warning the listener that playing phone pranks on people has consequences.
* "Weird Al" Yankovic's "Weird Al In 3-D" has "That Boy Could Dance", a song featuring Jimmy the Geek, a smelly nerd with a bad case of acne and poor fashion taste, who never got his driver's license. His one claim to fame: he's an awesome dancer. Later on in the song when he's older, he has his own dance studio, fan club, and TV show, and he owns half of Montana.
* "Weird Al" Yankovic's "White and Nerdy" focuses on a white dork who wants to roll with the gangstas, but rather than imitating them, he spends most of the song describing just how nerdy he is.
* "Weird Al" Yankovic's "Word Crimes" includes a snippet recreating the Windows 95 desktop as seen on a CRT monitor.
* "Weird Al" Yankovic's "Word Crimes" video uses a Care-o-meter to illustrate the unintended meaning of the popular phrase "I could care less".
* "Weird Al" Yankovic's "Your Horoscope For Today", in which Aquarius are told that their tongue will be frozen to the back of a speeding bus, Pisces are the true lord of the dance (no matter what those idiots at work say), and Cancer should spend the rest of the week face down in the mud because of the position of Jupiter. Among many, many more for each sign.
* "Weird Al" Yankovic, tells her friends that the protagonist in the song is the Antichrist, and then she starts trying to kill him on multiple occasions.
* "Weird Al" Yankovic that it's commonly thought that this was a sound editing trick.
* "Weird Al" Yankovic). That said, "White & Nerdy", one of his most famous songs, is also his highest charting.
* "Weird Al" Yankovic: "That snorkel's been just like a snorkel to me!"
* "Weird Al" Yankovic the beach because he took up all the space. Either way, it works well for a song that is an extra-long fat joke.
* "Weird Al" Yankovic, the narrator seems more annoyed than afraid of their presence.
* "Weird Al" Yankovic ("the stars predict tomorrow you'll wake up, do a bunch of stuff, and then go back to sleep").
* "Weird Al" Yankovic, the villain goes into a tirade before one of the protagonists on what he really thinks of his viewers, unaware that he's being taped. Near the end when he's going to make a public announcement, they put the recording on instead, putting the final nails in his coffin.
* "Weird Al" Yankovic - #THICKE and #BLURREDLINES - that briefly appear in the music video for the original song, Robin Thicke's "Blurred Lines".
* "Weird Al" Yankovic to serenade Marge with a parody of John Mellencamp's "Jack and Diane".
* "Weird Al" Yankovic touched upon this trope in his song "Traffic Jam":
* "Weird Al" Yankovic translates approximately to: "Good evening, sir. Welcome to Enrico's Casa de Salsa. We have many delicious entrees. If I might recommend the Burning Hell Chicken, very delicious. Your eyes will burn up, your stomach will be on fire, you'll be in the bathroom for a week, do you understand what I'm saying, stupid silly gringo?!"
* "Weird Al" Yankovic used a variant of this as the repeated "fade out" line at the end of "Wanna B Ur Lovr":
* "Weird Al" Yankovic used this in response to the recording company that James Blunt was signed. Hee told him he couldn't sell his take-off "You're Pitiful" after he'd already gotten approval from Blunt and recorded it. He made it available as a free download instead.
* "Weird Al" Yankovic warns a group of soldiers not to waste their bullets, because shooting only makes the titular hamsters angry.
* "Weird Al" Yankovic" was leaked online just a day before it was originally planned to be premiered on AOL. In response, the premiere was cancelled in favor of a silent release shortly after the leak broke out.

* "Weird Al" Yankovic. We never learn what he finds so appalling about them, but they must be some bad shoes.
* "Weird Al" Yankovic" where he recounts the Lorena Bobbitt story: a man who made his wife very angry and woke up the next morning to find that "Mister Happy was missing."
* "Weird Al" Yankovic where people are encouraged to kill weasels by stomping on them.
* "Weird Al" Yankovic", which has two endings depending on the version. In the original song Santa is captured and sent to prison, while in the Extra Gory Version Santa is killed and some of the other details are changed or left out.
* "Weird Al" Yankovic who, among other things, could "rip out your beating heart, and show it to you right before you died".
* "Weird Al" Yankovic: Whoever is being targeted in "You're Pitiful" (parody of "You're Beautiful" by James Blunt) must be a bad case of this, if the following lyrics are anything to go by:
* "Weird Al" Yankovic with Al's usage of the word "spastic". Once informed that it's a derogatory term in the United Kingdom for people with cerebral palsy, he quickly apologized on his Twitter.
* "Weird Al" Yankovic, with his parody of MJ, made him a household name.
* "Weird Al" Yankovic, with lyrics composed entirely of corporate jargon and meaningless buzzwords that boil down to "we need to find ways for the company to make more money".
* "Weird Al" Yankovic. You know, besides the whole dressing up like MIBs, interrogating terrorists, and executing heads of state part.
* Weird and Unfortunate Things Are Happening: Alicia's Basic skills beyond her basic Bash, whose costs are written in orangey-yellow text, unlike the other skills which use blue, and SP.
* Weird anime example: Team Sexy Madam (Lovely Madam in the English translation) from
* Weird AsideA person mentions something utterly weird in passing as if it were quite normal.
* weird behaviours of various characters, the fact that Russians consider this movie too lighthearted and how they feel the Red Army is depicted as evil and incompetent (a general problem Russians have with Western-made productions about them).
* Weird case: Brazilian soccer legend Pelé refers to himself as two different persons, Edison (his birth name; the everyday person) and Pelé (the footballer).
* weird character quirk with the Snake of the Festival, trapped in the Abyss, receiving his instructions for the Psalm of the Grand Order bit by bit.
* Weird City above). They do seem to love each other truly, even when they're forced to separate.
* weird combinations of technology like gas-powered planting machines being pulled by horses, and they will go to a regular doctor instead of relying on older types of "medicine" that you would associate with their general tech level.
* Weird Comics #2 are a race of mermen who sadistically torture anybody who enters their domain.
* Weird Comics #5 are the Sea Demons, a race of brutal conquerors raiding the Sea Amazons.
* Weird Creatures that these worm-like animals will invade the anus of anyone who defecates over their burrows.
* Weird Crossover, has the Incredibles all coughing, sneezing, and (with the exception of Violet) sleeping a lot but with no fevers, and it affects all of their powers: Mr Incredible and Dash have lost theirs, Elastigirl's are out-of-control, Violet can't make force-fields and she can go invisible but can't turn visible again, and Jack-Jack is stuck as a demon. Some unknown electricity-like substance cures them.
* Weird Crossover works of fiction are crossed over, resulting in a very (humorously) bizarre combination.

* Weird Dreams: There's a quicksand pit in front of the statue that will take you back to the Hall of Mirrors.
* Weird Dreams used this trope. The premise of the game was that the weird scenarios were literally a dying dream. The player character was actually in Intensive Care. If the player lost the game, he died. Highlighted by a graphic of a heart monitor's beep stuttering while it briefly flatlined if the player lost a life. Lose the last life and it stayed flatlined.
* Weirder on a typical scale are zombie lords, animates that retain some degree of intelligence and possess an ability to draw other animates toward them and telepathically direct them. Any large, directed horde needs at least one of these at its head, and possibly multiple working in tandem, as they turn aimless zombies motivated primarily to find living humans and eat them into a coordinated attack force. If it's any consolation, they're
* weirdest friendly fandoms have a pretty close and friendly fandom to one another. This also goes into many of the artists of synthwave have backgrounds in metal such as Perturbator, Master Boot Record, Dance with the Dead, Scandroid, Hexenkraft, and the list goes on.
* Weirdest of all, you can talk to them despite there not being air holes. In the first two games, they'll mostly just seem irritated with the whole circumstance. In the third game, their dialogue is
* weird friend, but it's progressively revealed that he's far more unusual than that.
* weird) having any idea how to deal with her. There are hints that she was originally a human, namely Maribel Hearn, who herself is an example.
* Weird Historical War: A real-life war has strange events happen, which may even be of a supernatural nature.
* Weird Historical War: When real historical wars' depiction in stories use advanced technology that comes much later than they should.
* Weird Incident Shit has one. And he's right- if you try to challenge her to a fight, you get a Bad End.
* Weirdland "Valhalla for reward", "Nazguls on your back" or "Immortals of stone".
* Weird Loners Eric is a member of a human chess league, which features in the plot of one episode.
* weirdly adorable) "dream demon" who combines bone-chilling sociopathy with a jovial, irreverent demeanor and a twisted sense of humor.
* Weirdly, Chaos also turned into Evil balancing Evil. Chaos has coalesced itself into an unknown number of greater entities, including the high pantheon of four Gods, who are all rivals and are locked in a constant war called the Great Game, that by its nature
* Weirdly enough, they end up the most stable (and presumably happy) couple in Greek mythology. It probably helped that he lavished gifts and
* Weirdly, he intends to keep a promise he made to Naruto about his revenge, namely that he'll fight and kill Naruto first, to the exclusion of all others.
* Weirdly, his "breaking in the recruits" routine is considered one of the series biggest
* Weirdly, however, they manage to sneak the name "Suicide Squad" in. Though, it may have gone unnoticed because it was in a long list of teams Batman was listing off as he was asking who he was working with.
* Weirdly, she also suffers from this the first time Heathcliff disappears (
* Weirdly subverted in another episode, "The Mainland": when Ted and Dougal are lost in the caves, and Dougal declares "Ted! I'm so hungry I'm beginning to hallucinate". Ted then steps into the shot having turned not into food but
* Weirdly the American test audiences hated the happy ending and it was released in the U.S. with the ending where Jim dies.
* Weirdly, the normal, unpossessed, yet still-hostile CRI Guards that are encountered on Io only carry a plasma pistol, which makes one wonder how their possessed versions found theirs.
* Weirdness Censor, dismissing the whole thing as a hallucination or mental breakdown.

* Weirdness Censor: Something appears to be preventing people from noticing or caring about the bizarre people, things, and events around them.
* Weirdness Censor, so she doesn't know that a skeleton person is impossible.
* Weirdness Censor story where one of his own companion realizes she's hearing the Italians speaking English. It's a sign her mind has been tampered with.
* weirdness censor strikes again. The reason we haven't seen any explanation of aliens is that we're overlooking the obvious in our quest to exaggerate our own importance and significance.
* Weirdness Censors while spreading enough evidence to convince them that Magic is real.
* Weirdness Censor: There's a whole bunch of strange stuff going around, but no one seems to notice.
* Weirdness Censor when it comes to spirit channelling, perhaps in no small part to a highly publicized murder case where a spirit medium was used to communicate with the victim, who named the wrong person as his killer, which gave spirit channelling a reputation for being fraudulent. And if spirit channelling is fraudulent, then there must therefore be some other, not-weird reason why that eight-year-old girl is suddenly a foot and a half taller than she was a minute ago and now has an amazing rack, so it's not worth fussing over.
* Weirdness CouponIf someone is "weird", it's acceptable that they do things that normal people couldn't get away with.
* Weirdness Magnet: A character who ends up encountering all kinds of strange phenomenon no matter where they are.
* Weirdness Magnet attitude, in that Earth is invaded/chosen to be blown up/whatever because no one else would miss it. The Doctor says he finds humans fascinating because their adaptability lets them survive right up to the end of time. Other races either see humans as major adversaries or find present-day Earth to be a convenient backwater planet that is populated by a less advanced and easy to manipulate species.
* Weirdness Magnet never goes looking for the madness that comes into his life, but he fares surprisingly well through it all anyway.
* Weirdness Magnet: Not all who enter the Tyson Zone are crazy in their own right. Sometimes, the strange things just follow them.
* Weirdness Magnets, for instance an ascended Ancient falling in love with Carter and following her home.
* Weirdness Magnet). Weird, exciting things get to happen to you all the time — what's the downside? That's why you're playing an RPG!
* Weirdness Search and Rescue: When someone ends up in another timeline, they'll get help from a more seasoned time traveler.
* weird of the Middleman himself. Leading to a rare boy-girl cat fight.
* "Weird percussion instruments". He uses saw blades, brake drums, fire extinguishers, stick caddies, mic stand bases, flexi-tones and scuba tanks as drum and cymbals.
* Weird Pete does one — spraying his beer into Stevil's face — after learning that his character had been drinking owl bear urine in
* Weird Pete is the opposite extreme enforcing Rule Zero through demerits that can result in level loss and can only be undone by working them off in his gameshop unpaid.
* weird psychopath who keeps Lua safe because he wants to kill her last. Lua would be a bright lady (beauty, innocence, emotional support for her knight) if she weren't almost completely passive, making no effort to restrain any of Ladd's murderous impulses and possibly looking forward to the day he kills her.
* Weird Science, 1953, had a perfect utopian place with ultratech elements but several flowing robes and stone arches. Also, it turned out to be Heaven.
* Weird Science about how unlikely it is for them to have had the exact same dream, and then Lisa calls them for breakfast.
* Weird Science, after entering the ladies room, a virus-afflicted Lisa zaps herself into a soap opera set in a seaport town. Trying to find her, Chett enters the ladies room and arrives in the soap opera, too. Observing his spacious and

beautiful surroundings, Chett remarked that this why women spend so much time in the ladies room.
* Weird Science: Although not a psycho, Gary does this trope just after driving away the gang of mutant bikers from his party, gesturing casually with his rather large revolver as he talks to Wyatt and scaring the hell out of the party guests in doing so. Justified in that, due to an earlier event involving that gun, he thought it was a water pistol (this time, it wasn't, as he and a chandelier learned the hard way).
* Weird Science and Mad Science are playable advantages in the game - the former allows you to make advanced gadgets that would be possible by modern technology while the latter covers pretty much anything you can come up with (although the GM
* Weird Science, an entire mall atrium full of shoppers stop all their business just to laugh at Gary and Wyatt after bullies dump an Icee on their heads. To their credit, the two girls hanging out with the bullies weren't impressed by the crude little stunt, but it doesn't count for much when everybody else in the mall seemed to be.
* Weird Science: "Bikini Camp Slasher" opens with the main trio watching the latest installment of the in-universe series (where a catcher mit-masked killer stalks victims at a summer camp). Even though he's never seen it before, Gary predicts every development, due to his knowledge of slasher tropes and rules. When he remarks he'd like to match wits with a slasher and see who'd come out on top, Lisa zaps them into the movie. They can only leave once the movie is over, so to survive, they'll have to fend off Mittface, abide by the various rules that Gary knows by heart, and (much to Gary and Wyatt's disappointment) avoid two scantily clad, willing women.
* Weird Science, Chett is turned into a kid again, and then regrows into an adult at accelerated speed. Replacing his military school upbringing with a few days of kindness and love from his "older" brother turns him into a big softie.
* Weird Science comic anthology. A scientist helps a short man get taller with an experimental procedure on his hormone glands. Unfortunately, his body doesn't respond to the treatment to stop it, and he keeps growing until he becomes a giant. Becoming incapable of getting any work and getting negative press from all the food it takes to feed him he's ultimately hounded by the military until he's bombed to death trying to escape in the ocean.
* Weird Science comic series ("A New Beginning" from issue 22) where a man and a woman from the distant future end up becoming Adam and Eve after their time machine leaves them stranded in the past.
* Weird Science episode "Rock Hard Chett", Chett dons a leotard and tights after becoming invulnerable to just about anything. He vehemently resists the idea at first, until his brother points out that he should "think of it as a uniform".
* Weird Science from the wish. It's like her magic itself is playing this trope on her and everyone.
* Weird Science, Gary and Wyatt get Lisa to conjure up an amazing video game for them, and then order her to keep making new levels for them while being thankless about the whole affair. Irked, Lisa makes the game come to life and is later captured by the game's villain. How do the pair free her? With live-action Pong.
* Weird Science, Gary and Wyatt hide in the coat closet. One of the bikers punches through the wall, grabs Wyatt and drags him out.
* Weird Science, Gary works to beef up his transcript in order to get into Paxton University, but he struggles with writing an essay about why he wants to attend (only able to come up with "College is neat"). Lisa tries to help by bringing out his inner poet, but this only results in "College is neat-o." Based on a scene transition, Gary is able to pad out his initial statement into a reasonable essay by lampshading how long he spent trying to write something and spinning that as an overwhelming desire to attend. At the end of the episode, we learn he was accepted, so this (along with the other work he did) clearly worked.
* Weird Science had a lot of streamlined rocketships and cool futuristic tech, especially Wally Wood's work.
* Weird Science, hesitate whether the red wire will stop the bomb or is a decoy

that'll detonate it. Lisa grabs the whole bundle of wires and yanks them all out at once.
* Weird Science in a complete cat in the hat manner (just before the parents get home)
* Weird Science Lisa granted the wish by giving her the power to suck the youthful energy from anyone she touched: Nana became more active and energized, while the teens themselves acted like old people trapped in young bodies (talking about early bird specials and becoming hard of hearing, for example). The only way to set things right was for Nana to go back into the nursing home again, which, in a surprising reversal of this trope, she willingly did, explaining that she while being young again was fun, she's also quite happy to be old, too.
* Weird Science, Lisa offers herself sexually to Gary after a night out at a blues bar. The next morning, Gary wakes up wearing Lisa's panties and she complains to him that he passed out before she could finish her "gymnastics routine." It's left deliberately unclear what happened between the two of them.
* Weird Science: one of the protagonists evades a police chase this way.
* Weird Science over tossing off. "You told me you were combing your hair!"
* Weird Science powers working at least temporarily, so every character believes that the role they are playing is real. But the series goes back to the status quo every week.
* Weird Science. She has successfully transformed the lives of Gary and Wyatt, getting them popularity, girlfriends, and most importantly confidence. So she decides to become a gym teacher...
* Weird Science song "Weird Science" from the original film as its theme song.
* Weird Science story had people vanishing instantly when tossed into space. Weird science indeed...
* Weird Science to tell them how long it's going to take before a certain event occurs. In Gary's case, he wants to know when he'll lose his virginity. In Wyatt's, when he will die. Lisa conjures them watches with countdowns. Both are overjoyed. Gary will lose his virginity in a matter of days, while Wyatt has 80 years to live. In anticipation, Gary pulls out the yearbook and starts trying to hit on all the girls in his class. Wyatt starts doing reckless things, knowing he can't die. Then Lisa realizes she made a mistake and accidentally switched their watches. Gary won't lose his virginity until he's an old man, and Wyatt has only a day left to live. Fortunately, Wyatt manages to change his fate, giving Gary hope.
* Weird Science. When the two girls Gary and Wyatt are interested in ask what they're doing in the bathroom, Wyatt blurts, "Oh, we're just taking a shit!" Gary gives him a glare and in a separate shot, gives him an epic slap to the face, then cuts back just as quickly.
* Weird Science, Wyatt absentmindedly puts on Lisa's panties after they spend the night together.
* Weird Science, Wyatt gives the camera a glance when Chet says, "Next thing you know, you'll be wearin' a bra on your head."
* Weird Science, Wyatt wants to be the chess club president and accidentally wishes for it in front of Lisa, although she doesn't hear the whole story, and he forgets to mention the "chess club" part. So, she makes him the President of the United States. Gary's mismanagement and Wyatt's obsession with the chess club results in Wyatt's impeachment.
* Weirdsister College (and ended up being used in an autumn CITV promo).
* Weirdsister College she cuts them off, which is probably symbolic of her growing up.
* weird strange phenomena and weird behavior in people, such as werewolves, rising ocean tides, and people acting out of character.
* Weird Tales and his sidekick Dr. Trowbury. The two would tackle supernatural menaces that dare threaten New Jersey and neighboring counties.
* Weird Tales!) that portrayed Houdini as an investigator and adventurer.
* Weird Tales was and largely still is inordinately fond of all of this page's subtropes.
* Weird Tales would deliberately put sexy scenes in their stories so that she would

be assigned to draw them and get them the cover story.
* weird, the Krotons' implied ability to inhabit any machine is made explicit when it is revealed they are able to possess Dalek ships.
* Weird Time Shit. Jake's dream-self was similarly killed before the start of Act 6.
* Weird Trade Union: Labor unions for the most unexpected professions.
* Weird Trade Union stories contain an Assassins' Guild and Thieves' Guild, and so on. The Lankhmar Thieves' Guild was introduced in the second story, "Thieves' House", published in 1943.
* Weird Trade Union whose bylaws obligate them to behave in this manner. It's suggested that the Guild enforces this as a protection measure for both their members and for society at large. An episode where Rusty does not play along has Brock Samson warning him that a psycho with a private army, flying machines and so forth needs to be indulged if only to keep him away from committing real crimes.
* Weird, True and Freaky on animals with tattoos included a photo of a piglet with wings inked on its sides.
* Weird U.S is a series of books that detail some of Americas strangest locations, stories, urban legends, etc. Unsurprisingly they have an entire book,
* Weird variant with Loki, not particularly known for his sense of honor, who in two different myths is caught and coerced by a giant (Thiazi in one, Geirrod in the other) into promising to lure someone into a trap (Idunn and Thor, respectively). Afterward he goes ahead with it even when he's out of actual danger and it's sure to get the other Aesir angry with him.
* weird variation. Smurfette becomes so addicted to Greedy's annual smurfberry candy, that after eating her whole allowance, she uses one of Papa Smurf's spell books to give herself a "smurfy touch" and turn anything into more candy. Naturally, it leads to an accident with Brainy. Worse, Smurfette panics, and while she runs to find help the other smurfs find him and think he's just a sculpture made by Greedy. (She gets back in time before they try to eat him.)
* Weird War II, originally created for the D20 rule set, about a world where the mass slaughter and evil of the war had awoken all manner of monsters, old and new. This meant that a player would not only face things like Nazi programs to create zombie or werewolf soldiers, but also haunted tanks and planes, apes with human brain transplants, djinn harassing the troops in Africa, onis fighting on behalf of the Japanese, and more.
* Weird War II. Want to use rune magic to send giant monsters against the alien supersoldiers working for the other side? It's in here. (note: Despite the name similarity, this isn't part of the Pinnacle series.)
* Weird Wars has the historical Japanese Unit 731 harbour a small group which uses Eastern magic to summon the dead and bind them to remains, even capable of attaching undead brains to the controls of vehicles and aircraft. When offered to the military they refuse violently due to their sense of honour, but at the GM's discretion they may end up resorting to this madness as the situation gets more desperate towards the end of the war. Imperial Japan and National Socialist Germany, despite Allied fears to the contrary, do NOT share their knowledge of such dark magic as Eastern necromancy and Nazi blood magic, which indicates their intentions toward each other after conquering the world.
* Weird Wars has this exact Edge available, complete with the system as to what and how much exactly a Scrounger can appropriate per session. Correctly identifying Scroungers of neighbor friendly squads and keeping them away from your position is a subgame.
* Weird Wars have a Hindrance for simulating this trope called F-ing New Guy.
* Weird War Tales #100 grabs the camera from him and throws it into the sea. Lucky can't talk, but Velcro knows exactly what he's trying to say — they won't let Shrieve make any more monsters for war.
* Weird War Tales created as an exercise in psychological warfare) and GI Robot (a mute, seemingly nonsentient robot fighting for the USMC in the Pacific)
* Weird War Tales with an officer in a POW camp during the American Civil War being extremely relieved to learn that the "drummer boy" he was attracted to was actually

a girl. And then the zombies show up...
* Weird War Two, a dice and paper WWII RPG which basically mixes myth, horror, and WWII, there are demonically possessed Nazi tanks from hell. There are also super haunted ghost tank hunters for the Allies. These tanks can have special abilities and Special Ammo. Tanks in this game are downright deadly to anyone not sporting big guns or lots of infantry with AT weapons. So having a tank on your side is this.
* weird weird, through and through, but that's no excuse for other people to just sort her into some shallow "funny weirdo" demographic and then treat her like she hasn't got her own fair deal of serious thoughts and problems.
* Weird West, but with strange events and supernatural beings getting involved.
* Weird Western Tales #22, an escaping prisoner strangles a deputy with the manacles shackled around his wrists.
* Weird Western Tales who is both the town marshal and judge. He makes almost every offence a hanging offence (such as hanging a saloon girl for filching ten dollars from a drunken cowhand) as the frequent public hangings attract business to the town.
* Weird Western Tales who rules her small town with a fist of iron, sending her three sons to poison the cattle and burn the crops of anyone who refuses to knuckle under to her authority.
* Weird West. Finally he tries his measly sonic stunner prototype, to his surprise the ultra-high frequency sound kills the shapeshifted medicine man who was watching him. Turns out against weak medicine men, ultrasonic waves will catastrophically disrupt their magic, but against high level ones like Geronimo and Hook Nose it just dazes them.
* Weird West is about a cowboy who gets lost on his ranch one day, and is chased back to his house by an undead horse in the middle of the night.
* Weirdworld -- Warriors of the Shadow Realm, they have huge ears and huge noses plus even males who are otherwise thin have a noticeable potbelly. Female dwarves are much better looking with the most beautiful dwarven girls looking exactly like a round-eared elf girl (elves in this world are short).
* Wei's a saint compared to Ilya Sokolov, a Contractor introduced in episode 7 of the second season. Ilya was a
* Weisman is very fond of answering with "No comment" when asked about specific elements relating to the world of
* Weiss and Winter Schnee are are subversions. They are both extremely talented warriors, having been trained at the elite Beacon and Atlas Academies, respectively. They have both mastered the family Glyphs Semblance, which allows them augment speed and strength, manipulate time and summon avatars of foes they've defeated in battle to fight for them. By combining her Glyphs with Dust, Weiss can shoot Ice, Fire or Wind Dust from her
* Weiss attempts this, only to partway through gets interrupted by Pyrrha. It's one of the earliest scenes that show that Weiss is attracted to Blake.
* Weiss confines her opponent with glyphs before blasting them with a rapid fire barrage of magical beams, then finishes by obliterating the enemy with a giant ice sword.
* Weiss dreams that she loses her fight against the Gigas first seen in the White trailer, her father Jacques sells Atlas out to Hell and she's dragged away by two Imps wearing SDC vests.
* Weiss' hair goes down past her calves, or it would if she let it down from that bun/ponytail combo.
* Weiss in the White trailer is elegant, refined, and defiantly able to take down a Petra Gigas. When we meet her in the show, she first seems to be an
* Weiss is noticeably shocked that Pyrrha doesn't share her disgusted reaction when
* Weiss, Noir, and Rubrum) to the main character. On the other hand, Noir and Rubrum are mustache-twirlingly evil and bugfuck insane, respectively.
* Weiss Reacts and other spinoffs and fanfics set in the same universe.
* Weiss Reacts Jaune is a more straightforward version of this and Weiss grows into

one throughout the volumes as she adapts to deal with Yang.
* Weiss Reacts, looking down at everyone else's antics, but at times, including the Great Antic War, she shows that she can just as easily prank others as the likes of Yang can.
* Weiss Reacts plays straight, averts, discusses, lampshades, subverts and zigzags as many tropes as it can. It helps that the author is also a troper.
* Weiss Reacts point out that this is absurd and there are other reasons apart from being a badass that she might like him.
* Weiss Reacts Schnee being the villainous one when it's actually inverted in canon).
* Weiss Reacts, Sun, normally pretty calm, loses it when Blake's manliness obsession goes too far.
* Weiss Reacts, where Blake sums up the elements that make a Sacrificial Lion so easily missed.
* Weissreiter was jacked in this game also but this time was augmented to give it a significant boost in power.
* Weiss Schnee admits to Winter with frustration that she's struggling to master the Schnee ability to summon ice-forms of vanquished enemies. Throughout Volume 3, she fails to summon on command but, when trying to protect Velvet during the battle for Beacon towards the end of the volume, she unintentionally summons the arm and sword of the knight.
* Weiss Schnee begins the series acting cold and dignified and being openly antagonistic towards her partner Ruby Rose, who she sees as an immature brat undeserving of her leadership role. However, it's clear that a lot of this is a facadé, and she mellows out fairly quickly after Professor Port lectures her about her poor attitude and convinces her to give Ruby a fair chance. The very next scene is of her giving Ruby some coffee so she can study more then confiding in her that she wanted bunk beds as a kid. She has some animosity towards teammate Blake Belladonna later in Volume 1, but that has pretty deep personal roots for the both of them. As a side note, this is acknowledged
* Weiss Schnee is starting to show her sugar side to those she trusts. While dismissive, angry, and condescending towards Ruby initially, she grows to trust Ruby as a partner and a leader, best shown when she shows a surprising amount of concern after Ruby was captured by Roman Torchwick. Also, Weiss goes from holding a personal grudge against Blake due to Blake's fierce defending of the White Fang to lending Blake some
* Weiss Schnee's mother is a neglectful alcoholic and her father is a self-absorbed businessman who is only concerned with maximizing profits and his own image. On the other hand, Klein Sieben is a warm, approachable man who uses his ability to shift personalities to cheer up Weiss when she's feeling low. He provides her with coffee after she's been in a cold room, uses his rude and grumpy personality to make her laugh by mocking Jacques' behaviour, and has a motherly personality that fusses over her well-being. Once Jacques detains Weiss for her insolence in Volume 4, Klein doesn't hesitate to secretly help her escape the family mansion and flee Atlas. Thus, Weiss considers Winter and Klein as the only family she has left.
* Weiss Schnee, who comes from rich family, apparently had many suitors who only cared about her purse. This leads her to (mistakenly) believe that Jaune is this as well when he asks her out.
* Weiss Schnee who Weiss holds in great esteem. Aloofness aside, Winter clearly loves Weiss deeply.
* Weiss's father, Jacques, only married her mother to get his hands on the Schnee Dust Company. He doesn't care at all about his family and, just to twist the knife further, flat-out told his wife about it on Weiss's birthday.
* Weiss's father Jacques sends her to negotiate with Ironwood to end the trade embargo with Vale, expecting her to fail so he can disown her and make Whitley his heir. Instead, she actually succeeds by both understanding Ironwood's motivations (keeping the White Fang from stealing more Dust) and coming up with an acceptable workaround, rather than just complaining about the lost profits and demanding he

drop the embargo like Jacques would.
* , Weiss spots Jaune and Cinder having sex and tries to hide behind some trees. Given that her hair, skin, and dress are all bright white, Cinder wonders how Weiss thinks she's hidden at all.
* Weiss's reaction to learning that the massive crystals in the Grimmlands are all
* Weiss's voice is a little higher-pitched and youthful in Volume 3 than it was before, best heard when she gets mad at Neptune for flirting with all four members of Team NDGO. It's possible that this is being done to create more contrast between her and her older sister Winter.
* Weiss's Volume 4 storyline is introduced to the audience with the sight of a subdued girl being summoned by the butler from the isolation of her sunlit room to walk through long, empty hallways as her heels loudly echo in a silence that only broken when she reaches her father's study and overhears him arguing with General Ironwood about the General's decision to inflict a Dust embargo on the world. Her Volume 4 storyline ends with the same butler again triggering her to walk through the long hallways. This time, her heels are muffled by carpet and she's determined rather than subdued. She is again stopped at the doorway to her father's study, overhearing him arguing with General Ironwood, this time about Ironwood's latest decision to close the Kingdom's borders to movement in either direction.
* Weiße Rose resistance group said: "Such a fine, sunny day, and I have to go... What does my death matter, if through us, thousands of people are awakened and stirred to action?".
* Weiß Kreuz doujin rewrote Schuldig and Omi’s confrontation to have Omi fighting Schuldig's mind reading abilities by first imagining Schuldig in a Tutu... followed closely by a Schuldig/Reiji Takatori romantic scene. Schuldig ended up begging for mercy while Omi threatened to imagine even more vivid scenarios.
* Weiß Kreuz for this and an earlier episode), when Omi actually uses his to see the infrared beams.
* Weiß Kreuz from gunshots without visible blood, as if imitating bloodless black powder squibs.
* Weiß Kreuz. Fujimiya Ran especially desires revenge against Takatori Reiji for the murder of his family in the first 15 episodes of Kapital.
* Weiß Kreuz had an episode where the villain/target of the episode was responsible for running what were referred to as "human chess games" for entertainment purposes. However, it wasn't so much actual human chess as it was one-on-one combat on a chessboard-patterned floor.
* Weiß Kreuz has a pack of enemies called the SS whose leaders are obvious Nazi analogues. Their evil plot revolves around the occult powers of black magic and the main character's sister.
* Weiß Kreuz is a cult-like conspiracy that is headed by three psychic Elders. Their goal is to raise a demon that will help them rule the world and grant them immortality.
* Weiß Kreuz is a tragedy, set in a world of hell - implied by Hidaka Ken - where villains are free to get what they want at the expense of the innocent lives, and without getting punished by laws. The heroes, Weiss, are themselves bloody, murderous monsters as well, and are determined to live a life full of guilt in order to provide the innocent better tomorrows.
* Weiß Kreuz is based on this trope: Fujimiya Aya goes undercover as a participant in so-called Human Chess prizefights.
* Weiß Kreuz, Ken 'borrows' a skateboard and, being really bad at English, leaves Aya to explain.
* Weiß Kreuz Ken is shown to be in prison - which, we discover, is apparently by his own choice, and it's implied that he can get back out whenever he wants but is simply using it as a form of self-imposed penance and a chance to think.
* Weiß Kreuz — he was a J-League goalie and was drugged without his knowledge to fix a game, then blamed for throwing it. His efforts at finding out who was responsible ultimately lead him to join Weiss.
* Weiß Kreuz OVA, Ken and Omi refuse to kill a sympathetic target, so their teammates are ordered to kill them. Turns out to be part of a plot, though.

* Weiß Kreuz protagonists. That they turn on every single one of their employers before the end of the first series illustrates the dangers of employing Psychos For Hire.
* Weiß Kreuz: Schoen is an incredibly vain former model. She takes Ken trying to kill her in stride, right up until he scratches her cheek. She spends the rest of the series trying to kill him for it - though, since she was trying to do that anyway, Ken doesn't really notice the difference.
* Weiß Kreuz that they upgrade to properly billowing Badass Longcoats.
* Weiß Kreuz: the OP features the main characters with wings on their backs. Black ones, to boot. But feathered, not bat-like.
* Weiß Kreuz. They kill criminals who are above the law in order to help protect the innocence of normal people, while acknowledging that they themselves are also criminals and murderers, and expecting to be punished for it someday. Even their voice actors, one of whom is the creator of the series, do not expect their characters to meet good ends.
* Weiß Kreuz when Omi has a nightmare about being a murderer just like his older brothers, he imagines the three of them playing pool.
* Weiß Kreuz who did this to Sano and Uno, two girls that he bought as children, enslaved and trained to be deadly bodyguards, used as sex toys, and was planning to have Mamoru marry one of them to ensure heirs.
* Weiß Kreuz, who leaves with his love interest at the end of the Schwarz audio drama to lead a happy, kill-free life.
* Weiß Kreuz, who start out as one of the groups that Reijia Takatori is behind and end up backstabbing their way right out of Essett altogether — muddies the exact order in both cases.
* Weiß Kreuz Youji's ultimate fate is to marry his nurse and take her last name.
* Wei Yan's defenses at Han Zhong revolved around this concept. They were specifically designed to hold off an enemy until the treacherous terrain made resupply so difficult that they'd be forced to withdraw. Counterattacks against a retreating enemy were discouraged, since the whole point of the defenses was that they were purely defensive. When, decades later,
* We Knew They Were Coming: Humanity gets some advance notice of the alien fleet, fires first and accidentally nuke the world. Surviving bombardment and nukes is as much a part of the story as eventually fighting back.
* "We know a thing or two because we've seen a thing or two." - Farmers Insurance
* We know from the second episode of the first series that Red Dwarf has reached very high relativistic speed after accelerating for three million years. The crew could be exploiting relativistic effects to make travel between solar systems seem much shorter.
* We Know the Devil: Each character wears a white dress shirt with a cross stitched onto the pocket, but otherwise the camp uniform seems malleable: Jupiter wears a bulky army jacket, the dark haired boy of Group South wears a long sleeved shirt with flame decals underneath the dress shirt, and the apparent Group South leader wears short shorts and has his dress shirt open to reveal a t shirt with his own face on it.
* We Know the Devil is referred to at different times with she, he, and it pronouns. Fitting since the devil seems to be different things: self-love, a manifestation of repressed desires and anxieties, a push for a newer, better world.
* We Know The Devil Luna-Terra is a celebrated ace, but holds herself at a distance, drifting from faction to faction as the gravity pulls her, never really being trusted or seen by people, all while leaving a trail of broken hearts all across the solar system.
* We Know the Devil, Neptune has this when she becomes possessed by the devil. Her sprite at 3am shows her with tons of black bile streaking her clothes and face, and at 4am her CG has her spewing black bile.
* We Know the Devil: Neptune is darker than the other characters but her ethnicity is never mentioned.
* We Know The Devil. Neptune was a person who viewed the world with suspicion, and

could be abrasive and angry to people, while kind and compassionate to those close to her, but ultimately viewed herself as a rotten person. Pluto has the same insecurities, but decided to assume the best of everyone. Unfortunately, by being perfect and kind all the time, when she genuinely does try to confide in people, it gets immediately brushed off since she's supposed to be effortlessly perfect.
* We Know the Devil takes place over the course of twelve hours as the main characters spend a night in a creepy cabin.
* We Know the Devil uses hand-drawn character sprites over photo backgrounds for a lo-fi 80's horror aesthetic.
* we know who she is, as she's one of the most iconic supporting characters of the new series and a fan favourite.
* We later find out that Mimmi is Zac's long-lost biological sister. Although his race in the context of the show is never confirmed, Chai Hansen is half-Thai, so we can assume that Zac, and by extension Mimmi, is too in the context of the show. This makes Mimmi a true Token Minority
* We later meet the Millefiore Family, which is possibly even worse than any instance of the mafia around
* We later see more of them on the island Killer Bee and A trained on including one with
* Welcher and Welcher) - apropos of nothing - asked for his coffee "black; like my women".
* welches on a promise not to destroy a player's ship or pod after they pay up altogether.
* Welcome aboard Chameleon Tours. We'll miniaturize you, steal your identity, and slowly drain the life from you. Hmm... what's that Police Box doing on the runway?
* Welcome Aliens) to contact his people and Sahar asks Harry why he doesn't simply fly away from his spaceship and realizes from the look on his face that the government took it. She tells him that it could be any of a number of agencies, but that it's probably the Men in Black, though they're not all men and don't all wear black. He asks why they're called that then and she replies that it sounds better than "People in Clothes." Later, said "Men in Black" (Lisa Casper and David Logan) have dinner with Max's parents, posing as a married couple who are having problems having children and Lisa Casper sneaks into Max's room and discovers his piece of Harry's spaceship. Later, Max returns home and sees the incident on a recording on his computer.
* Welcome Back, Frosch, Sting, Rogue, Yukino and Lector have been looking all over for Frosch who has gone missing. When they finally find him, Sting and Yukino try to head directly for Frosch, but Rogue tries to stop them, accidentally groping Yukino's breast. Yukino's too embarrased to do anything, so Sting punishes him instead.
* Welcome Back, Kotter, all of the Sweathogs except Vinnie Barbarino, the ladies' man, are asked out to the dance.
* Welcome Back, Kotter are helping at Gabe's apartment following his wife having a baby. After some mishaps, Horshack comments "We are doing the work of three men here. Larry, Moe and Curley."
* Welcome Back, Kotter Arnold proposes to Rosalie, who is trying to guilt-trip the macho boys in the class with a pregnancy scare (which she made up whole-cloth). It earns him a second date when she drops the charade.
* Welcome Back, Kotter begin and end with Gabe telling one of these, couched as a story about a family member, usually to Julie. Her reactions range from enthusiastic amusement to weary resignation to strong annoyance. Occasionally other characters get in on the fun, either as victims or storytellers.
* Welcome Back, Kotter episode, "Epstein's Madonna," after Epstein paints an outdoor nude mural (Julie Kotter's face on Dolores Delvecchio's body) as his "art week" project, Woodman (who considers it obscene) defaces it with spray paint, and leaves the can behind, just before Kotter and the Sweathogs are to have a meeting about it in the schoolyard. Kotter sees the damage and picks up the spray can just before the Sweathogs arrive. Fortunately, they realize that even though Kotter is not happy about his wife's face on the mural, defacing it would be completely out

of character for him — but not for Woodman.
* Welcome Back, Kotter episode "Goodbye, Mr. Kripps", an unpopular teacher has a heart attack while yelling at Vinnie, who mistakenly believes that he killed the teacher and turns himself in to the police as a result.
* Welcome Back, Kotter, Epstein apparently pulled this on Horshack in their younger years (told via story in "The Deprogramming of Arnold Horshack"); he said that the school dance was a costume party, and Horshack came dressed like a baked potato (wrapped in foil).
* Welcome Back, Kotter had Mr. Kotter accused of sexually harassing a student. (Actually, she fainted due to a fat diet she had been on and Mr. Kotter was just trying to help her get up.) The Sweathogs wanted the girl in question to sign a confession stating that Kotter hadn't done anything. Horshach wrote the confession on the back of a grocery list and read that to her at first.
* Welcome Back, Kotter, Juan Epstein's slightly younger sister puts in an appearance. Barbarino remembers her — but not quite like that.
* Welcome Back, Kotter: Julie tries to tell some jokes but she mixes up the punchline of this joke with the punchline of "Why do firemen wear suspenders?" a less famous but very similar joke.
* Welcome Back, Kotter proposes to Rosalie Totsie after she claims to be pregnant by one of the Sweathogs. She's lying to trick them into taking back rumors about her being "easy," but after the reveal, she thanks Arnold for offering to do the right thing and asks him out on a date.
* Welcome Back, Kotter) referred to him only as Horshak (his character's name).
* Welcome Back, Kotter reveals that Arnold Horshack's last name translates into "the cattle are dying."
* Welcome Back, Kotter starred Gabe Kaplan as Gabe Kotter. (Justified as the series was based upon Kaplan's youth.)
* Welcome Back, Kotter, teacher Gabe Kotter (Gabriel Kaplan) starts studying for his high school's senior-year exams when the principal can find no record of his scores. The records are found, but he takes the tests anyway, providing an example for his students.
* Welcome Back, Kotter: The episode "What Goes Up ..." featured Freddie (one of the show's four main students) becoming addicted to painkillers after being prescribed them to heal a basketball injury. He convinces a scared Horshack that the pills are really just "vitamins" (but is unsuccessful with his teacher or other friends), only seeing the light when Horshack tries to contact the pusher who sold Freddie the pills.
* Welcome Back, Kotter: The "Sweathogs" was the nickname of a class like this at James Buchanan High in Brooklyn. Gabe Kotter had graduated from this class and gone on to become a teacher. He volunteered to return to his old high school and teach this class, hoping to help kids who were in the same position he had been in in high school.
* Welcome Back, Kotter: The title character tells a joke about one of his relatives to his wife, Julie ... usually one of those unknown-until-now uncle and a bad pun. Even the episodes with somber or serious themes, or those ending on said note, ended not with a serious resolution to the situation but one of those "Did I ever tell you about my Uncle Jamie?"-type jokes.
* Welcome Back, Kotter was set in Buchanan High, and followed the archetype of a single hall and classroom.
* Welcome Back, Kotter, when Mr. Kotter dresses up as Horshack and puts on a skit to convince Woodman to return Arnold from mainstream classes to the Sweathogs, with Kotter looking face-to-face at Arnold and both of them doing such trademarks as Arnold's wheezy laugh and several "Ooh-ooh-ooh!"'s. Arnold takes a look at Mr. Kotter and says "Wait a minute; I don't got no mustache..."
* Welcome Back, Kotter, with the Sweathogs dropping in on their favorite teacher via his living room window. He wasn't bothered by it, but his wife was.
* Welcome Back, Mr. McDonald is about the live production of a radio play. Problems with the actors, sound effects, and advertisers result in them deviating from the script to the point that they are completely rewriting it every commercial break,

much to the original author's distress. Needless to say, the final product ends up having very little in common with her original story.
* Welcome Back Mr Mc Donald. The lead actress of the radio drama requests that her character be made American. This leads to the other actors wanting their roles changed, then they want plot changes, and pretty soon, the radio drama is nothing like what was originally written. It doesn't help that both the director and the drama's writer are complete pushovers.
* Welcome Back, Traitor: A character who once betrayed the group is welcomed back with open arms.
* Welcome Back, Traitor: A party member changes sides only to come back and is received in open arms.
* Welcome Back, Traitor: A traitor reconciles with those they betrayed.
* Welcome Back, Traitor: Character temporarily switches sides and is welcomed back as if nothing happened when he changes back to his original affiliation.
* Welcome Bears, is directly adjacent to the Plaguelands, so unwitting low level characters were often mauled on wandering across the border. While the zone level has been significantly nerfed, they're still likely to kill the unwary.
* Welcomed to the Masquerade: A character is introduced into a secret society or hidden world.
* Welcome Episode: A typical pilot episode for a series, in which the main character joins a previously established group and gets acquainted with them.
* Welcome Episode: The first episode begins with one of the main characters meeting the rest of the cast for the first time and being given information that is also beneficial for the audience.
* Welcome Freshman parodied the Prohibition era with student gangsters making bathtub bubblegum. When caught by the teachers, they defeat them by producing violin cases, from which they remove violins, which they then play very badly.
* Welcome Freshmen, Coach Roach announces that they'll play dodgeball with a bowling ball. The students talk him into something less dangerous, but still far from fun.
* Welcome Freshmen had a very long salute done by the new militaristic Hall Monitors that involved using both hands and a full spin, accompanied by drumbeats. Each monitor had to give the full salute every time he was given an order, which gave the offending student time to just walk away without being apprehended.
* Welcome Freshmen has Walter going to visit a mall Santa (despite being in high school). When Santa gets Walter to confess to a few transgressions, he realizes that "Santa" is actually his father doing a little moonlighting.
* Welcome Freshmen questions, by luck to boot, which all happened to be worth 10 times that of previous questions.
* Welcome Home a couple has a weekend vacation at an Italian villa to try to repair their relationship. Things aren't going so well until the voyeur stalker that rented them the house attacks them and the whole ordeal brings them closer together.
* Welcome Home over it due to being Americans in a foreign country (Italy) and thinking they can't get away with self-defense.
* Welcome Home Roscoe Jenkins, Reggie tries to sneak in on his cousin RJ's girlfriend in the shower but finds his cousin Betty there instead. The actors improvised their angry exchange.
* Welcome Mr. Marshall! named Villar del Campo just one hour's drive from it.
* Welcome Titles - When original footage is used in the title sequence, usually to explore the show's world. More common in animated series as its rather expensive to do it in live action series.
* Welcome to Arroyo's—he's finally able to talk about it, which allows him to begin healing.
* Welcome To Boon Hill is about walking through a cemetery and learning the stories of the people buried there. There's no zombies, ghosts, or any spooky stuff going on there.
* Welcome To Bummertown, all the NPC's are 100% aware that they're NPC's in a video game. They're all mad at the developers for not finishing the game, and one of the

NPC's even makes you go into the logic terminal to fix the broken parts of the game.
* Welcome To Bummertown, as if the game weren't broken enough already, you run into a monster from a violent fantasy video game who got glitched into this one by accident.
* Welcome To Bummertown, Mayor Agnes has some kind of programming update seizure wherein she completely glitches out and her eyeballs turn glowing white. She claims she had an “itchy ear.”
* Welcome To Bummertown when Workman is trying to provoke some NPC's into getting mad at one of the other characters.
* Welcome to Chastity is a witch who can among other things conjure fireballs and make women's breasts grow larger. She gets killed because of a fire she started triggers a gas explosions which she couldn't escape from since someone made her breasts so huge she couldn't move.
* Welcome to Chastity moves to the town of Chastity with almost no knowledge of the place prior and is understandably freaked out when she discovers that the town's entire female population are insanely busty.
* Welcome to Chastity so the town only gets talked about in tabloids. Later on, however it's reveal that the reason the town situation isn't known to the rest of the work is because of a witch.
* Welcome to Chastity the town Chastity used to be the site of many witch burnings. Turns out one of the women burned was an actual witch. She revived herself and got some payback on the town inhabitants.
* Welcome to Chastity the town is filled with so many absurdly busty women (The phrase 80% boob and 20% girl is used at least once) that they had to invent their own scale for bra sizes, with 'as big as your head' being considered a C-cup, and a normal set of double D's considered a puny A-cup that not even a training bra is small enough to fit right.
* Welcome to Corneria might be the strongest single-author aversion out there.)
* Welcome to Corneria: Minor NPCs always say the same dialogue because programming in endless dialogue is a time-consuming activity when few players will actually talk to them again anyway.
* Welcome to Corneria: The non-player characters of a video game have limited dialogue.
* Welcome to Dead House, barks around everyone in town since it can tell that they are actually dead. Eventually, the dead people get fed up with it and actually kill the dog as a result.
* Welcome to Demon School! Iruma-kun believe they are strong and will win the fight.
* Welcome to Demon School! Iruma-kun both subverts and plays this straight.
* Welcome to Demon School! Iruma-kun has Sullivan, Iruma's adoptive demon grandfather. Every chance he gets, he acts embarrassingly doting towards Iruma, from showing off a picture of him to every other student at his school, to driving him to said school in a fancy carriage.
* Welcome to Demon School! Iruma-kun has the title character Iruma. Not only does he have an extremely hard time saying no when people ask for favors, he will be both physically and psychologically compelled to help others if they ask using certain phrases: "Please!", "Help me!", and "I beg you!". Even when he goes through his magically-induced wicked phase and becomes a far more assertive and confident version of himself, the most he can do when being requested for something is to try and resist it, and even then he'll comply if pushed a little further. He becomes less of this as the series goes on, however.
* Welcome to Demon School! Iruma-kun instead. Her father is even taller than she is, so it must run in the family.
* Welcome to Demon School! Iruma-kun into the centerpiece of their performance.
* Welcome to Demon School! Iruma-kun inverts this with the character Eiko. She has a deep crush on the titular Iruma. When she learns he isn't doing well academically (unbeknownst to most everyone he is human. While he can read and speak the demon language, he doesn't understand the academic concepts and never

went to school before this), Eiko decides to help him and studies every possible subject hard to be a tutor for him. While she doesn't get a chance to help him, she moves from an average-ranked student to being in the Top Ten of her class as a result of her studies.
* Welcome to Demon School! Iruma-kun is afraid of fish. He can't even approach one without wearing a full hazmat suit.
* Welcome to Demon School! Iruma-kun is Genki incarnate. Like a demonic Pinkie Pie who mainlines sugar when she wakes up. Endlessly peppy, endlessly cheerful and endlessly adorable. As one YouTube comment puts it:
* Welcome to Demon School! Iruma-kun: Suzuki Iruma had a terrible life and terrible parents who sold him to a demon, but the demon adopts him and gives him a much better life than when he was on the human world, it is stated that demons eat humans and the school anthem is a song about how humans are just food for demons, but then, it's revealed that young demons never ate a human, never even saw a human and suspect they are a myth, while the high-ranking adult demons are fully aware of their existance and may be involved into keeping them a secret.
* Welcome to Demon School! Iruma-kun that lets them see valuables and how to steal them best, makes the lot of them chronic pickpockets. Jazz himself landed in the Misfit Class on his first day for swiping valuables from the teachers.
* Welcome to Demon School! Iruma-kun that's better and happier than things ever were on Earth.
* Welcome to Demon School! Iruma-kun that's powered by her confidence. The more she believes in herself and her ability to accomplish a goal, the stronger she gets.
* Welcome to Demon School! Iruma-kun, this is how Ameri meets Iruma. Due to her obsessively "studying" the "forbidden texts" (shoujo manga from the human world) but not being able to read the text, along with already suspecting Iruma of being human, she thinks he's casting a "human spell" to make her fall in love with him.
* Welcome to Dongmakgol but it doesn't explode. Pyo gives his NK counterpart Lee a look of withering contempt and chucks the grenade aimlessly over his shoulder, into the storehouse—where it explodes, wrecking the storehouse.
* Welcome to Dongmakgol: The one between the North and South Korean soldiers in the village lasts all afternoon, all night, and into the next day, and only ends when a North Korean soldier falls asleep on his feet and drops his grenade.
* Welcome to Dongmakgol when a gutshot Yeo-il says "It's hot" right before she dies.
* Welcome to Doomtlis, but Khiome thinks of him as a regular old friend.
* Welcome to Doomtlis that determines what your lot in life is like. People with useless mutations are treated like dirt, but people with useful mutations are held in higher regard.
* Welcome to Earth" has alien visitors arriving to an uninhabitable Earth and watching videos at a museum dedicated to preserving humanity's knowledge for any future alien visitors. One of the visitors, still wearing his helmet, is particularly interested in one of the so-called "ambassadors", a group of 7 astronauts, sent out in experimental FTL-capable ships in order to find any aliens and ask for their help in saving humankind. One-by-one, the "ambassadors" died due to equipment failure or hull breaches. The "ambassador" of interest is the last to die, crash-landing on an icy world and freezing to death. The helmet finally comes off, revealing the face of the frozen "ambassador". Apparently, aliens found and revived him long after humanity went extinct, and he realizes he's too late to save his family.
* "Welcome to Everything Scottish, where if it's not Scottish, it's CRAP!"
* Welcome To Hard Times features a subplot with two minor characters, a White man and a Chinese prostitute, falling for each other.
* Welcome To Heartbreak was mistaken by many people, on first viewing, for a video with graphics errors.
* Welcome to Hell has managed the impressive feat of being at stage 2 from before it officially existed, and staying there for over 5 years.
* Welcome to Hell has this joke applied to both lawyers and network executives:
* Welcome to Hell wears goggles on top of his hat for apparently aesthetic reasons,

even as a demon.
* Welcome to Hoxford for the absolute worst criminals in which the warden and all on-site staff were actually werewolves who needed the prey.
* Welcome to Hoxford had a pack of werewolves running a prison/mental asylum, in order to hunt the inmates. These werewolves are huge, skeletal and vicious, and have a propensity for eating human flesh, though notably they lack the invulnerability many werewolves had, and can be killed with physical weapons. They also transform very squickily, and seem functionally ageless.
* Welcome to Hoxford has this doozy asked of the criminally-insane Ray Delgado.
* Welcome to Japan, Ms. Elf!, Kazuhiro discovered that the "dream" world that he has visited since a child isn't actually a dream at all, and that he actually teleports himself to the other world when he sleeps, when he discovers his ally in his bed with him after a near death experience.
* Welcome to Japan, Ms. Elf!: Kazuhiro took a skill in the other world, Language Proficiency, which allows him to learn various languages in the other world much faster than people normally could. This allows him to speak and befriend various "monster" races like lizardmen and dragons, and acts as a translator. He's also Marie's Japanese teacher. Wridra also counts, being able to pick up fluent Japanese within a mere half-day stay in Japan, while Marie is still struggling to speak Japanese with passable fluency even after a month.
* Welcome to Lodoss Island, has explanations underneath some of the comics, because puns in Japanese have a bad habit of turning into nonsensical absurdist gags when translated into English. For example, in one, Slayn tells Ghim that he's looking for his star, whereupon the dwarf produces a small lump on a stick and replies, "Your pickled plum?" Which is funny in English if you're into completely random shit happening because of translation, and funny in Japanese because "hoshi" (star) sounds sort of like "umeboshi" (pickled plum).
* Welcome to Marwen, as Mark was deemed "queer" by some neo-Nazis in a bar when he drunkenly mentioned liking to wear high heels, which they beat him severely for.
* Welcome to Marwen: Mark, who likes women's shoes (particularly high heels) and collects them. Nicol mentions her brother also likes women's shoes and clothing too. They aren't depicted badly as a result.
* Welcome to Marwen that try to be live action, Welcome to Marwen was a Drama and was actively trying to look animated.
* Welcome to Mooseport. In several shots, a large banner blocks a frontal view of him.
* Welcome To My Life with the hopes of being picked up for full series. Despite both being well-reiceved after being posted to CN's YouTube channel, the network ultimately passed on them.
* "Welcome to Newsnight, I'm Kirsty Wark. I'm bringing sexy back; those other lovers don't know how to act. More on that story later."
* Welcome to Night Vale: About four and a half years after they met, Cecil and Carlos get married in episode 100. Although their relationship has had its ups and downs, it's ultimately very stable and loving.
* Welcome to Night Vale. A carnival arrives in the supernatural town of Night Vale, and the host on the local radio station, Cecil, clearly believes them to be the trope, using his program to repeatedly caution the local citizens against them by describing them as weird and disturbing. Eventually, Cecil's scaremongering leads to a mob gathering and chasing the carnival out of town, at which point it becomes obvious that the carnival was perfectly normal and benign all along, and that it was the townsfolk who were the scary weirdos antagonizing them.
* Welcome to Night Vale: After returning from his mysterious disappearance, the Apache Tracker is only able to speak Russian. Translating his lines provides some plot foreshadowing.
* Welcome to Night Vale: "Alligators: Can they kill your children? Yes."
* Welcome to Night Vale and gushes about his "perfect hair" every chance he gets. When Carlos gets his hair cut, Cecil is so angry that he gives out the name and location of the person responsible and is positively gleeful when poor Telly the barber is found howling and clutching Carlos' locks of hair in despair at what

he’d done.
* Welcome to Night Vale and mundane approaches to supernatural events. The story is basically a news broadcast which is very vague on the actual news it delivers.
* Welcome to Night Vale and speak crisp unaccented English as Carlos does.
* Welcome to Night Vale, and Tamika Flynn, child leader of the revolution against Strexcorp.
* Welcome to Night Vale and this, focusing on news broadcasts from a small town with a terrible and unknowable dog park (where dogs are not allowed), a faceless old woman who lives in your house (yes, yours), a Boy Scout troop with ranks that go up to "Eternal Scout" and whose initiation ceremonies result in dark-eyed children coming to town, and the sheer carnage of Street Cleaning Day.
* Welcome to Night Vale, angels are not to be considered real due to local laws, which characters uphold even when holding a conversation with them.
* Welcome to Night Vale. At first implied to simply be a picnic that you never get to leave, and becomes depressingly boring rather quickly once you run out of small talk to whittle the time away with. Later, though, more sinister implications about it are dropped.
* Welcome to Night Vale at the local movie theater dozens of times in her life, as there were nightly screenings of it by Night Vale city ordinance.
* Welcome to Night Vale at times, although he tries to maintain at least the pretense of journalistic distance.
* Welcome to Night Vale brought back every single person who had ever voiced a character.
* Welcome to Night Vale, but a couple thousand, and people are so used to this that it all gets reported on during the evening radio.
* Welcome to Night Vale. But it is ours. And we... we are fighting for it!".
* Welcome to Night Vale, Cecil expresses fear, or maybe just mild annoyance, about the possibility of having to attend "another HR re-training session in the dark box."
* Welcome to Night Vale: Cecil Palmer and Carlos are played by gay actors Cecil Baldwin and Dylan Marron.
* Welcome to Night Vale. Despite her lack of facial features she can see and speak, and would like to know your wifi password.
* Welcome to Night Vale, doppelgängers… And that's not even the half of it.
* Welcome to Night Vale, Earl Harlan wakes up one day with a mortgage and a teenage son he doesn't remember.
* Welcome to Night Vale, eccentric at best and a force of pure evil at worst. Therefore, its not really a surprise that Cecil is able to keep the radio broadcast coming after nearly being shut down using his "Subversive Radio Host Badge".
* Welcome to Night Vale ends with a probverb, written in the same surreal tone as the rest of the series.
* Welcome to Night Vale episode 23, "Eternal Scouts", when five children appear out of nowhere in Cecil's office, he states that "exactly half of them (are) boys, and half of them (are) girls."
* Welcome to Night Vale episode 29, it's implied that the deer-masked subway representatives are this.
* Welcome to Night Vale episode of that same name, which aren't so much 'condos' as 'giant gelatinous black cubes'. Once a person touches them, they're presented with perfect visions of their greatest desire. Carlos gets trapped there with a vision of thousands of beakers and numbers; Cecil goes in to save him, nearly to get trapped himself...only to realize that he loves Carlos more than anything the condos could show him, and carries him out.
* Welcome to Night Vale episode "One Year Later" follows up on many of the plotlines first introduced in the pilot episode. The opening lines are nearly identical.
* Welcome to Night Vale: Episode "PTA Meeting" describes a disastrous PTA meeting that was broken up by rampaging pteranodons, dubbing its continuing coverage "Pteranodon Attack-gate."

* Welcome to Night Vale, Erich von Däniken's theories are accepted knowledge by Night Vale's citizens, whereas the concept of evolution and the notion that the pyramids and other ancient structures were built by mere humans are considered fringe beliefs.
* Welcome to Night Vale Even when he's not dropping his radio voice, he'll imitate the original speaker if he's quoting someone, and frequently waxes poetic seemingly at random, which frequently comes across as extremely creepy.
* Welcome to Night Vale features a horoscopes section where each of the zodiac signs are given increasingly odd/hilarious horoscopes. Among other things, Cecil warns Capricorns that "those were not contact lenses you put in this morning", announces that its Taurus's "annual crime day" where they're exempt from all laws, and simply curses Scorpios and their families and calls them "vile" for no understandable reason. (Steve Carlsburg, Cecil's hated brother-in-law, later turns out to be a Scorpio.) These strange horoscopes ended up becoming a recurring segment of the show.
* Welcome to Night Vale features the romance of Cecil and Carlos in addition to the usual eldritch horrors of the eponymous town in the desert, starting in episode 25 where Carlos reciprocates Cecil's crush and in episode 27 when they start dating.
* Welcome to Night Vale, five-headed dragon Hiram McDaniels went on the run wearing a human disguise, frequently introducing himself as "normal human Frank Chen", despite his five heads loudly and visibly arguing with each other all the time.
* Welcome to Night Vale former mayor Pamela Winchell announces her retirement after being forced to step down as mayor. Unfortunately her retirement hobbies promptly threaten to destroy the town, ending only when she's convinced to accept the position of Director of Emergency Press Conferences. Calling these was mostly all she did as mayor anyway.
* Welcome to Night Vale gave new life to the podcast outside of small critical circles and gave it credibility as a legitimate art form.
* Welcome to Night Vale gives us Cecil, the community radio host, narrator and (for all intents and purposes) main character. Very little is given about his physical appearance and economic status, and he is presented as quite intelligent and philosophical. This trope only comes across in his speech, when he sometimes drops into a valley-girl cadence when reciting quotes from certain people or going on one of his "personal asides".
* Welcome To Nightvale, guest host Leonard Burton hates that anything has changed from the way things used to be, including the sun moving in the sky.
* Welcome to Night Vale had Carlos's first lines (a voicemail left for Cecil) spoken by show creator Jeffrey Cranor. Later episodes would feature Dylan Marron voicing Carlos.
* Welcome to Night Vale has 170 episodes as of summer 2020, with each running about 30 minutes. Plus a few excusive live show recordings (paid content) and 3 books, which are available in audiobook format.
* Welcome to Night Vale has also sent cease-and-desist notices to creators of fake podcasts based on the show, ostensibly to avoid confusion with the real thing (it's estimated that the fanbase has created over three times as many fake episodes than there are real episodes).
* Welcome to Night Vale has a pretty large queer following, considering its only featured canon couple is a gay couple, and the fact it never makes a big deal out of them being gay.
* Welcome to Night Vale has Cecil being put through to one of these after calling to fix the water.
* Welcome to Night Vale has Cecil, the narrator and community radio host who cheerfully reports happenings such as glow clouds that rain dead animals, ritualistically slaughtered pterodactyls, and people being killed en masse by mysterious mute children.
* Welcome to Night Vale has given us Tamika Flynn, the twelve-year-old girl who not only survived the Night Vale Public Library's Summer Reading Program — the first child to do so in years — but led out a band of survivors while brandishing the severed head.

* Welcome to Night Vale has his moments, perhaps the best Night Valean example comes from Jackson Publick's Hiram Mcdaniels. Well, two out of five, anyway.
* Welcome to Night Vale has the Desert Flower Bowling Alley and Arcade Fun Complex. which is always said in its entirety. There's also the Faceless Old Woman Who Secretly Lives in Your Home, but her name is usually shortened to Faceless Old Woman.
* Welcome to Night Vale has The Faceless Old Woman Who Secretly Lives In Your Home. While since her initial introduction she has been shown living in several in-universe characters' homes, it's still implied she lives in the listener's home, hiding just out of sight somewhere and occasionally messing with your stuff. Maybe she lives in EVERYONE's home.
* Welcome to Night Vale has the Shape in Grove Park That No-One Acknowledges or Speaks About. When the Shape was to be removed from the park by the city council, local historians protested on the grounds that it was an important historical landmark. However, since the historians refused to either acknowledge or speak about the Shape, their protest consisted entirely of a series of gestures and grimaces.
* Welcome to Night Vale has various sinister hooded figures that lurk around town. There are implied to be enough of them to have an annual parade.
* Welcome to Night Vale have specifically mentioned the support they've received from, among others, the slash fanfic writers. Actor Cecil Baldwin, who narrates the podcast, had this to say on the subject:
* Welcome to Night Vale. He chooses to deal with this by way of complete denial.
* Welcome to Night Vale, Hiram McDaniel's green head always shouts, even when complimenting the Old Faceless Old Woman in the live show 'The Debate'.
* Welcome to Night Vale his first move is to barricade himself inside his studio. Unfortunately, Cecil's idea of a barricade is a heap of cardboard signs reading "KEEP OUT!" and "SECRET ROOM!" in all caps, with an exclamation point.
* Welcome to Night Vale in general uses this trope a lot. In the live episode "The Debate", the Faceless Old Woman has this to say about selling off unused items from homes to raise money for community schools:
* Welcome to Night Vale interpretations of Cecil feature him as a different person to whomever looks at him.
* Welcome to Night Vale: In the episode "The Sandstorm", Night Vale resident Steve Carlsburg sends an email to the radio station, claiming that he thinks the sandstorm was engineered by the government. Cecil, the radio broadcaster, scoffs at him...because "of COURSE it was created by the government, the City Council announced that this morning!"
* Welcome to Night Vale in the preceding episodes, but it's during "Parade Day" that he serves in this role most obviously; there are morse code messages hidden underneath regular broadcasts, and near the end he urges everyone to go and fight.
* Welcome to Night Vale is an odd example. He turns 30 years old every day, and has done so since Night Vale was founded.
* Welcome to Night Vale is a positive example in that he's gay and somewhat "fem", but not in such a way that it dominates his character. It helps that he is created and voiced by queer people.
* Welcome to Night Vale is constantly berated by radio host Cecil Palmer for petty or nonexistent reasons.
* Welcome to Night Vale is first voiced by series writer and co-creater Jeffrey Cranor.
* Welcome to Night Vale is helping them reach their "full productive potential." (The Smiling God cult is organized as a corporation called Strex Corp.) Kevin in particular is so warped he interprets violence and distress as warm, happy things: he calls a choke a "hug" and thinks Night Vale citizens screaming and having seizures at the "Strex Corp Company Picnic" (read: work camp) are smiling and dancing and that killing and dismembering someone and smearing their remains all over the room is simply "decorating."
* Welcome to Night Vale is set in a town where terrible eldritch horrors are attacking pretty much constantly. The citizens hold the belief that everything will

probably work out in the end, and if it doesn't, you might as well go about life as usual until then.
* Welcome to Night Vale is staged as a local radio show reporting the incredible number of supernatural goings-on in the small desert town of Night Vale.
* Welcome to Night Vale is this towards Cecil sometimes. He does his best to fix the situation once he does finally notice it, though.
* Welcome to Night Vale is very embarrassed when, despite his usual eloquence, he can only say "Neat!" when Carlos calls him with concerns of temporal anomalies.
* Welcome to Night Vale is voiced by Cecil Baldwin. Until episode 34, the general assumption was that character and actor shared the same surname as well. Amusingly enough, Baldwin didn't actually know the character's name at first (the credits just listed him as "The Voice of Night Vale", and it wasn't really important). A few episodes in the script finally revealed his name was Cecil, and Baldwin had to go check with the creator to find out whether or not NV-Cecil was meant to be someone other than himself.
* Welcome to Night Vale... it's building up to something, but its not clear what, yet.
* Welcome to Night Vale: Lauren Mallard, the NVCR program director from StrexCorp. She seems to be a genuinely sweet, bubbly young woman, and Cecil describes her as "a delight" and "the kindest, most gentle manager we have ever had at this station" (although, to be fair, that's not saying much). But she takes a rather sinister interest in knowing the names of Cecil's loved ones, which he becomes wary of.
* Welcome to Night Vale, Louie Blasko sold his soul for a can of trombone grease and a limited edition Chet Baker LP.
* Welcome to Night Vale makes his triumphant return. Cecil takes his rightful spot behind the microphone for the rest of the episode.
* Welcome to Night Valenarrated by Desert Bluffs Community Radio announcer Kevin, who looks almost exactly like, and is implied to be the double of, Cecil.
* Welcome to Night Vale: not Night Vale itself (it's not a secret that the City Council is a bizarre gestalt entity and there are hooded figures in the dog park, after all) but their rival town of Desert Bluffs, which appears to be Night Vale's opposite in every way. It's always sunny! Everything is wonderful! And everyone worships a Smiling God...
* Welcome to Night Vale (not to mention its even more sinister neighbor, Desert Bluffs) is said to be located somewhere in the Southwest.
* Welcome to Night Vale or just the announcer making weird noises into the microphone for two minutes, followed by a disturbingly peppy announcement of the company and their slogan.
* Welcome to Night Vale parts of it, but they're the exceptions. (At least one person got a panic attack because someone else dared to call the "white-robed, winged, glowing persons with trumpets" "angels" and he isn't allowed to know about those.) And the Faceless Old Woman Who Secretly Lives In Your Home is frequently discussed on the radio and once ran for mayor. Very secret.
* Welcome to Night Vale passage, followed by the name and slogan of a real-world company such as Audible.com or Home Depot. For bonus creepy points, sometimes the real slogan is followed by a nightmarish variation on the same phrase.
* Welcome to Night Vale perhaps has a leg up in this regard due to it being in the unconventional medium of a radio-drama, its genre could perhaps be best described as a slice-of-life comedy horror with healthy dose of science fiction and romance.
* Welcome to Night Vale podcast is funded mostly by merchandise sales and listener donations, with the creators offering gifts for people who set up a regular monthly contribution
* Welcome to Night Vale second-anniversary episode apparently read, "CECIL: (honest opinion about the impression)", referring to Steve Carlsberg's squeaky-voiced imitation of Cecil's boyfriend. The result:
* Welcome to Night Vale's episode "A Story About You" would fall into this. The entire episode is narrating the actions of a mysterious "You" with the clear intent that "You" is listening.
* Welcome to Night Vale set in. After a few years, the quality of the main podcast

dwindled and though the live shows were still well-attended, the fandom receded to a 6a. Smaller, but still extant.
* Welcome to Night Vale sets the tone of the town with one of the first pieces of news on the show:
* Welcome to Night Vale She's already a veteran at this, having taking down the librarians at twelve.
* Welcome to Night Vale. She then urges to have Cecil's reporters look away, and then follows through before they do.
* Welcome to Night Vale speaks so cheerily that we'd never know about the pulsing meat walls, smears of blood and handfuls of teeth that decorate his studio.
* Welcome to Night Vale spends most of this potential apocalypse complaining about the radio station not getting any water.
* Welcome to Night Vale stating that the two were only good friends, proving the original romantic assumption to be this.
* Welcome to Night Vale takes place in a sleepy little desert city where few of the population could be considered "human", but they still deal with problems like tuition, rent, local elections, contract negotiations...
* WelcomeToNightVale talks about meeting their future self, and expresses disappointment at having to wait until they get older before becoming important. Cecil's response?
* Welcome to Night Vale territory. He eventually gains a true example when Kevin comes along.
* Welcome to Night Vale thankful that those "death oranges" they were selling were discovered, since...
* Welcome to Night Vale that he basically arranges for the poor dude to be run out of town to wander delirious in the desert.
* Welcome to Night Vale the cat(?) Khoshekh which hovers immobile in the radio station bathroom doesn't show up in photographs. Also, the person who took the photograph dies horribly. Khoshekh also has poisonous spine ridges, a tendril hub, and venomous fangs, raising questions over what kind of cat Khoshekh is or, alternately, what kind of thing the residents of Night Vale call cats.
* Welcome to Night Vale, the Faceless Old Woman Who Secretly Lives in Your House does things like this.
* Welcome to Night Vale. The mirrors are uncovered in the last scene, and Cecil doesn't know who did that, and the flickering movement is most visible in the reflection. Then the listener might remember a bit from a previous episode... "Or better yet, destroy all of your mirrors. As my mother used to tell me, 'Someone's going to kill you one day, Cecil, and it will involve a mirror. Mark my words, child!' And then she would stare absently through my eyes until I giggled."
* Welcome to Night Vale: The Night Vale chapter of the NRA has issued a new bumper-sticker slogan:
* Welcome to Night Vale: The podcast's style of absurdism alternates frequently between comedy and horror in just about every episode, and the overall podcast doesn't really show a strong preference either way.
* Welcome to Night Vale. There are countless drawings and paintings of Carlos falling asleep at his lab table, often with Cecil covering him with a blanket.
* Welcome to Night Vale, there is a disturbingly specific denial of rampant cannibalism. Neither the first nor the last instance of this trope in, by far.
* Welcome to Night Vale, there's The Good Boy, a beagle puppy who claims to "Rule over the dark, wet pits... of HELL!"
* Welcome to Night Vale the Sheriff's Secret Police kidnap family members to ensure people vote the right way at elections, storing them in the secret location of the abandoned mine shaft, which has been used for this purpose so frequently that it's actually quite nice, with king-size beds, Wi-Fi, and, as the Sheriff's Secret Police recently announced, now gets HBO.
* Welcome to Night Vale: The skies above Night Vale are frequently host to strange lights, such as those above the Arby's, as well as other strange phenomena.
* Welcome to Night Vale the station management room is, as far as they can tell, too large to fit in the radio station building.

* Welcome to Night Vale, the title character manipulates people's surroundings, especially her "favourite", Chad in order to...persuade Chad to settle down, get married, and have children. Of course, her reasons for wanting him to do that are not particularly benevolent either.
* Welcome to Night Vale, the town acquires, literally overnight, a subway system. When our narrator, Cecil, takes a ride, he reports that while only minutes passed for the listeners, to him the trip lasted for years.
* Welcome to Night Vale, the two main characters Diane Crayton and Jackie Fiero develop a friendship. Diane is old enough to lead the Parent Teacher Association, and Jackie Fiero is nineteen years old.
* Welcome to Night Vale, this is encouraged by the Sheriff's Secret Police.
* Welcome to Night Vale, though what they're doing exactly and why remain a mystery.
* Welcome to Night Vale. Usually fired from a slingshot. Despite living in a town where students are regularly provided firearms by paramilitary government agencies (and often have to use them against the horrors of everyday life), Tamika and her "book club" are among the most effective combatants around.
* Welcome to Night Vale When he gets into the recording booth and begins drooling on Cecil from the ceiling, Cecil knows exactly what will happen if he looks up, and keeps his head down until he has gotten out of the booth and locked Hector in.
* Welcome to Night Vale will express disgust with the rival town Desert Bluffs whenever they come up in his broadcast and will go on about how awful it is. When Night Vale comes up in Kevin's broadcast to Desert Bluffs, however, he makes no mention of any negative feelings between the towns and says that he bets Night Vale is wonderful and beautiful.
* Welcome to Night Vale will mention their "sacrifice" to the station's cause.
* Welcometo Omega is a good example, but it's not strictly speaking power armor. It's a lot like the Venom symbiote, built into the wearer's genome and its protection based on their reaction time.
* Welcome to Orty-Fou came from the fact that the characters lived at number Fourty-Four on their street, but the first and last letters had fallen off the sign over the door.
* Welcome to Our Village, Please Invade Carefully: Amusing but potentially very nasty aliens take over an English village.
* Welcome to Our Village, Please Invade Carefully has a couple of these.
* Welcome to Our Village, Please Invade Carefully: One's a teenager with no goals in life beyond getting intoxicated on a regular basis, one's a charity worker who's old enough to be the first one's mother (though she doesn't like people pointing it out). Together, they put up a comically ineffective resistance to their alien oppressors!
* Welcome to Our Village, Please Invade Carefully only speaking in their own alienese.
* Welcome to Room #305 except Rose herself, nobody in their class wants to be the one to tell her.
* Welcome To Sanditon, Clara bakes Nutella waffles for herself and her new boyfriend Ed in the episode "Nutella Waffles for Two".
* Welcome To Sanditon has a moment where Tom Parker, an older politician, didn't understand what younger Beau Griffith was doing with a bro fist and wound up shaking his fist.
* Welcome to Silent Hill, Sherlock had accepted that Watson would never love him back. Guess what happens in the epilogue?
* Welcome to Sweden, Bruce is incredulous that Swedes consider skiing a sport.
* Welcome To Temptation by Jennifer Crusie was essentially trying to blackmail and/or harass almost every prominent person in town and annoyed the hell out of pretty much everyone else. Amusingly enough, despite his having been hit by a car, maced in the face, bundled up in a shower curtain, and disposed of... he died of a heart condition without actually having been murdered at all.
* "Welcome to the 90s. The Cold War is over. Western Europe is unified. The whole world is a kinder, gentler place to be... almost." —

* "Welcome to the Bikini Bottom Triangle" was originally titled "Welcome to the Bermuda Triangle".
* Welcome to the Brothel by his squadmates so that he can lose his virginity.
* Welcome To The Brothel. On one hand, he prefers killing to sex. On the other hand, it's obvious that he's traumatized from his experiences and probably not thinking all to clearly.
* Welcome to the Caribbean, Mon! rule the seas with drugs, rum, and terror. You'll be lucky if they're romanticized.
* Welcome to the Convenience Store: An adaptation of the webcomic of the same name; a gag-a-day series about the day to day events of convenience store workers.
* Welcome to the Convenience Store) is locked in the store and desperate for the bathroom (there isn't one in the store itself). When he sees Eun Ah, the store clerk, return he imagines himself running towards and then dancing with a roll of toilet paper. Unfortunately Eun Ah gets distracted and he's left in there.
* Welcome to the Convenience Store received a two series professionally made web-based adaptation.
* Welcome to the Disclaimer! (On "Ixnay On The Hombre", featuring also this trope.)
* Welcome to the Dollhouse: Brandon threatens Dawn to keep their relationship a secret, as he’s too embarrassed to be associated with her publicly. The relationship is short-lived and no one finds out, except for maybe Ralphy, who was spying on them in Dawn’s Special People Club.
* Welcome to the Dollhouse. Case in point is the infamous "Happy Anniversary" song.
* Welcome to the Dollhouse, Mom comes wearily back into the dining room and tells Dawn to go to bed.
* Welcome to the Dollhouse: the mother obviously favors the cute youngest daughter Missy over the plain middle daughter Dawn, to the point where Mom and Missy cuddle on the couch while watching television and Dawn has to sit on the floor.
* Welcome to the Dollhouse Weiner sees some kids beat up some nerdy kid. She goes over to him, asking if he's okay. His response: "Get away from me, Weiner Dog!"
* Welcome to the Dollhouse who has mommy and daddy wrapped around her finger. Her favorite pastime is baiting Dawn into getting into trouble.
* Welcome to the El-Paracio). Everyone except the main character Tadasuke takes this in stride, regarding Mariko and Mary as two separate people, while he's upset at the idea of people treating such a kind person as if she were a monster. There's a similar situation for the Death Carpenter, a Heel from another promotion, who's shown to be a relatively normal woman outside the ring.
* Welcome to the El-Paracio saw her stepping out of the shower, making him the only person other than Ouka who's seen her real face).
* "Welcome to the Family" features the line "Grandpa's the local sheriff, yeah, he's the judge and the jury too." No mention of executioner, but the next line is "Uncle Bill's the undertaker"...
* Welcome to the Game: Adam, the protagonist's friend who teaches the player how to play via Skype, is both voiced and named after the creator.
* Welcome to the Game II, for the crime of... going on the Deep Web. One of the most-mocked parts of the game is that you need to keep moving your VPN from hotspot to hotspot or else the cops will nonchalantly waltz past repeat murderers to kick your door in.
* Welcome to the Game is on the quest to find a Red Room. What a Red Room is a livestream found on the Deep Web of a kidnapped person being tortured to death. Which you get the pleasure of watching at the end.
* Welcome to the Hellmouth", deciding to resume slaying after it had gotten her kicked out of her previous school.
* Welcome to the Hellmouth" has Principal Flutie give an enthusiastic speech to Buffy about how when he was her age, students had genuine school spirit instead of being cynical slackers like today. He then sheepishly admits that, "of course, when I was your age, I was surrounded by a bunch of old guys telling me how great things were when they were my age..."
* Welcome to the Hellmouth. The show would be followed by many years of near-constant trope subversion like this as well.

* Welcome to the Hellmouth", the young guy sneaks his young female friend into the High School at night. It's dark and creepy and she's uncomfortable. It's clear he has dark and creepy [read: 'pointy teeth'] designs on her. She timidly asks if they're really all alone and when he verifies that they are, she's the one who grows teeth and puts the bite on him.
* Welcome to the Impregnable Demon King Castle: A series about a black mage who was kicked out of his party and was then invited to join the Demon King's army. Originally published on Shousetsuka ni Narou, then picked up by GA Bunko.
* Welcome to the Jungle, Harry Dresden and the zookeeper he's protecting encounter a hellhound in the back seat of the Blue Beetle.
* Welcome to the Jungle with corporate executives instead of children.
* Welcome to the Monkey House by Kurt Vonnegut: Body-numbing pills, originally designed to keep monkeys from behaving in an unseemly fashion in front of visiting schoolchildren and grandmothers, have become compulsory to stop people from having sex.
* Welcome to the Monkey House, which was broadcast on PBS in the early 1970s.
* Welcome to the N.H.K.. Although he comes off as slightly less severe then some of the other characters, he's treated with the same humorous objective criticism as everyone else.
* Welcome to the N.H.K. and his friends trying to overcome their psychological problems.
* Welcome to the N.H.K., as the main character frantically cleans his apartment for his mother's visit, he carries away his stash to hide it temporarily, but runs into his mother in the process and spills the magazines for all to see.
* Welcome to the N.H.K.: Elena in the Manga when Yamazaki tries to give him money so he can get a sex change operation.
* Welcome to the N.H.K. has snippets in which the protagonist is taunted by appliances.
* Welcome to the N.H.K. have the main protagonist, Satou, being driven half-mad by his next-door neighbor (next door but sharing the same wall), who keeps playing the same J-Pop song, nonstop, 24 hours a day. A number of times he angrily kicks the wall and yells for his neighbor to turn the music down.
* Welcome to the N.H.K.. In one afterword, he notes that upon reading his novel, it reminds him so much of his earlier lifestyle that he sometimes gets the urge to scream, throw his laptop out the window and commit suicide.
* Welcome to the N.H.K. in order to sell them on the dietary supplement/keep Satou in the pyramid scheme.
* Welcome to the N.H.K. light novel and manga, nearly the first thing we see the protagonist do is snort a small amount of a 'legal drug' he 'brought off the internet'. In the anime, the drug was removed, and the resulting trip was changed from a drug-induced hallucination into a psychotic hallucination.
* Welcome to the N.H.K.: Misaki somehow knows an awful lot about Satou, and she is very obsessed about making sure that he always attends her counseling every night. After he rejects her romantic advances, she attempts suicide.
* Welcome to the N.H.K. Misaki tries to break Sato of his crippling addiction to the MMORPG by dressing up as a catgirl herself—complete with meowing—but Sato's response is to throw things at her and tell her to go find a convention to cosplay at.
* Welcome to the N.H.K. mixes comedy and drama interchangeably. Especially at first it's a comedy, but becomes increasingly dramatic over time.
* Welcome to the N.H.K. played by his neighbor Yamazaki. Once he befriends Yamazaki and he is introduced to the show, he often finds himself humming the tune, and even adopts it as his ringtone!
* Welcome to the N.H.K., Satou meets Misaki while she's evangelizing with a very Jehovah's Witness-like group.
* Welcome to the N.H.K.'s includes a declaration of love, and it sure looks like it's mutual. But at the very end, Satou and Misaki are meeting together as usual, and though they are clearly involved in each other's lives, it isn't clear whether they are involved as friends or as romantic partners.

* Welcome to the N.H.K.'s protagonist does this, frequently. Despite that fact that clearly nobody believes him, he tries to go with it anyway.
* Welcome to the N.H.K. throws himself off a cliff in an honest-to-God suicide attempt, but discovers that a hidden metal net has been installed just below the cliff after the previous suicide on that spot. After that, he seems to become quite happy with his life again.
* Welcome to the N.H.K. unwillingly attends an omiai arranged by his parents. He immediately falls in love with the woman and gets married to her shortly after.
* Welcome to the N.H.K. used this trope on every volume. Going off the covers, you'd believe the show was about sexy ladies instead of an anxiety-ridden hikikomori man, though some of these images do appear (briefly) in the actual anime. The complete collection/season sets do not use this trope.
* Welcome to the N.H.K. when Satou decides to test if he has gained powers like those characters have from training alone on a mountain from living alone in his apartment. He successfully karate-chops a beer bottle but cuts his hand.
* Welcome to the N.H.K.), which happens to be one of the few absolutely taboo words in Russian, literally the male penis, but also ranging in meaning from "fuck off" to "cunt" (the insult, not the matching organ) depending on context.
* Welcome To The Pharmacy, after a tense moment with the mutated-head client that thankfully ends without incident, Jessica promptly mentally notes that she almost pissed herself.
* Welcome To The Pharmacy, and is very knowledgeable about his homeland, the computer he is looking at has another goofy article, this time about wether a rhino or a hippo would win a fight against each other.
* Welcome To The Pharmacy him facing off against a lion who wants to eat him because it assumes his insides taste like chow mein.
* Welcome To The Pharmacy they needed someone who could help their chinese speaking clientele, and Jean-Luc sheepishly admits he found her so cute during the interview he completely forgot to ask her what languages she knows.
* Welcome to the Plastic Beach. Welcome to the Plastic Beach. Welcome to the Plastic Beach. Welcome to the Plastic Beach.
* Welcome to the Punch sitting on either side of her, posing as his old army mates who've come to visit. Unknown to grandma, a third man standing right behind her is pointing a pistol at her head. They make it clear the killer is to come out "for some drinks" while one of them waits with grandma to ensure his co-operation. The killer calls their bluff.
* Welcome to the Punch visits a tattoo parlour whose owner gives him the option of releasing the information "old school" (word of mouth) or "new school" (via Facebook and Twitter).
* Welcome to the Punch was dubbed in Slovak twice for airing. The first dub premiered on TV Markiza in 2016. The second dub premiered on TV JOJ in 2018.
* Welcome to..., the titular guide is deactivated by its user a minute into the video, and it reawakens four months later, horrified to see what said user has done to her profile.
* Welcome to the Wayne and mocks other people for sympathizing with him.
* Welcome to the Wayne an elderly lady and helped by squid like creatures, there's a weaponry, railings that lift up when are grab and a control room by which she watches and controls the movements of the passages and giant bookcases.
* Welcome to the Wayne creator Billy Lopez voices Ollie Timbers, one of the main characters.
* Welcome to the Wayne Olly has one called the "Grapvine" that has corks stuck in the hooks, which he uses frequently to go around and to fight.
* Welcome to the Wayne ripoff, given that two of the main characters (Olly and Saraline Timbers) have a fairly lot in common with Dipper and Mabel Pines.
* Welcome to the Wayne was originally conceived as this before being turned into a full series in 2017.
* Welcome to the Working Week by Paul Vlitos writes a children's book in which a lonely, short-sighted hedgehog falls in love with a hairbrush. His ex-girlfriend is not best pleased. (Nor is his best friend, who appears as a saucer of milk.)

* Welcome To The World Of Pokemon has four characters who nickname all of their Pokemon: Leaf, Ethan, Brendan and Hilda. Other characters have nicknamed Pokemon, but the vast majority of these names are a Pokemon's given name.
* Welcome To The World Of Pokemon uses this with two of the main villains: Archer and Cyrus.
* Welcome to Tranquility and tried to drown her on the spot. Some of his words suggests he's offended by being made redundant in some way if his child is like him, while other dialogue suggests that another reason he doesn't want a child is because on some level he knows how dangerous he is, wanting to spare the world the danger of another him. Tommy secretly had the child and put him up for adoption, and fortunately he doesn't seem anything like his father so far.
* Welcome to TV Tropes! This article describes the layout and basic operations of the site.
* "Welcome to Venus Island": The Rangers fight a Venus flytrap monster who opens up its chest and fires a beam at four of them, pulling them into its stomach. The consumed Rangers fight their way out with some help from Trini and Tommy.
* Welcome To Wonderland, and is always looking for new statues for it.
* Welcome To Wonderland book, "Beach Battle Blowout", is dedicated to Chris Grabenstein's father, Thomas Aloysius Grabenstein.
* Welcome To Wonderland: Book one, "Home Sweet Motel", has Stanley and Sydney Sneemer. They're a pair of elderly jewel thieves who pulled off a heist in 1973, and went to jail for it. Now that they're out, they've returned to collect their loot.
* Welcome To Wonderland: P.T. asks Dill to intentionally lose his Frolf game against Geoffrey in "Beach Battle Blowout", since he's the son of one of the judges, and Geoffrey winning and having fun might increase the Wonderland's chances of winning the first round of judging. Dill gladly complies, stating that he's still a winner if he's still having fun.
* Welcome To Wonderland star who's videos help support the primate sanctuary he lives at. In the book, he's one of the stars of a movie being shot at the Wonderland Motel.
* Welcome To Wonderland: The second book, Beach Party Surf Monkey, has Aidan Tyler, one of the co-stars of the movie being filmed at the Wonderland. As Gloria finds out, he's quite difficult to work with.
* "We learned a very simple thing, to listen to you. Come back to J.C. Penney, we'd love to see you."
* We learn in Book 12 that Darklord Kraagenskûl likes to whip out his psychic
* We learn in episode one that Scott's issues and drug abuse stem from being repeatedly raped by his stepmother.
* We learn in issue #218 that Weird Pete had bolted his table to the floor to prevent this.
* We learn in Season 8 that in human life Crowley's mother was a witch. He speaks of her in passing, but she did pass some of her magical knowledge on to him (which also explains how he came in contact with demons before becoming one himself), implying a close bond. Subverted in "Inside Man" where he
* We learn later on that this is quite out of character for her. However, she was having a bad day.
* we learn that Phoenix was disbarred because he presented a forged page from the victim's diary that proved that the victim was still alive after Zak had left the scene. However, we later learn that Zak had the real diary page the entire time. Why did he not give it to Phoenix or, better yet, present it to the police which would have cleared him from the get go? Even stranger is that a motive for him hiding the diary page could be explained as him not wanting suspicion to come onto Valant, who would be suspected if it was proven that Zak hadn't killed the victim. However, in the talk where he reveals that he had the diary page the whole time, he is also surprised that Valant was suspected at all.
* we learn that Private Jimmy wasn't killed by Tex but instead had the Alpha AI forcibly implanted into him. "AAAAH! WHAT'RE YOU DOING TO MY SKULL!? AAAAAHH! THIS

DOESN'T SEEM PHYSICALLY POSSIBLE!!"
* We learn the aliens have both hardliners and moderates also, with the former pushing for LA's rendition into the Factory.
* We Leave for England(and also the book preceding it), has every male character (Norwegians, not Germans), executed off-screen at the end of the film.
* Welfare and Social Service workers, at least the good ones, will often use this trope in writing of file histories. It aids in evaluating emotionally charged encounters by looking at just the facts as they presented, without getting caught up in value judgements or the perceptions of the person relaying their story.
* Welfare fraud was just one of her many crimes. She went by many identities of different races and ages, and one of her husbands described her going into the bathroom for an hour and looking like a completely different person when she came out.
* We Like Sheep where one of the characters turned evil and killed everyone with an army of robots. After killing them all and piling their bodies into a huge stack, he'd climb to the top and yell "I'm the king of the world! Somebody bring me a pecan pie!"
* We Live Again. A young nobleman seduces a maid, who becomes a prostitute and is sentenced to four years in Siberia after being wrongfully convicted of murder. In the book, a young political prisoner marries her and plans to follow her into Siberia. In the film, the nobleman himself casts off everything, gives his wealth to the poor, and joins the woman in exile.
* We Live In a Dump, the puppet characters make one designed to put spray cheese on crackers.
* "We live underground. We talk with our hands. We wear the earplugs all our lives."
* Welker is also listed as the voice of Abu in the credits for both French dubs (Canadian and European). As such, much like the examples involving Welker mentioned in the 'Film - Live-Action' section, it's very likely that he voiced the character in most, if not all, foreign dubs of this film.
* Welkin and Alicia's kind treatment of a dying Imperial scout (trying in vain to patch up his wounds, Alicia
* Welkin has his tank waterproofed and literally drives it underwater across the riverbed to the far side, securing a beachhead for the rest of the squad to follow in boats.
* Welkin's unit in the first game is very forgiving of uniform alterations; includes older, more experienced troops answering to a rookie commander younger than them; and includes numerous individuals who struggle or refuse to work properly together.
* Welkin Weasels are described as "smooling". The narrator points out that this isn't a real word but it describes the action perfectly.
* Welkin Weasels, involving nine ferrets in a human-sized suit of armor.
* Welkin Weasels, in which Scruff, for a prank, tricks Maudlin into thinking that their host is a serial killer.
* Welkin Weasels is an actor who usually plays female roles, and wears a red riding hood when out walking in the forest "to confuse the beasties". It should probably be noted that Maudlin asks about this "with a touch of envy in his voice".
* Welkin Weasels — even their names are very similar: the descendants of Mawk and Scirf are named Maudlin and Scruff, respectively.
* Welkin Weasels: Poynt wants Falshed to make sure a boxer he's bet against loses, and Falshed tries to start a euphemism hurricane:
* Welkin Weasels, the most popular game among mustelidae is called "hollyhockers". The game appears to be a bizarre mixture of poker and the I Ching, in which bets are placed on patterns that a thrown cupful of hollyhock seeds will fall into.
* Welkin Weasels, the protagonists come across an island that is home to a pair of dodo tribes. They apparently hate each other because of the color of their eyes, and over ownership of a bunch of little models made of fish bones. Apparently, whenever they go to steal the other tribe's, the other tribe gets the same idea and they're back where they started. They manage to solve this by the protagonists

having them burn all of the models. It doesn't really work, though, as the chieftain of the tribe they first met recommended that the group leave before the darts started flying.
* Welkin Weasels when Scruff is hiding from Count Flistagga in the crypt.
* (well... actually, yes, before...), which sparked off the whole chain of events.
* Well, after she has a soliloquy/musical number that sums her mindset up as "my affair has made me more grateful for what I have but hey it was kind of nice." She's more killed by barely-repentant adultery than killed by sex since she's a married lady with a child.
* Well, all we really see is that they've taken their clothes off. Chris Onstad suggests in the book that they went outside to play in the sprinklers.
* Well, almost all of them, she's already been through about 3 or 4 jobs by her first appearances. By the end of Season One she's been: interior decorator, taxidermist, tattooist, psychotherapist, tabloid journalist, professional witness, dating service, carbon-dating service, beta tester, and Queen of Canada. In Season Two she uses her office for other purposes, such as choosing a new boyfriend and
* Well, almost uncensored. The episode, "His Mouse Friday" still muted the voices.
* Well armed and armoured maybe, but its design of three propeller shafts rather than four was a big flop, not only did it critically weaken the keel, (leading to the 'ability' of a single torpedo to jam the rudders), but it also made steering a pig (not helped by really-too-small rudders). She was a battleship, with emphasis on the 'battle' rather than the 'ship'. She was also more vulnerable to plunging fire than contemporary British designs due to an outdated armor layout, which resulted in one of the shells from the
* Well, aside from the impact from falling from a great altitude, there was the overload, powerlessness, having made two improvised time travels by grazing the heat and gravity of the Sun, having been torpedoed twice in the previous movie...
* Well, at least, that's what the Angol clan considers humanity to be in the manga, sensing various evil thoughts throughout the world and being able to count how many sins are happening on Earth in a specific moment. This would explain why the Angols seem nice, despite their destructive aims.
* well aware of this, he forbade them from mentioning it at all. It worked. Although the film managed to make enough to break its budget, the lack of publicity prevented it from being a success, and it was largely forgotten about until its revival.
* Well before all of these, there were a set of 1967 Filmation shorts as part of the
* Well before Inferno, dear old Megatron proved that you don't have to
* well before the Coming of Chaos, an event which occurred over 7,000 years ago. Granted, some of them have been in a near-comatose state of meditation since Chaos arrived, but not all have, and some of the ones that haven't can rightly claim they were alive before Man existed. The Saurus, while often dying relatively early due to their lives of constant war, are theoretically as ageless as the Slann — the legendary Saurus warrior Kroq-Gar, for instance, was already an experienced veteran during the Coming of Chaos seven millennia in the past.
* Well before the Israelis created their Super Shermans, the British upgraded the Sherman to carry the enormous and powerful 17-pounder anti-tank gun, this being their best AT weapon. The resulting tank, the
* Well before these Johnny-come-latelies, the original dimorphic superhero couple:
* Well before they get any power, John sardonically refers to the four as the gods of rock 'n' roll.
* Well before this, way back in 2004, a quest called Horror From the Deep has this in its backstory, being inspired by Lovecraft's works. The keeper of a lighthouse, Jossik, investigates the basement after hearing sounds coming from it at night, and a bizarre door stands in your way of rescuing him. However, if you find and read his uncle's diary, you'll discover that the uncle went insane over the course of an unknown period of time, hearing noises coming from the basement and then being called to the ocean as it went on. He began to have dreams of the creatures he discovered under the lighthouse, and then of becoming one as he adopted a schedule

based on the creatures so he could be closer to them. It's heavily implied that he turned into one, and that it will happen to Jossik as well.
* Well, being able to drop a warp-point that allows other stealth craft to drop in from several star-systems away without the usual downside (that everyone else in the system can see the beacon and come kill you) is pretty valuable for sneak attacks. It is a multiplayer game, not every ability is based on what a single player can do by himself.
* Well, being a fanboy and also being able to crack a complex puzzle written in a language he didn't understand, hidden in a popular online game in the hope that someone would come along and solve it.
* We'll be Right Back sometimes featured a claymation dog sniffing a sapient fire hydrant, only to be hosed down.
* Well, Bond is sexually uninhibited, at least, but in the movies he never cries or shows much emotion, and in the novels he's much less openly emotional than the Black or American characters (although he does weep on two occasions).
* We'll break his legs! towards teammate Ren, ready and willing to resort to kidnapping and imprisonment to secure her love.
* Well, by the time you visit it, anyway. Zeal was originally run on solar power, but they switched to Lavos power because
* we'll catch on to the fact that we're being attacked by germ warfare fairly quickly, and while that alone wouldn't help much as we have no idea how to leave this world for the Homelands of the Fables, the residents of Fabletown will likely approach the US government and go public with their existence. Once they do, they'll give us all the info we need on the Empire's location, and since the Empire has a ban on all modern technology from our world (The Adversary fears a rebellion if his subjects did carry it) our armies would obliterate theirs, and the Empire would fall.
* Well...cat in this case, but Salem, having been a warlock, can sense Danny's innate supernatural abilities.
* well. (David Tennant deliberately invoked that last one with his Doctor too.)
* Well, despite the Corps' highly advanced personality rewriting devices, Jim did insist that they not reform her
* well detailed elsewhere.) Repeated use of the Futae no Kiwami turns Sanosuke's hands into broken wrecks, much to Megumi's displeasure.
* Well-disciplined Buddhist monks can reduce their metabolism by 64% and raise the temperatures of their fingers and toes by 17°F (9.4°C), just by meditating.
* Well, disintegrator touch or stare, really. Espers with entropy talents can make most materials decay to dust extremely quickly.
* well-documented rise in single motherhood on TV urging men to "take the time to be a dad."
* "Well Done, Dad!" Guy: Emotionally distant to someone who desperately wants their approval as a child or student.
* "Well Done, Son!" Guy: A character wants someone to acknowledge them.
* "Well Done, Son!" Guy: Emotionally distant to someone who desperately wants their approval as a parent or a role model.
* "Well Done, Son!" Guy in every sense of the word) used the shooting to fuel her own campaign that has completely taken over her life, so it's a subversion where the supposed execution was a publicity stunt.
* "Well Done, Son!" Guy: It's sad that this person never gets any respect from their father.
* "Well Done, Son!" Guy moment, because Logan has become a violent bastard who's killed thousands, and Thomas can respect that. He makes zero mention of Dog.
* "Well Done, Son!" Guy, saying that it's almost impossible to live your life solely for someone else's approval.
* Well, end wars quicker at least (in those days, most soldiers died of disease).
* Welles actually tried to get around this by including a line in the film in which a journalist makes a reference to both Kane and Hearst, thus indicating that Hearst actually exists as a separate entity in the
* Wellesley is also reputed to have said, "I don't know what effect these men will

have on the enemy, but by God, they terrify me."
* Welles told his biographer about the film, "I play a big toy who does horrible things to a bunch of smaller toys."
* Well everybody's heard about the bird... (The Bird was originally a dance, and was indeed "the word.")
* (well, eviler) assistant have saturated their entire bodies with poisons. Furthermore, Szayelaporro has the ability to basically make voodoo dolls that allow him to crush the organs and bones of his target nearly at will... Kurotsuchi is the only other character in the series with enough insane science at his disposal that in the time between discovering this ability (used on the guys Szayelaporro was fighting before Kurotsuchi arrived) and getting to the site of the battle he had REPLACED ALL HIS ORGANS WITH FAKES to render himself immune! This is exactly as insane as it sounds for every single other character in the series.
* Well, Excuse Me, Princess!: A princess or lady who acts snarky toward her friend or love interest.
* Well, Excuse Me, Princess!: Two partners can't stand each other at first, but their mutual hatred starts to come off as downright cute...
* Well, EX-CUUUUSE ME, princess!'s famous bits from his stand-up comedy days. Same delivery and everything.
* well, filtered through a piece of someone else, anyway) urges him to stand his ground. His speech allows Ichigo to harness his soul's greatest quality (he's at his best when he's charging forward without hesitation) and finally release his sword's true form.
* Well, gameplay plus a respawn-time bug that was left unpatched, and possibly even uncaught, until
* Well, Ganthritor is part of a fleet which Tassadar took with him, apparently full of planet glazing guns. Nobody ever managed to explain what happened to these.
* "Well, gentlemen, you are about to see a baked Appel." George Appel, executed in New York's electric chair, 1928.
* well gets a particularly nasty burn scar over half of his face from blowing up his own hideout to escape capture by the police. (In the manga, the burn scar not only covers the left side of his face, but extends down to his shoulder.)
* Well, given that Sega-Sammy does manufacture pachinko and pachinko machines (gambling machines in all but principle), and they
* We'll have this war won in time for Christmas. longer than you planned, if you even manage to win at all.
* "We'll Have Tomorrow" was stated to be cut for timing, but very few people believe this, considering that it would have been one of the more emotionally significant songs in the show. It's likely that it was cut out because it was too depressing. The song has never been reinstated, leaving only an
* Well, he is the literal embodiment of conspiracy. So much so that, should his grand plans ever actually succeed, thus ending the conspiracy, he would immediately cease to exist. So it makes quite a lot of sense for him to have two opposed goals. Well, as much sense as Chaos ever has...
* Well, he nearly craps himself but so far he's managed to pull through and get the job done, albeit once he needed the help of a possibly fantasized Imperial Angel not to run away.
* Well he never got the chance to go further, as when referee Sean Vincent was forced to wrestle at
* Well, Heracles is Zeus' son. And his great-great-grandson (his mother Alcmene was the granddaughter of another of Zeus's bastards, the hero Perseus). This happens a lot. Danae was the great-great-great-great-great-great-granddaughter of Zeus and Io, as were (give or take some greats) Semele (whom Zeus impregnated with Dionysos) and Europa (who gave Zeus Minos, Rhadamanthos, and Sarpedon).
* "Well," he said, "you could announce that Kong is without question the handsomest Chinese fighter pilot in the ETO (European Theater of Operations)." When it was pointed out that he was the only Chinese pilot in the ETO, he replied, "Well, we could drop the (word) ETO and eliminate the Chinese. There's a story, the handsomest pilot."

* Well, he wasn't actually in the middle of a sentence. He just said "Guess it's time to close the curtains." before he died, so I assume that counts as finishing a sentence.
* Well, he was once put in charge of the company archives, and turned it into a veritable sea of books and files, where only he could find anything without full spelunking gear...
* Well I don't like doing things/That other folks tell me to do/So I hit him with a hammer/And now he's quite subdued.
* WellieWishers when it was first launched, crashing silently on a number of devices, and was even made worse with the 1.1 update, of which American Girl seemingly forgot to upload the updated OBB files for the game; this was later corrected in a recent hotfix.
* Well, if there is, there'd be two outs: He isn't a drill instructor, and he isn't firing *at* them; he's firing at places he's told them not to be.
* Well, if the younger scouts would PAY ATTENTION during Pioneering merit badge, (The real life equivalent) this might be closer to
* Well, if they were willing to murder him and then rob him, he probably
* Well, if two moons are at different points in the sky, then the viewing and lighting angles would be different, and the moons
* "Well, I'll say this much... I don't say much, but what I do say... don't make sense."
* "Well I'm not the world's most masculine man / But I know what I am / And I'm glad I'm a man /
* Well, in five billion years, the Sun will become a Red Giant, which will mean the end of the world.
* Wellington Paranormal to prevent him from calling directly for help. Unfortunately for him, Nick quickly cottons on to what he is trying to do:
* Wellington seems indicated, as it's pointed out that Generals either get items of clothing or culinary dishes named after them. Beef Wellington anyone?
* Wellington's participates in several major sieges and personally charges through a gap in the walls created by artillery or sappers on at least two occasions.
* Wellington Wells, the fictional English town which is the setting for
* Well, in most shows/stories, zombies may be tough combatants, but that is owing to how much damage they can dish out, and their resistance to conventional harm, like bullet holes— Even a flat-edged Wave-Cutter sword like the one Anne uses could do some serious harm to dead flesh, especially if these are on the decomposing end of the Zombie Scale.
* Well-Intentioned Extremist: A character has noble goals, but goes about achieving them ruthlessly.
* Well-Intentioned Extremist: A character resorts to extreme methods to ensure a noble goal.
* Well-Intentioned Extremist and he ends up making peace, then giving up the office at the next election.
* Well-Intentioned Extremist, as everything he does, he does with the intent of helping the Hidden Leaf Village. He does it through underhanded political manipulation, and lets revenge get the better of him, however, that he becomes pretty unsympathetic.
* Well-Intentioned Extremist: A terrorist who commits their crimes out of a genuine (if horribly misguided) belief they are fighting for something good.
* Well-Intentioned Extremist: A villain with sympathetic motives to further a good cause, but they use inexcusable methods to reach their goal.
* Well-Intentioned Extremist: Characters who are only doing what they do because it is for the greater good.
* Well-Intentioned Extremist considered an obvious villain, though his actions do conflict divine law.
* Well-Intentioned Extremist: Does morally problematic things, but only in pursuit of a worthy goal.
* Well-Intentioned Extremist: Doing questionable deeds to achieve a good end.
* Well-Intentioned Extremist has a quite a long ahoge near his forehead...

* Well-Intentioned Extremist; it was when Saruman arrived and took over that he switched from "build more and better machines" to "knock down buildings, cut down trees, pour filth on everything just for the hell of it". As one of the hobbits who lived through it remarks, Lotho's machines didn't really improve matters, but "since Sharkey arrived it's been plain ruination".
* Well-Intentioned Extremist Kuze was once a soldier of the Japanese Ground Self-Defense Forces, before becoming extremely disillusioned with his work and deserted from his North Korean outpost.
* Well-Intentioned Extremist or a full-blown villain. Obviously he won't let Trips take back the control of his body.
* Well-Intentioned Extremist reveal was what he was actually planning: To get all of his followers killed so their sacrifice would fuel the summoning of a primal.
* Well-Intentioned Extremist, right? Can be idealism depending on how it's written.
* well-intentioned extremists, bigots, and power-mad idealogues (which itself is a part of a recurring theme of the series that where members of different genders don't interact and lean on each other, stagnation and dysfunction soon follow—do with that as you will). Virtually every outright antagonist character among the Aes Sedai is a member of one or both of these two groups.
* Well-Intentioned Extremist: Someone who uses good ends to justify evil means.
* Well Intentioned Extremists They're basically first-responders at disasters who refuse to change their tactics when the disaster isn't what they expected it to be.
* Well Intentioned Extremists to batshit crazy people who just want to blow everything sky high, but that's mainly a personality thing and not an effect of the cybernetics.
* Well Intentioned Extremists we're talking about, so the fact they give you an option of joining them or dying makes them seem like saintly paragons of virtue in comparison to everybody else. And then come the implications of mind control, forced sterilisation, death camps...
* Well-Intentioned Extremist. The show makes a point out of the fact that Bataar Jr. is not okay with sacrificing his life for the cause.
* Well-Intentioned Extremist: The villain does bad things in order to achieve an admirable goal.
* Well-Intentioned Extremist: The well-intentioned side. Idealism gone wrong.
* Well-Intentioned Extremist to try to save as many people as they could in the face of an overwhelming enemy they couldn't possibly defeat.
* Well-Intentioned Extremist way: the powers of Chaos need emotion to live, so he wanted to turn the entire world into undead so as to fully deny Chaos its victory. Sadly, the rest of the world objected.
* Well-Intentioned Extremist (what often happens when characters like this go wrong)
* Well-Intentioned Extremist: When you put more emphasis on the "well-intentioned" part than the "extremist" one.
* Well-Intentioned Extremist who’s got many Anti-Human sentiments.
* Well-Intentioned Extremist who dearly loved the Empire and never discriminated Terrans (which casts him in a better light than most Methuselahs) in the novels, teaching this to his niece and ward Shahrazad. Also that Seth is rumored to be a monster to some people (including Lilith, who was a Messiah in the past, thought so). So their dynamic is much more complex than the anime lets on. There is a bit of parental incest on Suleyman's side (who claims she's the 'woman' he 'loves' earlier, but also the person he detests).
* Well-Intentioned Extremist who did terrible things that he came to regret as an old man and let Voldemort kill him to make it up to Dumbledore, the one person he ever genuinely cared about? Or is he just a power hungry madman who let Voldemort kill him because he was miserable after being locked in a prison for over half a century? Either interpretation is completely valid.
* Well-Intentioned Extremist who want to convert everyone to vampires so as to starve Chaos (they can't feed off the emotions of the undead.)
* Well-Intentioned Extremist: You believe that your goal justifies your immoral actions.

* Well-Intentioned Replacement: Replacing an important artifact after it has been destroyed or lost.
* Well, in the Eastern Germany, the idea of Glory Days is coming back under the word "Ostalgie", or East Nostalgia in English. While every East German is happy with the reunification of Germany and the end of the dictatorship, economically speaking, the excitement of the 90s for East Germans died down quickly as their industries closed and unemployment rose. The East is still worse off than the West German parts, so quite a few people romanticize the time where they all had jobs and were relevant in their own way, although they could all do without the dictatorship. The success of some Eastern cities under the reunified state like Leipzig only seem to reinforce Ostalgie rather than end it, with East German symbols and period movies being really popular tourist items these days. Every major East German city will have a place dedicated to learning about it's DDR history, and while critical of the regime, still goes in depth about everyday enjoyments of the common people.
* Well, it depends on your definition of wrong — as time goes by, he becomes much more willing to bend the rules, something he worries about. Additionally, while Vimes is increasingly smart and courageous, a lot of that could be put down to his having crawled out of the bottle and displacing his alcoholism with crime solving — something, ironically, that makes him very much like the vampires he hates.
* "Well", it insists, is an insulting understatement, and suggests this alternative:
* Well it's a happy ending for everyone except poor Senex, who's still stuck with his shrewish wife Domina.
* Well, It seems like it's been going on for as long as either of them can remember.
* Well, it's happened. America has finally elected its first Jewish President of the United States. So he invites his mother to the inauguration. She says, "But, bubele, how the heck am I going to get there? My car is broken down and whatnot!" So the President tells her, "Ma, don't worry about it. I'll get Air Force One to take you." But then the mother says, "Oiy, I'll need to catch a taxi and carry my luggage. It's just too much!" So he says, "Mom! I'm the President! I'll pick you up in my limo! Then my guards will carry your luggage for you!" But the mother says, "But finding a hotel is gonna be extremely expensive!" So the President replies, "Ma, you can just stay with me in the White House."
* Well, it wasn't spontaneous—an existing AI was trying to speed up the processing of licensing and...well,
* Well, it wasn't the airman's fault so much as the missile's guidance system going haywire: It was heat-seeking and flying toward a spy plane, which were fair game on both sides during the Cold War, but it wound up going haywire when the plane cut off its engines and eliminated its heat signature, which caused the missile to plummet into a Soviet ammo depot in Latakia, Syria. (Syria was a Soviet client state throughout the Cold War.)
* Well, it was the present when it first came out), Archie is stuck in an awkward, hunched-forward position when he comes across a pretty girl. His posture instantly corrects itself with an audible "TWANG!". Of course, now Archie has a new problem; explaining to Veronica why he didn't go "Twang" when he saw her earlier.
* well, kinda that his hair continues to grow longer, with more "lightning jaggies" showing up as he gets older.
* Well-known Senator and former presidential contender John McCain (R-AZ) once made a cameo appearance in
* Well-known Stand-up comedian and actor Baptiste Lecaplain has two credits so far, with Peter on
* well-liked by his subordinates. When he returns to his headquarters after being broken out of super-high-security prison, several workers say things like "It's good to have you back, Boss!"
* well-liked by them because at least he does not follow the common fallacies conspiracy theorists usually make. Justified, as debunking the same conspiracy for

the umpteenth time really gets on your nerves.
* "Wellll, they starts out as Maids of Honor... but they ends up as Tarts."
* Well-Matched, Kate and Sophie briefly discuss having an unofficial rematch, which is the premise of the latter story.
* Well-Matched. Kate and Sophie keep their bloodstained shirts after their boxing match, but they each keep their own.
* Well-Matched story set during Kate Kane's junior year at West Point, when she competes for an academy boxing championship.
* Well-Matched, takes place over a few hours at most, and the bulk of the story is set during a boxing match that only lasts a total of eight minutes.
* Well-Matched this by mentioning the ref, who is also the academy's boxing coach, knows the two fighters can take it, as well as ascribing them a little upperclassmen privilege.
* Well meaning people might try to help a introvert/loner or a shy person open up and be more social. They tend to either not realize that said person is
* well-meaning's Blitzball), where the rules are, apparently, that you have to drown in order to win. And it's unclear where the ball comes in.
* "We'll Meet Again" by Vera Lynn has become extremely nostalgic for people who went through World War Two in Great Britain. It's united the country in a way that was so powerful that virtually every World War Two film or series set in Great Britain has to resist the tendency to use it, because it has become such a
* Well, Minbari don't have head hair. At most, they have facial hair. As such, Lennier wouldn't know what it feels like to even
* Well, minus the shiny. While folks do tend to mistake us for an adult theme park, it's still pretty clear that we're one of the older cities in America, and a rough blue-collar one at that. The nicer areas tend to be more genteel than shiny, if you follow me.
* well more of a curse. When she touches water she adsorbs it and gets fatter but losing the water slims her down.
* well, most of the time are based on aspects of the author's personality. His avatar also drops in for the Q&A sessions.
* Well, Niko may seem pretty nice at the beginning of the game, but the plot
* well, not quite), and hasn't outright lost a match since (he has, however, forfeited against people who have potential to get stronger if he leaves them alive, since his honour code won't let him fight people who aren't at their strongest).
* Well, not so equal, because Angels have higher stats, and a military organization to support them. Demons have to work undercover and are more weak. The reason? All of this is a Game, and God is a cheater...
* Well, not well, anyway would love to help but that's too much for him to handle, apparently.
* "Well now, I wouldn't say THAT!" - (reference to the character Peavey (Richard Le Grand) in the radio show
* "Well now, I wouldn't say THAT!" - (reference to the character Peavey (Richard Le Grand) in the radioshow
* Well, obscurity isn’t really right. She has a decent-sized following, critical adoration, and the unofficial label “Queen of Gay Twitter.”
* Well, of course. John's rage against the demons stems from his father's longstanding disapproval of his career choice. You see, he sees his father as the demon. But as we all know, John's father was only looking out for his son. It was John, betrayer of his own father, who was the real demon. Of course he was a demon only until he became a zombie.
* Well of course they're usually dead. He doesn't want them hurting his snake by struggling, after all.
* Well of Souls, Talma Pren (a Human) can't do it, but Vaavek (a Vulcan) can. Talma muses that all Vulcans seem capable of doing so.
* well... Oh and it's perfectly possible for a character to have 3+ in two or more virtues. If they conflict, tough luck!
* well over a year)! This is all made slightly worse by the fact that Conan is in

contact with both a lawyer and several dozen police officers regularly. There's also no mention that his parents, who initially had "gone to America and gotten in an accident", never came back to collect him and in fact have been doggedly coming up with random excuses for leaving him with the Mouris for the last 67 volumes.
* Well, Percival was right in his suspicion that "that kind of craziness" wouldn't happen in
* Well, possum babies are rather small...But why would you let them play on there in the first place?
* We'll put it this way. How does the Blue Team convince Caboose to kill some enemies? By telling him that they are on his team and that he needs to help them.
* Well reaches Implacable Man levels he's going to require "Rum, lots of Rum" after it's all over.
* Wells and Wong mysteries, has stated that there is some level of romantic tension between Daisy and Hazel (despite both being canonically attracted to boys) because their relationship is based on that of Holmes and Watson.
* Well Schooled In Murder, a murder is covered up by the staff and all 600 pupils of a Boarding School of Horrors.
* Well, Shakespeare didn't quite invent that many words, but the way he used and spelled them became the gold standard by early dictionary writers. Considering that he
* Well, she has been walled up inside a building first. Why she's in there is a matter of dispute.
* Well, she was hiding the entire time, really. The only times she popped up was when she
* Well, . Similarly, after one particularly bad stock joke, he says, "That's the first time I've used that joke in 20 years."
* Well, since the movie is essentially a long advertisement for the monster-metal band
* Well, "slavery" might not be the right word for "abducted and made into a baby", but by the time
* Well, sorta. One second, Woody's line sound very stiff (it sounds like Hardaway has to sound out every word), then
* Well, sort of... some times. In early editions there were clone families of six that were decanted and raised in the same environment, and treated more or less as one person. This did not make sense (not that Alpha Complex ever does), as we're left wondering where the other 5 are most of the time (it was occasionally addressed, but mostly just left off-camera). Later editions have it so every citizen is, theoretically, cloned when they die (except traitors that have earned an erasure), but the red tape delays it to the point of never happening, but Troubleshooters have six immediate backups because they are in highly lethal situations, but with important missions that must be completed. Higher ups tend to buy more packs of six clones when needed, and Ultraviolets are so important the Computer gives them an essentially infinite number of quick clones. This still doesn't make sense, but in a way that works.
* Well, specifically, action cartoons are expensive to produce and rely on merchandise sales to recoup their budget. One of the most common causes of cancellation for action shows is the lack of merchandising revenue needed to produce new episodes.
* We'll start with New Doctor Who's 'saluting while not wearing hats' (if you are hatless, you can come to attention, or a version of it if sitting down, when wishing to show respect to a superior officer within most Commonwealth countries). Yes, it means that the Doctor can do his 'no don't salute' bit, but would it cost them too much to borrow the hats?
* Well, that happened a lot of times already... Two of the many Almost Kiss moments happened in "The Transmogrification of Eunice" (Ben and Eunice, of course) and "Revenge of the Swarm" (Ben and Elena).
* Well That Was Unexpected: Most types of energy weapons and spellcasting in the comic have their own unique visual and sound effects. However, one aversion shows up with the Tau and Eternus energy weaponry, which share a bright blue appearance

and distinctive "FREEN" (or sometimes "BREEN") sound effect despite being from entirely unrelated sources.
* Well, the earliest official European imperialist rhetoric (by Spaniards and Portuguese) dealt with the need to baptize the indigenous population and thus spread the realm of Christianity, thought one could argue that was mainly to persuade
* Well, the exact truth of how it happened has gotten very muddled over the years (Sam herself notes that there are at least three versions). In each version, however, the king also went back and got a chalice that would avert this. Typically, the chalice has been lost for centuries - Sam herself has no hope (or any real desire) of finding it in time to avert her own death. However, now that she's with a Questor like Quentyn, there's a chance now.
* Well, the Genie technically isn't a "man" either so that must be the reason...
* Well, the only MELODIC metalcore band. As they were influenced by beatdown hardcore, classic metallic hardcore bands have a much more macho driven image than most pure metal bands.
* Well the only reason they retreated was because they were trying to save Ace, not destroy the Marines. One Ace died, the pirates had no more reason to be there
* well... The problem is that the fae race has only so many souls to go around, and nothing can be done to increase that number. That's why a fae has to die before a new one can be born — the dying fae's soul is reincarnated in the newborn fae.
* Well, there is some philosophy in that game... it's just a simple "If you believe in your philosophy, bash the other guy who doesn't agree with you."
* Well, there's a reason why it's one of the worst endings. And Dana seems to be at least subconsciously aware of the connection on some level and is bothered by it.
* Well, there's the fact that he likes to have little kids sit in his lap while holding them close, and there's no shortage of reports of pedophile Santas or Easter Bunnies.
* Well There's Your Problem by having the hosts apply layman's terms to things that are already fairly graspable to everyone.
* Well There's Your Problem covers these for their Patreon-only bonus episodes, instead of the public works projects covered by their main episodes. The tone of these episodes tend to be significantly lighter than the regular ones, since DIY projects usually don't come with two-digit bodycounts or perpetuate systemic injustice.
* Well There's Your Problem episode on the Texas City Disaster, the crew begin talking about how the Disaster was caused by an insecure loading dock for Ammonium Nitrate. Alice jokes about how having a Muslim talk openly about explosives is probably going to get her visited by some intelligence agency or another and starts going "LA LA LA!" whenever Justin or Liam talk about where to find Ammonium Nitrate and how it can potentially go from fertilizer form to potentially becoming explosive.
* Well There's Your Problem: Justin and Liam are former roommates and college friends, and can and will frequently bicker about their respective families and personal lives on-air or bring up bizarre stories of trips and experiences they've shared together (often involving alcohol, trains, tourist traps and American football). Alice brought up their tendency to bicker like an old married couple on their first liveshow.
* Well There's Your Problem section), which the hosts also note was an undocumented feature that the pilots couldn't switch off without disabling large parts of the plane's navigation system.
* Well There's Your Problem whenever a Cool But Inefficient option is brought up as an updated or preventative measure to whatever is currently being discussed.
* Well There's Your Problem: Whenever Justin says he'll take something out of the podcast, he obviously hasn't. The hosts commonly leave the show running even when one of them go to the bathroom, with the other two filling the dead air with banter, jokes, or reading (and making fun of) fan letters and comments.

* Well there was a reason for that. The voice recording was done in California, but the song recording was done in New York (and this was in the 80s when recording long distance was somewhat difficult) so rather than fly the actors back and forth they just used seperate actors and singers.
* Well, the Romans were allowed to compete in the Greek Olympics, but if the report has to be about ancient Rome, that does not help much.
* Well, the talk was about Barks-Rosa canon - most writers apart from Rosa set the stories in pseudo-present day, in any case. If Duck-stories in general are a subject, then Gyro can do anything that the current writer wants from him.
* Well the Tau Empire's version (essentially travelling in a boundary region between Hyperspace and Normal Space) might be one example. It's actually safer and more reliable but very slow.
* Well, the third game was when it was made official and programmed in as a gametype by Bungie. It was played unofficially in custom team slayer games as early as
* Well, the volunteers have their own justifications: Jason wants to kill one of the other cons, Daisy; Adharia is looking to prove herself as a warrior; Xanatos
* Well, they are bears, talking, walking upright, and wearing clothes not withstanding ....
* Well, they didn't so much add them as bring them from the first game,
* Well, they DID start to shred stuff, but only when it was way too late for them. A lot of that shredded material is still being sorted out today. Upon the approach of the Red Army, the Nazis started destroying and demolishing various concentration camps and extermination camps. They completely destroyed Treblinka, Sobibor and others, and tried to demolish some of the surviving camps before it was too late. There is only one extermination camp that is nearly completely preserved, and that is Majdanek. The reason for its preservation? It was the first camp to be liberated. This is the mundane reason why estimates for
* Well, they don't HAVE to, and the brutality of their methods backfires as often as it helps. Other races, notably the Tau and the human splinters Horus dealt with before his corruption, have much greater success fighting chaos with more surgical (or at least less exterminatus- and mass brainwashing-based) methods, they just haven't caught on in the Empire because the climate of fear and absolutism is also necessary to keep the imperium in power.
* Well, they have the ribs, they'll just need to be reheated. So this is more like delayed gratification.
* ...well, they kept him in a dark pit-like compartment for a long. The coded words allow him to relive the experiences he had, but also cause him to relive the mental anguish of losing family members again.
* Well they're both warriors, Diarmuid even fighting the champion of the
* Well they said if I burned myself alive/That you'd come running back." Another is "We Are Each Other", which sounds, on the surface, like a song about an intensely close lyrics, until it becomes clear that the relationship was suffocating for them and is now over.
* Well, this is not necessarily funny, because of political abuse of psychiatry in the USSR, where dissidents got "diagnosed" with such things as "sluggish paranoid schizophrenia." One term for it was
Kарательная психиатрия (punitive psychiatry). Some asylums got funny names, based on word-plays and later influenced internet culture.
* Well, This Is Not That Trope: Something seems to be describing it.. then it turns out they're describing what it's not.
* Well, this one could be explained by it being DANGEROUS for the Rangers to legitimately
* Well those are for deaf people, and he's just a little hard of hearing in one ear.
* Well to be fair, in the manga, it was two random spies that Weed wanted to be merciful to after the spies begged for their lives. These dogs did not actively try

to kill Weed or his comrades. The anime for some reason replaced the spies with the assassins
* Well, to be fair, Padraig is a legitimate Irish variation of Patrick in its own right and Birgitte is a legitimate Scandinavian variant of Bridget. It should be noted that in the Norwegian translation of
* Well to be fair, they did actually spend a few more days having sex before deciding to stay married for good.
* Well to be honest, it would be hard to list all the times it has happened on
* Well trained tank crews will sound like this. You'd have something like:
* Well until things go to completely to hell and they decide to put themselves first for a change.
* Well US law happens to say you can list something as sugar-free if it has half of a gram of sugar in it or less per serving, and it just so happens they can conveniently make the serving size one tic-tac, which total size is less than half a gram.
* well-versed in the regulations that she can find the right way to fill out forms to make it happen.
* Well Walker — after the heroes spend quite a bit of time and effort trying to lift it out of the well without killing it in hopes of not contaminating the water by shooting it, some exposed bone gets caught on the well's lip, causing the walker's entire bottom half to rip out, dumping it and the walker's innards back into the well.
* Well what do you expect? Before he became a lawyer he was a Navy SEAL and earned a Navy Cross (the second-highest decoration in the U.S. Navy, behind the Medal Of Honor) in
* "Well, what's not in the per-pe-per-pe-pastry, is in the per-pe-per-pe-pie, and what's not in the per-pe-per-pe-pie, is in the per-pe-per-pe- well, you can work it out for yourself...
* Well..." when he's about to explain something (borrowed from the Fourth Doctor).
* well when Psimon enters her mind and we get to see what M'gann sees herself as.
* Well, when your henchmen of choice are hyenas, you've got a lot to live up to.
* Well, within the Culture itself at least, but they all have tons of specialized organs which probably contributes to their capability of reproducing with other Humanoids outside the Culture (such as one half-Culture-by-biology character in
* Well, with no God to tell people what NOT to do, no one ever had the idea of doing anything bad. No God, No Evil. But once the concept of "Evil" was brought in from the outside, with no fear of divine punishment for any crimes you commit, well, there's no reason NOT to do terrible things, up to and including senseless murder.
* Well World: Nathan Brazil and Mavra Chang go through some horrifying things, like the Holocaust or being temporarily deformed into bastardized farm animals, but they always return to normal in the end. It helps that surviving is their superpower, and everything BUT dying can happen to them.
* Well World novels by Jack Chalker are a sci-fi example, but also something of a subversion as the Well World is composed almost entirely of tessellated hexagons, the edges of which define not only the borders of the various "nations" but also the larger bodies of water.
* Well World novels, many of the Comworlds have taken this approach, artificially suppressing the onset of puberty in the majority of their populace.
* Well World' series averted this by having the master race achieve physical and technical Nirvana, and realize just how boring and static it was. With Ascension not being an option, they decided that since they had achieved perfection and still felt unfulfilled, they must have missed something on the way up. So they recreated the universe, using themselves as the fodder to create huge numbers of new species, so that hopefully one of them would discover the missing element on the rise back up.
* Well World series, the entire universe is actually a simulation running on a gigantic computer called the Well of Souls. Humanity figures out how to hack it to a minor degree and builds "Zinder Nullifiers" for use in a major intergalactic war,

weapons that basically reformat a large region of space into a default empty vacuum state. The war gets a bit heated, the Nullifiers are overused, and the Well World starts suffering a progressive memory fault that will eventually destroy the entire universe unless our intrepid heroes are able to get into the Well of Souls' control center to fix it.
* Well World) take place on an artificial planet divided into hexagonal territories. The creators of the Well World set up each hexagon to be home to a different prototype intelligent species, prior to transferring these new races to various uninhabited planets. Thus, each hexagon re-creates the environment to which the new-made species is intended to be moved, once it's been tested. As some of their intended destinations were lacking in metals or other materials needed for technological advancement, the hexagons where those planet's future inhabitants were tested had to be designed to prevent technology from working there: if the trial groups couldn't survive by low-tech methods, then they would need more tinkering before they could be shipped out to their new worlds.
* Well World: The titular world is spherical, but the surface and atmosphere are divided into hexagons, with a hundred-miles-tall band around the equator.
* Well, would you tell your mother that you had videos of your sister having sex?
* well, y'know rushed to Hestia's aid, ready to kick Priapus' ass. Wisely, Priapus opted to run off rather than face their wrath.
* Well, you do get to play the Big Boss who was first introduced in the very first Metal Gear...
* ' Well, you know the lights are on here at Rich Stadium. They been on here since this morning. You can pretty much turn them out on the Bills right now. for Buffalo fans, since in college, he'd also led the greatest comeback in college football history at the time. It is, and remains to this day, the greatest comeback in NFL history.
* Well, your regular officer isn't going to have much luck holding down a man who can shoot laser beams out of his hands without being evaporated.
* We Love Katamari and also finally get to see his true feelings towards the other.
* We Love Katamari dropped the ball on that one. One of the quickest ways to lose fans is to send them hurtling towards Earth and incinerating them.)
* We Love Katamari has a level (the one scored by the price of the items you pick up) where people are carrying a cake to a destination. Ideally, your katamari will steal it before the end of the level.
* We Love Katamari involving a cut-off Pompadour and a half-eaten bread accidentally forming a heart shape. The result: love at first sight.
* We Love Katamari, the track "Sunbaked Savanna" is a medley of songs from the first game rescored with animal noises and tribal drums.
* We Love Katamari This may also explain the King's attitude towards the player if he turns in a small katamari.
* We Love You, Miss Pringle, Uncle Martin tells Tim O'Hara that his real name is Exigius 12 1/2.
* Welp Kai wears an absurdly large mask that has a horn sticking out of one side and fully covers every part of his face except his mouth. Given that it's a horror film, it certainly works as a creative and creepy way of establishing him as a villain.
* Welsh hurdler Colin Jackson - whose specialized in the 110m hurdles - was, at one stage, the world indoor and outdoor, European and Commonwealth champion and held the world record for more than a decade. His results in the Olympics: silver (1988), 7th (1992), 4th (1996) and 5th (2000).
* Welsh myth of Blodeuwedd has the most beautiful woman ever seen created from a field of flowers. But as she is not human, she has no heart, and is therefore faithless to the man who loves her. She is punished for her infidelity by being turned into an owl — in Welsh, the name is derived from the words "flower-faced" — fated to roam the forests by night, and seeing none of the daylight or sunlight that sustains flowers.
* Welsh parodic rap duo Goldie Lookin' Chain's breakout hit "Guns Don't Kill People (Rappers Do)".

* Welsh Psychedelic folk band Gorky's Zygotic Mynci is probably one of the more unfortunate examples of this trope. Despite decent album sales, critical acclaim on both sides of the pond, a cult following and the endorsement of beloved BBC DJ and indie tastemaker
* Welshy. He even mentions a male patron that was sitting near him actually screaming during that scene, leading him to believe something similar had happened to the man in real life.
* Welt der Wunder compares the katana versus the German longsword in a range of tests, ultimately judging the longsword to be superior over the katana.
* We Made an Angel is about an angel forged from the collective will of the townsfolk who summoned it, making it a kind of Tulpa. It mutates into a demon after the townspeople start doing worse and worse things to keep it around.
* We Made an Angel is about a village that forms a guardian angel out of the inhabitants collective will, meaning that they either created a tulpa for a real angel to inhabit, or created a tulpa that acts like an angel.
* We may have a clue about the multiverse existing, albeit a very weak and contentious, in the nature of gravity. Of all the fundamental forces (strong & weak nuclear force, electromagnetism and gravity) it is
* We may not think much of it now, but those satellite and aerial pics you can look up on Google Earth? The image quality would've put many actual spy satellites during the Cold War to shame. Most of said images come from Keyhole, Inc., a CIA-funded company whose name is a direct reference to the Corona spy satellites, which were all designated with the name "Key Hole" followed by a number. Actual spying is prevented, though, because sensitive areas are blacked out or edited away in Google Earth images.
* We— it's the law that "every number has a right to every other number, as to a sexual commodity." "Number," in the usage of the One State, replaces both "person" and "citizen," by the way.
* We Meet Again: Someone points out to their adversary that they've crossed paths again.
* We meet some more Giants in the second trilogy and most of them have names like Cable Seadreamer (which is probably a poetical nickname) and Grimmand Honninscrave (which probably isn't: how exactly
* We might add that the trailer features a man weathering the full force of a dragon's flames with nothing but a metal shield, then
* "We Might Be Dead By Tomorrow" was originally released in 2012 by French singer Soko. Then, two years later, her recording was featured in a viral commercial for Wren, a womenswear brand based in Los Angeles. The buzz from the commercial caused the song to debut at #9 on the Billboard Hot 100. Unfortunately, it didn't translate to airplay or sales, so it became the first of only a handful of songs to ever drop off the Hot 100 from the top 10
* "Wem nutzt das schon" by German fun metal band JBO plays with this trope - although they DO find rhymes on assorted celebs they lament that those rhymes are pointless and unfitting.
* We Must Be Killers is often referred to as the "sledgehammers" victor.
* We Must Be Killers mention that District 9 victor Cora strangled several other tributes with a bullwhip.
* WEM: White Ensign Models, a company mostly specializing in aftermarket warship parts.
* We Named the Monkey "Jack" has Queen Olof of Saxony bearing a baby daughter after being raped. She names the girl Yrsa after one of her dogs and has her raised as a serf.
* We Named the Monkey "Jack": Naming a pet after someone as an insult or tribute.
* Wena: "She's only happy when I'm holding her tight/Oh, my Wena/Take a look at my Wena"
* Wencit of Rum is this, having seen the Fall of Kontovar, and the only one with any appreciable book learning from the time period. He may or may not be a god in disguise.
* Wendake, who despite its small size and heavy intermarriage with local French-

Canadians is one of the most culturally dynamic First Nations groups in Canada.
* Wendell "Bud" White beats up criminals on Capt. Dudley Smith's orders and kills the ones whom he truly despises during arrest while staging 'self-defense'. He also is a
* Wendell Urth, an extremely agoraphobic detective who solves cases brought to his attention without ever leaving his home. For added exoticness, the crimes themselves often occurs in space!
* Wendell Vaughn. Getting your base broken into by a posse of supervillains once would be embarrassing. Having it happen
* Wendie Malick, who appears as lounge singer Ronee Lawrence in Frasier's final season, sings at the drop of a hat. The most egregious example is where she sits at the piano singing about the Crane family breakfast to the tune of several well-known songs. (She also has a song-and-dance routine, but that's in a dream sequence of Martin Crane's, so we'll let her off.)
* Wendigo and gives him a wooden carving of the monster. When Kim looks around for him, he has vanished. Kim asks the shopkeeper about it, she says that she is the only one who works and that Kim and Miles are the only customers she's had all day.
* Wendigo and Rugaru are former humans who transformed into man-eating creatures (although for different reasons.
* Wendigo, eating human flesh will cause you to turn into a man-eating monster.
* Wendigoes appear as the result of the Ravager influencing those who resort to cannibalism; since the apocalypse has struck, and naturally many people have to resort to it, wendigos are running rampant in several regions. You get a sneak peak of two of them on Asterkarn Road in Act 4, but they don't show up in force until Act 5. In the
* Wendigoes are formed when one person steals and eats another's heart. They then transform into monsters on the
* Wendigo, featuring the title track "Wendigo" which mentions the creature both literally and thematically.
* Wendigo is the official name of the line of monsters that starts with Gargantuan Beast and ends with Yeti in
* Wendigomon. However, there are no elements of cannibalism here, so the name is the only overt connection to the myth.
* Wendigo or silver blade into its heart, cutting out and smashing its frozen heart, placing the pieces in a silver box and burying the box in a churchyard. THEN you had to dismember it with a silver-plated axe, salt the pieces and burn them and scatter the ashes to the wind.
* Wendigo psychosis is a culture-bound syndrome that manifests as an intense craving for human flesh and a constant fear that the sufferer will turn into a cannibal.
* "Wendigo's Child", by Thomas Monteleone, transplants the creature from the American Northeast to the American Southwest and replaces its familiar deer's head with that of a predatory bird. Its hunger for flesh remains unchanged, however.
* wendigo (the deer-headed wendigo is strictly an invention of modern pop culture). In certain dialects, the word for owl and the word for the monster were one and the same.
* Wendigo" was the sole survivor of the titular monster's attack on the cabin where he and his parents were staying decades ago.
* Wendigo who is willing to overlook Otis taking potshots at the empty Stuckey house because of the bad hand Otis has been dealt. However, as soon as her learns that Otis has actually shot George, he goes out to Otis' place to arrest him. His attempt to be reasonable and allow Otis to come along on his own terms gets him killed.
* Wendigo will catch on fire if dragged along the ground (and this is the only way to kill it), it doesn't inflict this fate on its victims.
* Wendigo Wood: Hank Williamson has a moustache, and saw combat in Korea.
* Wendi has a similar technique, and when she shoots a disabled Type III Gadget Drone with a shot that causes this, it causes a massive explosion.
* Wendi Richter was going for, described by herself as "twisted steel and sex

appeal". She rarely forgot to flex in her photos.
* Wendi Richter, who most definitely was not the original since Moolah had previously been her manager. Whoever put the mask back on after Moolah died maintained a losing record.
* Wendry: Twins Gabe and Gavin Naquin are James and Douglas Darling, two twin brothers.
* Wendy and Chelia do this with their Sky Dragon Slayer and Sky God Slayer magic, respectively. The main difference between their types of healing is that Chelia cannot restore stamina, but Wendy cannot
* Wendy and Hodges were going back and forth for a while, but Wendy left.
* Wendy, and only revealed her original ideas for the ending after she finally went back and tied up all the loose ends years later.
* Wendy (as in the mascot of Wendy's) is an 8-year-old girl who was portrayed by the adult MC Goldiloxx... and, despite being a little girl, still saw fit to use "old enough to be my daddies" as an insult against Ronald McDonald and the Burger King. Wendy also compares Ronald to a child abandoned in a Playplace; said "child" was played by the
* Wendy: At the end, Wendy's own daughter goes off with Peter to visit the island herself.
* Wendy: A version if this happens at the end, when after Mother is killed, at Wendy's urging both the children and Olds sing, inspiring them. This makes the volcano erupt, signaling she is revived.
* Wendy: Children living on the island can stay young forever if they believe in the Mother, a kind of guardian spirit. However, they're still capable of being injured or killed. The above causes some to lose faith, which ages them.
* Wendy does this when Ben tries to film their breakup in the pilot of
* Wendy for most of the story until her aunt decides that she doesn't want to adopt him and his twin sister after all, as they aren't as rich anymore. After that, he breaks up with Wendy to date his previous foster-sister Vanessa instead, while being implied to still live in her house. It's weird.
* Wendy however, doesn't suffer from transportation. Rather, She's weak to pickled plums.
* Wendy is consoling herself with ice cream from the carton because she just screwed up
* Wendy is sometimes interpreted as genderfluid due to her male "Wendyl" persona in "The Cissy." While it's implied to be a ruse to get into Cartman to share his trans-only bathroom and Wendy goes back to her old self in the following episodes, her casual attitude toward crossdressing, especially compared to Cartman's false "Erica" persona, made many fans assume Wendy might really want to transition.
* Wendy is the adopted daughter of the Sky Dragon, and therefore the Sky Dragon Slayer. She doesn't start out with many offensive abilities, but the ones she has (and gains over the series) fit this pretty well, creating twisters and razor winds to blast people away and enhance her physical strikes.
* Wendy it can't." [a lightning strikes them] "Okay, now...") while the other screams at her to stop saying it.
* Wendy lies seemingly dead after being mistaken for a bird and shot with an arrow by one of the Lost Boys. But the arrow turns out to have only pierced an acorn button she was wearing and presumably caused her to faint from fear.
* Wendy Mass' short story "The Stars at the Finish Line" averts this — the protagonist's academic rivalry with a girl he has a crush on has nabbed him excellent grades. When he mentions this to her close to the end of the story, she acts confused...then laughs and reveals that of course the rivalry was mutual; she was just messing with his head.
* Wendy Matthews' 1992 recording of "The Day You Went Away" is a classic of Australian pop. Few people know it was actually written and first recorded by an obscure British group, Soul Family Sensation.
* Wendy O. Koopa has a pink hairbow, a pink shell, makeup, jewelry and high heels. Interestingly, despite being the only female Koopaling, Wendy is one of only two Koopalings with no hair.

* Wendy Oldbag, and that she simply refuses to leave Edgeworth alone, despite the fact that he makes it clear he has zero interest. And, just to top the whole thing off, she's obscenely old and constantly talks down to people.
* Wendy Oldbag, meanwhile, is a security guard in a different venue every time she shows up. The first time it's justified — she snipes at Phoenix about how Global Studios fired her following the first game.
* Wendy Padbury" and her costume she wore was in part designed to, in her words, "hide the bump". Sadly, she miscarried soon after wrapping.
* Wendy: Peter runs away with Wendy's daughter just as she did beside him years before.
* Wendy picks up on Irene's ability to enchant other objects and people with her own magic to get out of a
* Wendy's commercial, which is called "Soviet Fashion Show." It takes place in a dimly lit auditorium with a lot of uniformed, unsmiling men in the audience. As a violin/balalaika band plays an off-the-wall version of Volga Boatmen chant, the MC reads out "Is next... Dayvear!" "Is next... Eveningvear!" The model is a large, plain woman in a utilitarian outfit with a babushka who strides briskly onto the stage — same outfit each time (Eveningvear has a flashlight, Svimvear has a beach ball). The idea is that at Wendy's you get to choose what to put on your hamburger.
* Wendy's hamburger chain is a drawing of a young redheaded girl with such pigtails (ostensibly a depiction of Dave Thomas' daughter, whom the chain is named after).
* Wendy. She hired a group of allegedly Iraqi thugs to get rid of a substitute teacher her desired love interest was attracted to...by
* Wendy's Kids Meal commercials that involve kids going through outer space end this way when segueing into whatever toys are promoted, with a Wendy's bag zooming in to fill the screen with black ("Back to Wendy's Kids Meal, and see what's inside!" *goes black*)
* Wendy territory is the fact that they're maybe ten years old at this point, and despite of the game's reputation it keeps things tasteful in this respect.
* Wendy Testaburger also qualifies. She may be often depicted as an intelligent and moral hero, but she can be just as sadistic and petty as Cartman. When she thought her substitute teacher liked Stan, Wendy had her launched into space for an unfortunate fate. On top of that, she once made fun of all the kids in "The Hobbit".
* Wendy Testaburger is mostly defined as Stan’s on and off girlfriend. While there’s a few episodes where she gets more screen-time ("Stupid Spoiled Whore Video Playset", "Breast Cancer Show Ever" and "The Hobbit") that shows her being more than just Stan’s girlfriend, her primary role in the show is to be Stan’s cute
* Wendy Vanessa instead, while implied to still live in her house. It's weird.
* Wendy: When a Lost Boy (or Girl) loses faith in the Mother, their youth is lost, causing them to age very quickly into old people.
* Wendy Williams woman because of her height, relatively manly features, and over the top wigs and makeup. However, despite all this, she is in fact a cis woman, and has a child, and had many miscarriages.
* We Need a Distraction. He approaches a gang of hoodlums hanging about the area and taunts them relentlessly, capping it off with a sarcastic "your mothers must be so proud", which is what finally provokes them into a fight.
* We Need to Get Proof: The heroes discover the bad guy is up to no good, but need to find a way for others to believe them.
* We Need to go Deeper is an indie game involving a submarine crew navigating a labyrinth of tunnels while fending off giant sharks and whales. Later updates to the game, however, have added increasingly Lovecraftian monsters.
* We Need to go Deeper is set in the Living Infinite, an abyss filled with aquatic monsters, every one of which will try to kill you on sight no matter how many your sub blasts throught.
* "We need to precisely insert a team of commandos deep behind enemy lines. To avoid German radar we'll have to fly low and fast, no more than 200 feet off the

deck. It will be dangerous and some of you may not survive the jump, so we need 20 men. Anyone who wishes to volunteer, take one step forward." A slim handful stepped forward, all Green Berets. The commander was disheartened until a grizzled sergeant whispered to him. "Parachutes will be provided!" he announced, and the rest stepped forward.
* We Need to Talk About Kevin: Book-only (the film seems to be set contemporaneously to its release in the 2010s, although it's not made clear.) The book was released in 2003 and Eva writes letters in 2000, but they primarily look back on Kevin's childhood and adolescence, starting in the mid-1980s through to the late 1990s.
* We Need to Talk About Kevin), his timing specifically so that he can't be sentenced as an adult, and will avoid life in prison.
* We Need to Talk about Kevin, in which the titular character claims his teacher made advances toward him. Though we only hear about the incident through an unreliable narrator, it is likely that nothing of the sort took place, and Kevin is just trying to get the teacher fired for the hell of it.
* We Need to Talk About Kevin. It seems at first that Franklin divorced Eva (in a flashback he told Eva he wants a divorce) and got custody of Celia after the massacre at the school (Kevin was imprisoned, so neither parent would get custody of him), and hasn't spoken to Eva in a long time. However, the truth is, as the nonlinear timeline shows, Kevin actually killed Franklin and Celia BEFORE the massacre at the school. That's why Franklin never answered Eva's calls as Eva was out witnessing the aftermath at the school.
* We Need to Talk About Kevin makes it even more difficult to form conclusions.
* We Need to Talk", Amethyst munches popcorn while watching Pearl mock a young Greg Universe for not knowing about Gem fusion.
* we never actually see it went to Atlantis in one episode. They had so much fun with "mermaid puss", they wanna go there again!
* "We never called the place an Orphanage because we never felt that it was an Orphanage. It was our home."
* We never do find out who Richard Parker was spying on Oscorp for, or
* We never do meet the model (Or even see the picture itself), but part of Wallace's
* We never find out the name of the Ur-Quan homeworld. Considering it's on the other side of the galaxy, no one really cares. The
* We never get to read it, but the galaxy-sized locust swarm that is the Tyranid race was named because of the Apocalyptic Log that was left behind, buried 1000 feet underground, on the planet Tyran. Most of the Tyranid Codexes — combinations of backstory and rulebook — contain detached descriptions of Tyranid attacks that read like an encyclopedia entry based off an Apocalyptic Log as well.
* We never get to see his reaction when the two of them start dating five years later, as he's killed during the Uchiha Insurrection.
* we never get to see the remaining 200 — 18 were lost to the Orchids as reported by Jurati — Romulan warbirds fight it out with Starfleet's armada (which contains more or less the same number of starships) under Riker's command, since the Romulans decide to withdraw.
* We never got see this side of him due to being the first murder victim. However, he ended allowing himself to replay some killing games and with there being two methods to survive a killing game, there is a likely chance that he could have killed someone.
* We Never Learn: In chapter 102, just after Nariyuki sees Mafuyu in nothing but a towel, he tells her to take off her clothes which cause the latter to give him a seething look. He clarifies that he wants her to change her clothes.
* We Never Learn is a pretty decent student, scoring above 80 percent in all of his subjects, but he's not a match for Rizu in science and maths or Fumino in literature. On the other hand, he's much better than Rizu in literature and Fumino in science and maths, which allows him to tutor them in these subjects.
* We Never Learn is that each of the 5 heroines will get her own route, like in a

dating game. As the author says, all 5 of them are "main" heroines, so they deserve this treatment.
* We Never Learn: Rizu, Fumino, Uruka, Mafuyu, and Asumi all have roughly equal amounts of screentime and romantic development with Nariyuki, although the first three show a more obvious attraction.
* We Never Learn; this has the result of making the other two so uncomfortable, they run off without seeing Nariyuki or Kurisu's faces. Nariyuki and Kirusu don't actually kiss, though—-the angle makes it look like they are.
* we never see any female orcs. Tolkien himself didn't seem entirely sure. The films make this even worse, since Elrond claims they're a blend of standard orcs and "goblin-men" (which is ambiguous as to whether it's a hybrid or an unrelated creature), but the audience gets to see them apparently born from cocoons in the ground (a reference to an obscure early bit of Tolkien's guess as to where orcs came from).
* We never see a single Time Lady from their introduction as a race in "
* We never see him alive in the present, but his betrayal and attempted blackmail of Gustavia is what made him commit murder, kickstarting the events of the plot of the whole series, and his kidnapping of Dover's son is what causes the events of Investigations 2
* We never see Undertaker’s eyes. It looks like a character quirk, but in both the anime and the manga this is to hide something, although this example only has significant impact on the plot in the manga.
* Weng-Hai Lee, Majima barely avoids an acupuncture needle to the crotch when he tries to go for his dagger.
* Wen Kexing calls Chengling "little idiot". It starts as an insult then becomes a term of endearment.
* Wen Kexing calls Zhou Zishu "A-Xu" and Gu Xiang "A-Xiang", and Zhou Zishu calls Wen Kexing "Lao-Wen".
* Wenn ist das Nunstück git und Slotermeyer? Ja! Beiherhund das Oder die Flipperwaldt gersput!.
* We now have this trope when speaking about human Trainers. Bede, one of the rival characters you encounter in
* Wen Spencer and the Pack are both created with a complete set of memories from every prior member of that lineage.
* Wen Spencer, because they are a virus that took over a human, and they look like their host.
* Wen Spencer, elves show up to stop the men harassing Oilcan and Tinker.
* Wen Spencer. He is not happy when they find a half-human/half-oni child — he had hoped for only adults — but fortunately, she demonstrates empathy, and the genocide can be limited to the full oni.
* Wen Spencer. He tones down the orders shortly. An officer complains that they can not use IFF — Identification Friend or Foe — to recognize anyone, and Mikhail orders maintaining radio silence, which will keep anyone from finding them.
* Wen Spencer" is how much a family gets for selling their brother. Usually it's just a swap for another family's brother or a straight sale to a family for cash. The male ends up marrying all the women in the new family, unless they split it between older and younger sisters. However there is also the option of selling him to a "Crib" aka whorehouse, where he'll spend the rest of his life drugged to the eyeballs on fantasy world viagra impregnating women who can't afford to buy a husband.
* Wen Spencer, Jerin Whistler blushes profusely at thoughts of the Princess Ren, and especially at innuendo. He's blushy in general, once flushing after a bath is prepared for him because of the idea that strangers have paid that much attention to a place where he is to be naked.
* Wen Spencer, Lain tells of dreaming that Tinker had brought her a tengu to cure and been turned into a diamond and stolen by it. She warns Tinker of the danger.
* Wen Spencer, Mikhail concludes, after their crash landing, that they will have to bury the dead at sea: they cannot leave them about to rot where they must live. He finds it rather hard.

* Wen Spencer Pack propagate themselves the same way, but allow the victim to retain their own identity and personality.
* Wen Spencer series, Hex and Prime, the only survivors of the initial Ontongard invasion horse, had bodies that looked largely human, but with all black eyes, strangely textured hair, and slightly odd proportions.
* Wen Spencer series Jo and Lara's second child, Callie, is biologically related to both of them with the aid of a fertility clinic.
* Wen Spencer series Max Bennett runs the Bennett Detective Agency, which he created mostly to give him a justification to look for missing persons in memory of his dead wife. Ukiah is also a licensed PI, as is Bennett's later love interest Sam Killington.
* Wen Spencer, Turk and Paige get into a furious argument when Turk discovers that she is partly descended from genetic modified Reds and Blues; Turk himself is a Red, traumatized by his upbringing in a society where Reds are property.
* Wen Spencer, Windwolf mentions that most elves are this because their parents, if they actually have another child, do so only after the one before is fully grown.
* went after said bear alone; they're on top of a glacier, and Sitka drives his spear into the ice, causing a huge block of the glacier to break off and fall into the river below, taking the bear with him. Sitka dies but the bear survives, motivating Kenai to once again track the bear down and slay it in an act of revenge, which in turn invokes the wrath of the Great Spirits and kicks off the rest of the plot.
* went back in time, founded a civilization we encounter in "Common Descent"
* went behind their backs and endangered a peace march by Southern Water Tribe sympathizers, bankrupted Asami's company and seized control of it, then framed Mako. He backed Raiko during the first election, only for him to attack him months later. All that was part of his plan to start a war and make money off of it. Varrick later betrays Suyin Beifong by joining Kuvira, who went against the latter's wishes. After Varrick finds out how evil Kuvira really is, he's done betraying others altogether and pulls a Heel–Face Turn.
* went berserk and rode alone to the gates of Angband, where he challenged Morgoth himself, the most powerful being on Arda, to single combat (he got killed due to the vast power difference, but he did manage to fairly seriously wound Morgoth — the only non-Ainu to ever do so). Those who saw him pass said his eyes glowed then like the eyes of the Valar do.
* Went Crazy When They Left: A character goes crazy when someone they care strongly for leaves in any fashion.
* went for it... and a Huskers defensive breakdown left a receiver 10 yards clear, resulting in a 61-yard catch-and-run. Texas ran it in on the next play and won 37–27.
* went horribly right was executive chairman of the major British jewellery company Ratners Group, which marketed inexpensive luxury items at reduced prices. The line was wildly successful with the public, despite being perceived as "tacky" by wealthier shoppers, until Ratner gave an infamous speech in which he declared:
* went horribly wrong; Mercy is a far better dedicated healer, Winston can tank and put down a barrier, Tracer can evade attacks and heal herself with Rewind, and Genji can more easily deal damage with the proper back-up.
* went into battle naked and painted with woad. (This served a practical purpose: it freaked the Romans out. In addition, if fibers get into an open wound, it gets really easily infected. No clothing, no fibers. No fibers, no infection.)
* went mad at some point prior to the series, and started persecuting magic-users, which is why the Statute of Secrecy was put in place).
* went mad from the revelation due to poor mental fortitude and preparation, or perhaps they devoured the minds of bystanders and developed something a little like schizophrenia combined with multiple personality disorder. And sometimes they feel that eating more minds might sort them out.
* Went on a drunken road trip in his new Toyota Hybrid and end up trashing it less than 24 hours after getting it.
* went on record, and having them travel to a "human universe" is entirely

different - especially since those are the movies (and later web series), not the show.
* went out mascot) sits in a studio set, showing other idents of BBC One past and a memorial for Ceefax (which also died with analogue TV). With the country henceforth unified in the transition to digital TV, the announcer gets to deliver the very last words spoken on UK analogue television:
* went over somewhat better in various European nations, where it went on for a few more years). The next retool returned the ponies to something close to their original look, and was much more popular as a result.
* Went the Day Well?: Briefly features a British Home Guard unit who get brutally gunned down in an ambush while cycling home.
* Went the Day Well? is about an attempted takeover of an English village by Nazi soldiers on Whitsun weekend.
* went the other way with the other members: Fred Knoblock previously had a #1 AC hit with "Why Not Me" and two Top 10 country hits, while both Thom Schuyler and Craig Bickhardt had several songwriting credits both before and after S-K-O/S-K-B's short life.
* Went to the Great X in the Sky: A common euphemism for dying where the deceased person as gone to "the great (insert place appropriate to the deceased's personality, habits, or interests) in the sky".
* Went to the Great X in the Sky: A common euphemism referring to death is to say that the dead person has gone to "the great (insert afterlife place appropriate to the deceased's personality, interests, or habits) in the sky".
* Went travelling the world in order to convince people to eat his feces.
* went unseen and unmentioned until the Season 3 episode "Just for Sidekicks", where he is seen in a series of photos showing that Spike returned Peewee to the wild to be raised by adult phoenixes.
* went viral after someone took a picture due to its personification of this trope. "Girls Life"'s cover featured tips on how to improve personal appearance, while "Boys Life" focuses on activities that boys can engage in.
* went viral in the wake of the massive flooding in Houston caused by Tropical Storm Harvey.
* went viral with his family. After the video went viral, the family did several follow-up interviews clearing the air.
* Wentworth Miller played attorney Isaiah Holmes for two episodes, who's gay like him.
* Wentworth Miller, revealed in 2021 that he had been diagnosed with autism.
* Wentworth Miller was a competitive swimmer in school, apparently the only reason he's swimming on a first-season episode of
* Wentworth Miller who is so altruistic that he'd happily sign away all his assets to anybody if they asked him for help but is only doing so because of a brain disease that is affecting his judgement. His wife is rightfully freaked out that he doesn't prioritize either himself or their family over the well-being of random strangers, as her husband actively wishes that he will die of his ailment so his organs can be used to save a few more lives.
* We occasionally see clips of Larry's shows from the five years prior to the start of the series. Not a terribly long time compared to most examples of this trope, but the producers take care to make these clips look different from Larry's "current" shows.
* We occasionally see Dr. Scratchansniff with his girlfriend, who is much taller and at least three times his weight.
* We occasionally see the firefighters of House 51 smashing car windows to get to hydrants in
* We only hear of Andre Dragomir, the brother of Lissa, following his death in a car accident. He was a loving brother, a popular guy, and a jerk in his treatment of Mia Rinaldi. His actions in life influence Lissa and Mia throughout the first book.
* We only hear partial references and snippets of the kinds of things
* We only hear snippets of their songs, but each of the one-shot teachers' songs

(if you can even call them that) sounds more repetitive and less coherent than the last, their singing ability ranges wildly from vaguely tonal to making the Lamp sound like
* we only know it happened because it's alluded to later cautious and reluctant to take any initiative at all.
* We Own The Night Apparently, the NYPD is keeping all the good stuff for themselves.
* We Own The Night, where the heroes are simply in the middle of a commute when the bad guys pull up alongside them and start shooting. The ensuing chase is in pouring rain in mid-day traffic, through crowded and winding city roads.
* We proud Tropers of TV Tropes are not immune to getting into the act; just go to the "Fridge" page of almost any work chronicled on this very Wiki and scroll down until you hit the
* 'We Ran Out of CD Space' ends this way, cutting out whatever the next lyrics were going to be.
* were actually stolen from local villages and raised to keep Gothel company.
* were a democracy, though the elections usually didn't amount to much because the Lord President's hand-picked successor almost always won. Then during the Time War, Rassilon got revived to lead them, and things went downhill.
* "We're adopted." is the official answer on any ethnicity other than Nanase's (which is Japanese) and by extension her cousin Tedd's (presumably half-Japanese, half-white since their mothers are sisters).
* We're Alive and continues to stalk Pegs even after all the other Mallers are either killed or scattered.
* We're Alive auctioned off a cameo role on eBay to help pay for tickets to the Audie Awards. The winner showed up as Dr. Guin in Chapter 29-3.
* We're Alive: Burt tries to put a shoulder holster on Riley but accidentally cops a feels.
* We're Alive called "Little Ones." Turn out these Little Ones are actually the "grown up" fetuses of infected pregnant women that were fed massive amounts of growth hormone while in utero. The results were baby zombies that grew at massively accelerated rates and became giant killing machines in a matter of months.
* We're Alive had The Tower with about 30 unvoiced survivors. They all got killed off in the Second Season finale "The Harder They Fall"
* We're Alive He's doesn't really pull out of it until Michael, Pegs and Kelly return from the Colony, having found Hope.
* We're Alive is an audio drama podcast about people trying to survive a zombie apocalypse.
* We're Alive Michael chastises a bunch of rebellious Tower dwellers by saying "I just sent two of my friends out there to help you people, and I'll not have you throw it back in their faces!" Angel brings it up a bit later:
* We're Alive: Over a dozen main cast members who are often split into multiple storylines.
* We're Alive, Scratch cuts off Burt's finger while trying to extract information from him.
* We're Alive, the M134 Minigun seems to be about the only practical way of bringing down the "Little Ones" and "Behemoths."
* We're Alive The story ends 14 years later as Saul and Lizzy's son, Nicolas, joins the defense force for the slowly rebuilding nation centered at The Colony.
* We're Alive, this time by Angel who screams "This is just like the gas cans all over again!"
* We're Alive with this being the most effective way to kill a zombie.
* "We're all ready to go!" his cheerful family told him in chorus. Less than ten minutes in, and his new
* We Really Do Care: A character is about to leave until their friends tell them how much they are loved and want them to stay.
* We really don't build them the way the Romans used to. Almost all of the buildings in the ancient Roman city of Ostia Antica are over a thousand years old; most of them closer to two thousand years old. It's still safe to wander up to the

top of millennia-old blocks of flats to look at the cityscape, while in Rome it's completely fine to walk through the forum and around the buildings that have survived centuries of conquest, city expansion and military squabbling. Pompeii and Herculaneum are similar examples, although they did have the advantage of being buried for most of that time. And some Roman roads are still in use today.
* We're also shown a scene in the pilot where the gravity is switched on once the crew are back aboard, resulting in them thumping down onto the deck.
* were and the possibility of the Spark wasp being copied and used on her and Gil, that he starts to realize that maybe mind control over the masses might be a bad thing.
* were, and there is a waitlist that is far longer than the average sentence.
* We're Animals in a Post-Apocalyptic Town, the first monster faced by the heroes, in the forest ruins, is a giant stag beetle.
* were arrested by the FBI for a 2018 attempt to bribe an airport official with five thousand dollars, with indictments from the US Attorney, city attorney, and the IRS. (As of January 2021, the investigation is ongoing.)
* were a staple in, as they were often a clue to where a secret could be, or where monsters would come from.
* Were a thing in 177.21. Applejack was with someone she thought might have been a pony version of Thorin Oakenshield (but didn't know whether he was Awake or not), Fluttershy was with Caramel, Rainbow Dash with her old bully Hoops, Octavia with Prince Blueblood, and Twilight was with Flash Sentry.
* were awoken by an ancient curse shortly after the colonization of the city. After they were forced to retreat, they formed smaller factions and occasionally send soldiers to try and steal the Power Brick at City Hall.
* We're Back! A Dinosaur's Story, and he dedicated his life to scaring other people.
* We're Back! A Dinosaur's Story brought dinosaurs into modern day New York.
* We're Back! A Dinosaur's Story: Cecilia curtsies when she introduces herself to the dinosaurs.
* We're Back! A Dinosaur's Story has a scene where Professor Screweyes turns Louie and Cecelia into apes, with their transforming shadows projected onto Rex's stomach. Play the scene of Rex transforming them back to human in reverse and it looks similar.
* We're Back! A Dinosaur's Story! made Rex and the other dinos super intelligent.
* We're Back! A Dinosaur's Story these anymore... my lucky whale tooth, and a giant clam that opens to reveal the American flag held by a mermaid and her normal brother Richard!"
* We're Back! A Dinosaur's Story: The villain Screweyes gets eaten by his (not-so) trained crows, which completely cover his body then fly away, leaving nothing at all.
* We're Back! A Dinosaur's Story when she claims she feels like "laying an egg" when she looks at Rex romantically.
* We're Back! A Dinosaur's Story, when the dinosaurs sacrifice themselves to be part of Dr. Screweye's circus to allow the kids to go free. They get scary looking too...
* were banned before that, it was since been lifted following the EDSA revolution.
* were basically weaker versions of the magics the Ancients were capable of. The difference being that while the Ancients had so much magical power that they were capable of sustaining their summoned ideas on their own, the weaker mortal races that followed after relied upon strong external sources of aether to do the same.
* Werebeast in their family tree) may exhibit minor features of their were-whatever ancestors, like ears, eyes, or fangs.
* Werebeast Tropes lists tropes related to werebeasts, including werewolves.
* were being human-looking, but there was still an element of "save frakloads of money on having to make CGI robots for every episode". Indeed, this trope took place in the very planning stages; the Cylons were redesigned as human-looking because the creators counted that they could only afford one Cylon suit good enough to convince modern audiences, while CGI was still too expensive to rely on

constantly. However, as the miniseries was past and it was time to start filming the main series, the CGI prices had fallen significantly, and they managed to squeeze in more Centurions than they had initially thought possible.
* Were Betty and James actually together together when James hooked up with "August"? Or was it a miscommunication? Perhaps James didn't think they were in a committed relationship while Betty did so in his mind, it wasn't cheating. Either way, it's never made clear.
* were between the Union and Confederacy, which respectively demonstrated the usefulness of ramming and the ineffectiveness of cannons against ironclads.
* were called after a neighbor heard screaming, death threats and the sounds of furniture being thrown around in the flat next door. It turned out to be a man trying to kill a spider.
* "We're Captured", this happens when the heroes concede defeat and fly off into the sky at the end of the episode.
* Were Carter and Shayera really the reincarnations of those ancient Thanagarians or did Carter fry his brain with a piece of malfunctioning alien tech?
* were conquered by, who genetically engineered the survivors of various colony planets into whatever forms pleased. Many were experimental, some seemed to be art, some transmogrified into grotesque form as punishment for their perceived crimes. The results were tremendously varied, including titanic elephant-like creatures, bat- and pterosaur-like fliers, various aquatic strains, ferocious predators and tick-like parasites. Many of these post-humans died out after the departure of the Qu, but others survived to form complex ecologies. Some of these post-humans would eventually lose sapience, some had it genetically engineered away but they eventually re-evolved sapience.
* were crazy enough to make titans and despite the impracticality of it, their effectiveness were unparalleled. This led to the development of the Riptide, Stormsurge, and titan-esque Ta'unar Supremecy Armors
* Were-creatures, are Hircine's servants. They can be said to embody his view of the Hunt, as during the day they are Hunted, but at night they are Hunters.
* were-creatures at nightfall, with the exact frequency varying depending on the particular strain of the disease. They are overcome with an intense bloodlust and typically must hunt and kill at least one sentient being while transformed. If they fail to do so, they will return to their original form in an extremely weakened state.
* Were-creatures to appoint a pack leader, thus serving as a advisor and an important figure among Lycanthropes.
* Weredragon: A human character who can turn into a dragon, or vice versa.
* Were Dragon. Any partner of hers that is not nearly as long-lived would have to accept her looking like that if they want to marry and have children within their lifetime, and the game does bring it up when Nah, her daughter, wonders what her dad saw in Nowi for her to be the result.
* Weredragon: A shapeshifter who can change between human and dragon forms.
* were engaged, even though they had been lovers for months (and the relationship was actually her idea). Until then she had kept it secret (her "biggest secret", she called it).
* were entirely un-Vulcan. The ones we've seen who were not enemies are more emotional than Vulcans but more restrained and in control all the time than most other races.
* were especially upset that the Persians captured their Eagle standards used Antony's defeat to forge a peace treaty with the Parthians and managed to get the Eagles back to Rome, which boosted his popularity. It was such a huge deal for him that he built statues to commemorate it. He also minted coins showing a Persian soldier kneeling submissively which needless to say didn't happen but obviously was important for the Romans to believe.
* were eventually solved, effectively making him the original Back from the Dead.
* were extremely Spartan in their accommodations, and an American civilian novelist in 1985 may or may not be reasonably expected to know that the Typhoons were different.

* We're first introduced to the Invisible Man while he's in the process of raping boarding school girls. Because it's done in the style of Victorian literature, it's mostly treated as a distasteful perversion by the other characters. Note that this is
* We're first The story may be set thousands or millions of years in the future and focus on humanity's descendants encountering something.
* Were Flonne a buxom succubus like the aforementioned attractive women rather than a flat-chested angel, Laharl would likely have been slain outright.
* Weregeek, Abbies elf rogue character in the D&D game dresses up as a ninja.
* Were Geek, Joel attempted to turn one of the Hunters into a geek, with somewhat predictable results.
* Were Geek, Joel does this when he finds 'blood' on the ground. Apparently it's peppermint.
* Weregeek — as her friend said, "Blackmailing vampires: like shooting fish in a barrel, except you give the guns to the fish and then just wait".
* Weregeek players are a menace to society, to be stamped out with deadly force.
* Weregeek the party has been captured by elves. They are forced to march for so long that the more frail party members are beginning to collapse from exhaustion. When one of the elven guards began acting like a stereotypical smug elf at their apparent weakness Dustin's paladin tries to resist exploding in anger by remembering his paladin vows in which he must respect other races. When Sarah reminds him that his vows don't actually mean he has to respect other races, in the very next panel the elf has a black eye and Dustin is in stocks. It was worth it.
* Weregeek They both eventually find themselves in new relationships, but there have still been several longing glances from both of them behind each other's backs...
* Weregeek to see the gang playing Go Fish while there are so many real games nearby.
* We're given some particularly good reasons to empathise with Maximillion Crawford/Pegasus, who lost the woman he loved and has been trying to get her back ever since. Other villians such as Malik/Marik, who was forced into a role he didn't want to play his whole childhood and developed a huge bitterness towards the Pharaoh, Amelda/Alister, whose home country was destroyed by a war fought with weapons supplied by Kaiba Corp — you know, before Kaiba corp did games — and Bakura, whose
* We're Going on a Bear Hunt lampshaded, in contrast to the children's book on which it's based. The children perceive the bear as a danger and run away from it, despite it being conveyed to the audience that the bear is a gentle, friendly creature in this version.
* Were Going On A Bear Hunt: When the father and children encounter a bear inside a "narrow, gloomy cave", they run for their lives and retrace their steps.
* We're Gonna Get There Soon had to provide snacks for the next Weather Team meeting. She gives him a piece of Maple Candy she saved, shaped like a heart, and Thunderlane gets it enough to kiss her cheek as she looks away bashfully.
* WE'RE GONNA YES SO HARD, WE'RE GONNA BRINK KIKI BACK TO LIFE. BELIEVE IN THE YES.
* were has been a common criminal pursuit since the dawn of agriculture.
* Were he to achieve his goal of taking over Fishman Island, Hody Jones would easily be this — his immediate plans would be to slaughter anyone on the island who wants to live in peace with
* Werehog was so commonplace in both the English and Japanese fandom, that Sega made it its official name (similarly, WereSonic was used to describe the character in the Wii/PS2 version on several occasions).
* were-hyenas, and Greeks believed that slain werewolves would return as vampiric hyenas up until the 19th century.
* We're in the Money was the final cartoon from Harman and Ising, as the duo would jump ship to MGM shortly afterwards after a dispute with Leon Schlesinger.
* were in those medical comas, there comes the issue that in season 1 the room Sylar was kept in seemed to dampen abilities (if the Haitian/Renee was there the whole time he would've stopped Eden), whereas in season 2 Peter needs to take pills

to dampen abilities, and in season three there's early on the drug induced comas
* were invaded in 1940, they were forced to pitch weaponry last used in the Napoleonic era against arguably the most modern army of its day. Unsurprisingly, they got steamrolled, only managing to hold out for five days.
* were. Issues of traceability, of crime victims canceling their cards, and so forth never seem to arise. It's possible that there's a brisk business in pre-paid debit cards, because, frankly, you don't have to be a criminal to have transactions you'd rather not have recorded.
* we're jerry springer, not casablanca. is a female example of this, and so is Gamora to a lesser extent
* we're jerry springer, not casablanca. when Peter sees old photos of Yondu and his friends from The 80s, which include Yondu with a bright red mohawk and a denim vest.
* were launched before the students/commanders were even born, and have been traveling at relativistic speeds to the enemy home worlds for decades with no hope of reinforcements. The students are being trained to improvise tactics with the forces they have against unknown opposition. All the strategic decisions have already been made.
* were making out or worse. With the thoroughly chastened parent(s) subsequently out of the room, one youngster may turn to the other and ask "So, wanna make out?"
* were , meaning that Rogers can only get away with Omni/City duopolies if they are multicultural, and Rogers can have three in Toronto because the two Omni stations cater to different cultural groups). They were sold to the non-profit S-VOX (owners of cable channel Vision TV), who re-branded them under a similar format as Joytv in September 2008 (the stations branded using their call letters as an interim measure). S-VOX later sold its broadcasting outlets to Zoomer Media, a company led by Citytv's original creator Moses Znaimer.
* were nearly dying of starvation toward the end. This gave Davos his opportunity to become a main character by slipping past the naval blockade and smuggling food (most famously, lots of onions) into the castle.
* We're never told the details, but the Betelgeusians Ford Prefect and Zaphod Beeblebrox in share three mothers (with the implication that Zaphod at least has more mothers who they
* We're No Angels congratulate themselves in front of the oblivious victim.
* were not even related, they just coincidentally happened to look almost identical and decided to take advantage of the fact by playing tricks on referees.
* "We're Not from Here": One of Gael's way of showing his love. In Argentina, he lets Robin taste some fruit. He only uses his fingers, and it's even more intimate than using a spoon. It turns Robin on. However, when he uses his fingers to feed her some spaghetti and sauce with sensual "here, taste, experience your food", she's just nervous that he's gonna ruin her sofa.
* We're not kidding about the "good publicity" part. Wrath's public persona is
* were not killed by the explosion (or being shot afterward), though they are immediately taken back into custody.
* weren't children. After that, they cut the transformation aspect and had the so called Honey Monster doing "cool" things like snowboarding or playing football. Probably the only instance of a company using scary stuff to convince kids to get on board.
* weren't have to pick the pile up. It is very much possible to cheat without anyone calling you out on it so long as you don't make it painfully obvious (such as dropping 5 queens, or a card someone else has all 4 of), and in fact, frequently required since passing is not allowed (at least in the standard version - variants that allow passing exist).
* weren't sufficiently plucky: Sent home in disgrace if they were lucky, marooned overseas or worse if they weren't.
* weren't trained this way may partly explain why they are notably inferior to the IIs.
* We Rent Tsukumogami in Edo (17th-19th century Tokyo). The shop has five separate tsukumogami amongst it's stock, which take on animal or humanoid forms when they're

not being inanimate. During the series, they encounter several others as well.
* weren't uniform. There was a joke in Nazi Germany: "What is one gör? It's the maximum amount of metal a man can wear on his chest without tipping over."
* "Weren't you frightened?" "Frightened? Child, you're talking to a man who's laughed in the face of death, sneered at doom, and chuckled at catastrophe...I was petrified."
* were once often exiled to Australia. Many chose to stay, leading to their modern descendants. Today, roughly one in five Australians have convict ancestry.
* were once powerful mortal sorcerers, essentially binding Durnehviir to their service for eternity.
* were once powerful mortal sorcerers with mortals to give them more. While the Ideal Masters tend not to take physical forms, they can giant soul gem forms within the Soul Cairn, in which they can drain the souls from any mortals who get too close.
* We're Only in It for the Money, but it's not. The only real similarity is that "The Chrome Plated Megaphone Of Destiny", just like "A Day In The Life", are both the closing track, both closing on one note slowly fading out at the end.
* We're on the Road to D'ohwhere" plays this even further. At the start of this episode, Homer ends up having to drive Bart (who's on a no-fly list) to a correctional facility after a prank, all the while annoyed that he's missing a Las Vegas trip with his bar buddies, and Marge and Lisa have a garage sale. In the very last scene, Lisa checks the answering machine and learns that Marge has been arrested for drug trafficking, Homer is in prison after brawling with a pit boss, and Bart's gone missing. Lisa says she always knew it'd come down to her and Maggie and that she'll look for work in the morning. The episode ends there.
* were ordered by another student to commit the murder and remembered being happily praised by them
* were perfectly acceptable when they were founded, but are considered racist today.
* were programmed in the first place, just not released to the general public, so it's different to tacking on a random ability just to gain an unfair advantage.
* wererat form and kills them, she can't control this. She also arranges for her sister's lovers to be murdered before they can consummate their relationships out of jealousy (and to keep Louise from usurping her power). Jacqueline's curse only applies if she actually loves her prospective partner. She can have all the casual or hate sex she wants.
* were selectively rotated back to the UK in preparation for the invasion of France. Men from these units, who had been wounded in the last stages of the North African campaign, were angry on discharge from hospital to be told they were not being posted home with their parent units - they would be used as replacements for losses in the new Italian campaign and posted to other units. Nearly a thousand men in this position mutinied and refused to accept orders. When disaffected veterans joined in, the Army had a big problem.
* Weres Harry? and cannot be scientifically explained or logically defined. Things like wanded magic and potions are at least mostly predictable, but the deeper you get into magic the less use logic and science become. This is apparently why "most wizards don't have an ounce of logic", they are born and raised in a world where the nonsensical and illogical are regular occurrences.
* Weres Harry? be logically or rationally explained. The minor wanded magics will submit to a certain level of rational comprehension, but the deep magics are fundamentally illogical.
* Weres Harry? by turning him over to his step-godmother and mother-figure, Kalina, who proceeds to use him as a combination pack mule and living dress-up doll all weekend.
* Weres Harry?, Sirius meets the veela Kalina (who he will later marry) at the Quidditch World Cup, where the later is one of the veela dispatched in support of the Bulgarian team.
* WereSheep, the main hero tries to masquerade as a sheep with a wool seat-cover across a field of flesh eating haggis-ingredients. One of said animals takes an

interest in our disguised hero (who is male), and... "hilarity" ensues.
* We're shown Donkey is having a healthy and stable relationship with his
* We're shunned for using the word 'cricket' to refer to a ball game, as the rest of the galaxy still remembers the Krikkit Wars. The equipment used to play cricket on Earth strongly resembles the
* We're So Bad At Adventuring", Sevva often interrupts Thornwick and Bob to announce herself, recite her lineage (going back more generations in every encounter), remind whomever the heroes are talking to about how they were involved in the destruction of her village, and get her revenge.
* We're sorry, citizen. That information is above your security clearance.
* were sparks at one time, but Roy isn't interested in putting that amount of effort into the relationship anymore, and that in turn is a turn-off for Pam.
* Weres seem to be similar, with the normal form and were form having separate minds (e.g. Yukio/Yukiko). Samantha and Katie are exempt because of the amulets that specifically suppress the were-mind and leave the normal mind in control, to the extent that they never developed separate minds in the first place (though Katie transformed once or twice without the amulet, all examples of multiple-personalities were developed over multiple and/or long-lasting transformations).
* were standardised when they were formed, it wasn't unusual for them to return home looking vastly different from even other members of the same unit. Admittedly, this was because not all of their uniforms would be from the same supplier using the same batch of dye on the exact same kind of fabric, and so would not necessarily react in the same manner to weather conditions (rain, sun, etc.). A battalion of "redcoats" might end up marching back to barracks after a campaign with some members in pink coats, and some whose jackets were almost brown.
* We're Still Relevant, Dammit!: A long-running series tries to update its old-fashioned image by making references to current events or current pop-culture, which only serves to date the work a second time.
* We're Still Relevant, Dammit!: Audiences already know that the work is up to date. Why bother?
* We're Still Relevant, Dammit!: A work desperately tries to stay hip by referencing as many new trends as possible.
* We're Still Relevant, Dammit!: Work tries to stay hip by referencing as many modern trends as possible.
* We're Still Rockin" made the singer a man, despite his parents telling him it'd make him blind.
* were still useful even when they couldn't actually harm Sloth, because they were able to push him around and outside where he froze solid.
* were taken by BEM scientist Ceneca-9009 to her home planet to be necessary or satisfying.
* were taken by the Soviets likely wished for death, as they were sent to the gulags (thousands died).
* we're talking about, he might have just used his knowledge of the future to figure out what Danny would do.
* were technologically superior to the rest of Western Europe. The Romans had under-floor heating, functional plumbing, and swimming pools, while a lot of their European contemporaries were still living in bronze age-style longhouses.
* were the Androids who terrorized Trunks' future, but Toriyama listening to his former editor's remarks about them being hardly impressive meant that when they finally appeared, they were outdated models easily fought off by the Z-Fighters, while Androids 16, 17, and 18 and later Cell were the real threats of the arc.
* were the first humans created after the crash 10,000 years ago. Cain still has his body, but the Ministry uploaded their minds into a computer
* we're the marks" is an old wrestler's joke. In the WWE, the biggest promotion in the US, most are probably paid in the 45k-80k range. Which seems like a lot until you factor in that they're technically all independent contractors and so must pay their own travel costs, medical costs, and so forth. At one point, it came to light that the TNA Women's Champion was working a second job at a Sunglasses Hut in order to pay the bills. Now imagine the pay scale for those working in smaller

promotions.
* We're the Millers: As a DEA agent, Don cannot allow them to leave once he finds out they are drug smuggling. Especially since they endangered his family with Pablo Chacon chasing them. He states that he will have to fulfill his duty of arresting them...just as soon as he finishes turning around to hug his family.
* We're the Millers: Boner Garage (although she doesn't think it's embarrassing).
* We're the Millers. David attempts this when fleeing from three thugs chasing after him. He drops his backpack down first, but it hits the trash can lid, causing it to close. He then lands on the lid instead, and due to the pain, he's unable to move, allowing the three thugs to steal his stuff.
* We're the Millers David conceives his "let's pretend to be a family" plan after seeing a police officer helping out a family in a RV.
* We're the Millers David gives one during Rose's stripping scene, with a big smile.
* We're the Millers, despite initially just getting into the role as a cover.
* We're the Millers different from their current looks. Kenny looks exactly like his picture... and he gets strip-searched for that.
* We're the Millers, Edie Fitzgerald refers to her vibrator as Joe Morgan.
* We're the Millers likes to be strangled when she makes out with a guy.
* We're the Millers One-Eye is offended when Kenny sheepishly declines a gift basket filled with fruit (and a tarantula) from the former's mother.
* We're the Millers role, but he gets there. Best displayed at the film's climax, but hinted many other times as well.
* We're the Millers (roughly $80 American). David rounds it up to an even 100 and proceeds without issue.
* We're the Millers: The American tourists the Millers can't seem to get away from are having marital problems.
* We're the Millers, the Millers find a bunch of illegal immigrants hiding under their RV. They run away when they are discovered.
* We're the Millers, the protagonists end up in witness protection, still posing as a family.
* We're the Millers. When she finds out that she's now expected to have sex with the customers, she's excited about it.
* We're the Millers, where a drug dealer decides that the best way to smuggle marijuana across the US-Mexican border is to hire a female stripper, a neighbor's geeky son, and a runaway teenage girl to act as a wholesome, all-American nuclear family who would never dream about doing anything illegal.
* Were the numerous Hmong Americans who died in their sleep for no apparent reason killed by evil spirits known as Dab Tsog, or by cases of sleep paralysis made deadly by factors related to their flight from Laos and life in the United States?
* were the paratoopers of the Imperial Japanese Navy and Army respectively. They participated in numerous campaigns during the early parts of the Pacific theater.
* Were these the ones commanded by Raquel Welch? Whose character complained about her skimpy silver toned costume, 'Who could look good in this?'
* Were the World Mine falling into a Love Spell that makes half the cast gay.
* Were the World Mine Jonathon, the captain of his school's rugby team.
* Were the World Mine. Overall, the fairies depicted are very sympathetic, but there is definite selfishness and laughing at the trouble being caused to mundane people going on.
* were they mocking the neighbours by mimicking them similarly to the neighbours (Lori, for instance, claimed that ice cream would make her sluggish, which is what Jancey Yates said).
* were to be brought into a violent frenzy when in the presence of sexual pheromones they would require separate pheromones for each individual species and would be just as likely to attack each other as humans, as any other species would be as much of a threat/competition as the people would.
* were to carry planes on a submarine, including Japanese "Sen Toku" with 3 torpedo-bombers.
* We're told that the Targaryens often married brother and sister to keep their

bloodline pure over their 300-year reign, with an inference that they'd been doing it prior to Aegon's conquest, as well. In reality, severe mental and physical debilitation would result from this level of inbreeding (Charles II of Spain is a good historical example of the result). Instead, the Targaryens are physically flawless and only suffer from occasional instances of madness. It's implied that there's more than a little magic in their bloodline, which might be a mitigating factor.
* were), ultimately deciding that they probably aren't and that they need to find a way out.
* were), who had been picked out of a line-up by an eyewitness. He turns out to be innocent (mistaken identity), and spends most of the episode understandably stressed out and angry at being a suspect at all, but Friday & Gannon never move from their professional yet sympathetic stance.
* werewolf, and later vampire/undead writer P. Onnoval, with a climax at the end of each book. The stories are a combination of horror clichés like vampires, werewolves, etc. and a great deal of suspense and most stories leave the end open, leaving you to wonder what happened.
* Werewolf Arc in Germany is a mixture. The arc took around 20 chapters to complete, which sounds like very little, but was longer than the previous arcs and several chapters felt like nothing was going anywhere.
* werewolf) are bites and scratches inflicted by another werewolf or vampire.
* Werewolf, a version of Mafia replacing the mafia characters with werewolves.
* Werewolf by Night: After waking up next to a dead body in Vol. 2 and telling his father he thinks he's killed someone.
* Werewolf by Night, Buck Cowan's last name is misspelled as Cohen. The spelling of Jack's father's first name also alternates between Philip and Phillip.
* Werewolf by Night fought were big dumb monsters out to smash stuff and hurt people.
* Werewolf by Night, Jack suspects that Philip Russell is responsible for his mother's death.
* Werewolf by Night likes the occasional beer, but it becomes clear how miserable and depressed he is in volume 2 (1998) when he is rarely seen without a bottle of whiskey. His girlfriend has asked him many times to stop drinking, but that doesn't stop him from having a bottle in hand even when behind the wheel of a car.
* Werewolf by Night tends to break his shirt basically every time he transforms and we often see him just after turning back. In the dark age he sometimes just didn't bother with a shirt, although he had a leather jacket.
* Werewolf by Night: The Hangman, another Marvel Universe vigilante, would murder male evildoers but imprison female ones to 'protect them from corruption'. Unfortunately, he had a nasty habit of forgetting about them, leaving them without food or water...
* Werewolf by Night: Werewolves aren't the only supernatural thing out there - there are also weretigers, vampire, demons, and other superheroes!
* Werewolf by Night, who gave you life, fully certain he would pass on my curse." Jack replies the demon just showed how little it knows: he loves his father. But the demon responds he doesn't.
* Werewolf by Night, who was already an M.D. with at least one PhD and a Nobel prize under his belt before Jack had even turned 18.
* Werewolf Dad" action going with George and Tully, the werewolf who cursed him in the first place and then tries to become a mentor-dad figure.
* Werewolf. Given the context of both scenes, it's likely that neither Aside Glance was intentional, but the crew treats them as such for the sake of their jokes.
* Werewolf. His frustrated employer grouses that he's going to have to hire a bounty hunter to locate his bounty hunter.
* werewolf knights. Generally, they're Crusaders who use their lycanthropic skills on the battlefield but end up losing their human sides after they return home. Some scholars believe these stories are metaphors for what war does to soldiers.
* "We'rewolf". Loud, rude, downright crude at times, but fun and surprisingly reflective at others. It helps that the video features the band being victimized by

a werewolf and, shortly after, becoming rock 'n' rolling werewolves themselves. And then they crash a party...
* Werewolf — a good vigilante can singlehandedly win the game for town, and a bad one can just as easily doom them.
* "Werewolf Mission: Chainpossible" is one for Chain, revolving around her taking on a dangerous mission in the Werewolf Agency.
* Werewolf of London (1935), the earliest extant werewolf feature film (some silent werewolf films existed, but are now lost), introduced the moon/werewolf connection and the contagion meme. Not only does the full moon cause the infected to transform, but the only antidote for the transformation (the "mariphasa") is a fictional flower which only blooms under moonlight.
* Werewolf, Pearl attempts to create her own werewolf, only for Bobo to turn up with an adorable dog because it's apparently quite hard to buy a wolf after midnight. While Pearl and Brain Guy are unaffected, Bobo ends up cuddling and baby-talking to it.
* Werewolf players also have minor glamour failures according to guard banter, wondering did they just see fur growing out of your ears, ask if you've been tending hounds because you stink of dog, as well as noticing your disturbing
* Werewolf's, includes a variant of that Gift that creates—what else—rice.
* Werewolf stories often have a Menstrual Menace, due to the days in a lunar cycle and a menstrual cycle.
* werewolf. The above-mentioned episode also focused heavily on Buffy/Angel and Willow/Oz to focus on different possibilities and aspects of this trope.
* Werewolf, the announcer simply says to perform the other role's night action at that point.
* Werewolf: The Apocalypse, 2nd and 3rd editions. "When Will You Rage?" for all editions.
* Werewolf: The Apocalypse absolutely loves its cultural stereotypes, it played these connections up heavily. Later material (3rd edition and onwards) reversed course on the idea, however, because the idea of Mafia werewolves was, to quote the developer, a bit of a one-note joke.
* Werewolf: The Apocalypse (a game about monsters battling damage to the environment) is Central Park!
* Werewolf: The Apocalypse. Albrecht is pleased to note that his is bigger.
* Werewolf: The Apocalypse also did the whole "be so bad you are remembered genetically" thing. In their case, any normal human starts panicking horribly when they see a werewolf's war form, and is unable to remember what happened afterwards.
* Werewolf: The Apocalypse also has heavy elements of this, as a good number of werewolves in the game are Lupus (wolf-born). While each tribe has a certain amount of Lupus in it, the Red Talons are almost exclusively Lupus, with no human members; as such, their tribe book is written from the perspective of a wolf who regards strictly human constructs with uncertainty (and a heaping pile of scorn).
* Werewolf: The Apocalypse. Among other uses, it lets them find out what killed the poor sap. Allegedly, this is an acquired taste.
* Werewolf: The Apocalypse and have even managed to free an aspect of Bat from the Wyrm's grip... but the Camazotz are still dead.
* Werewolf: The Apocalypse and so they are the tribe most frequently banned from being a player option, as their fluff is typically used as an excuse to be highly disruptive to the party.
* Werewolf: The Apocalypse, and the employees are all unflattering parodies of real White Wolf writers, including the writers of the supplement itself.
* Werewolf: The Apocalypse as bad, but their initiation rites are deliberately designed to leave you badly scarred.
* Werewolf: The Apocalypse) as tall, long-haired, very muscular, and wears dominatrix outfits that show a lot of skin.
* Werewolf: The Apocalypse : A twist on the classic werewolf myth, wherein the titular monsters are actually Holy Warriors of Mother Earth fighting to make the world a kinder and gentler place.

* Werewolf: The Apocalypse because they try to avoid taking said form if at all possible. Corax ideally are infiltrators, spies, and other support roles for the more violence-capable Fera.
* Werewolf: The Apocalypse, children by its standards, that are still old as time itself.
* Werewolf: The Apocalypse core rulebook, there is a picture of a werewolf from the Silver Fang
("Серебряные
клыки" in Russian) tribe over the Cathedral of Vasily Blazhenny, titled:
"СЕРЕБРЯНЫЦ
КЛЫКЦ". This has become a meme among Russian WtA fans. Perhaps compounded by the fact that the werewolf in question appears to be the signature character King Albrecht; while the Silver Fangs as a tribe are associated with Russia, Albrecht himself is thoroughly American (and, to top things off, once called a Russian Silver Fang he didn't like a "commie bastard").
* Werewolf: The Apocalypse corrupts a character's body and mind if left untreated. Gaia factions have rites for cleansing mild Wyrm taint, but severe Wyrm taint may necessitate an ordeal in Erebus.
* Werewolf: The Apocalypse could break into swarms of normal-sized spiders (called the Crawlerling form). If a single spider from the swarm survived, it could eventually hunt enough to increase its mass to the point that it could resume human form. (Unfortunately, the Ananasi in such a situation would probably lose almost his entire memory...)
* Werewolf: The Apocalypse describe Brennus, the last White Howler chieftain. After his warriors fell in battle, he was probably the last White Howler left in Caledonia. Black Spiral Dancers later captured and beheaded him.
* Werewolf: The Apocalypse don't have a whole lot of motive for what they do. When there is a motive, it seems to be rooted in profit or validation built off the idea that someone, somewhere else, is suffering, or that it doesn't matter that your actions make the world a worse place as long as you get something out of it. A fair amount of the Pentex book is scary not because of the malevolence on display, but because most of it seems to have no motive at all beyond "yay Wyrm".
* Werewolf: The Apocalypse ended with societal collapse and significant global body counts.
* Werewolf: The Apocalypse, every shapechanger hates vampires to one level or another. However for the Silent Strider tribe of werewolves, their history includes an ancient ungodly powerful vampire who placed a curse on them, banishing them from their homeland of Egypt. Since that time, they've nurtured a burning hatred of all things bloodsucking.
* Werewolf: The Apocalypse featured one tribe, the Get of Fenris, who were descended from Nordic stock, and conflated Norse mythology with the Garou's animistic view of the world. Artifacts of the tribe included the Jarlhammers, seven unique and immensely powerful "fetishes" (imbued items or weapons). There were also non-unique "Lesser Jarlhammers".
* Werewolf: The Apocalypse features an evil, polluting corporation as the main villain. The lesson is supposed to be that Corporations are Evil, but because of the logic of power creep and the need to have everything relate to the spirit world, the lesson ends up as, "companies which cavort with demonic entities are evil". Which... um, yeah. The environmental themes end up as irrelevant window dressing.
* Werewolf: The Apocalypse features several groups that fit this trope.
* Werewolf: The Apocalypse for you, sorry! Also, you're a huge disappointment to your werewolf relatives— useful only as breeding stock and the driver of the getaway car.
* Werewolf: The Apocalypse fully, they can enter a state called "Thrall of the Wyrm," just like a normal frenzy, except that it's inescapable, and tends to provoke rather horrific behavior (typically either cannibalism, rabid dismemberment, or... erm... defilement).

* Werewolf: The Apocalypse Garou. The game itself doesn't explain what they do if they want to integrate with human society, it's just taken for granted that the other werewolves and their kinfolk (humans born with the gene recessive) forge identities for them, and possibly teach them reading and other basic skills.
* Werewolf: The Apocalypse gives the Children of Gaia (the most pacifistic of the various Tribes) the Gifts Calm (which allows them to slowly prune away an opponent's Rage, or possibly bring them out of frenzy) and Dazzle (which freezes an opponent in place by giving them a vision of the true beauty of Gaia).
* Werewolf: The Apocalypse gives the Ragabash (sneaky, trickster werewolves) the Thieving Talons of the Magpie Gift, which allows them to temporarily copy any supernatural power they witness.
* Werewolf: The Apocalypse gives us Pentex, a corporate empire in league with the Wyrm, the cosmic forces of corruption. One of their less-public slogans is "The cost of the fine is always less than the cost of compliance". They're also quite willing to engage in bribery, lobbyism, and/or just hiring some guns to go take care of any pesky rules that can't take a hint.
* Werewolf: The Apocalypse has adapted to modern times and learned to use their spirit magic to talk to the spirits of machinery and urban landscapes.
* Werewolf: The Apocalypse has Gifts, magical abilities one can learn from various spirits of nature. Animal Attraction causes a flood of pheromones to act as a very powerful aphrodisiac. Persuasion is used to give credence or imbue greater meaning when persuading someone. Depending on your Storyteller, Persuasion can be used to convince someone to do anything.
* Werewolf: The Apocalypse has Grammaw, a colossal Thunderwyrm revered as a goddess by Black Spiral Dancers. Grammaw nests underneath a nuclear testing site in New Mexico and serves as a living caern for the Trinity Hive. Grammaw exists simultaneously in the physical world and Umbra, houses elemental spirits throughout her body, induces terrifying visions and disfigurements in those passing through her system, and can even grant rebirth to Garou she deems worthy.
* Werewolf: The Apocalypse has the Cyberrealm, which is pretty much the same as the Digital Web except the latter is exclusive to Mages, whereas Cyberrealm is a playground for Glass Walkers and other tech-savvy Werewolves.
* Werewolf: The Apocalypse has the Rokea, the weresharks. The Garou serve as Gaia's warriors on land, and the Rokea serve as her warriors at sea. Only since most of them spend all their time away from humanity, they seem a little... off.
* Werewolf: The Apocalypse has the Silver Fangs, the "ruling tribe" of werewolves. Their tribal weakness is a tendency towards mental illness, a trait that has been ascribed to everything from a punishment laid down by Luna to inbreeding with the royal houses of Europe.
* Werewolf: The Apocalypse has the Thunderwyrms, gigantic beasts that travel under the earth and are drawn above the surface by storms (hence the name). It's believed they were born of irradiated soil, a belief backed up by the fact that the largest Thunderwyrm (big enough to host a Caern inside it) nests under the soil of the Trinity test site.
* Werewolf: The Apocalypse has this trope as the pillar of its cosmology. The universal forces of Chaos, Order and Entropy exist and have something resembling a personality, called the Wyld, the Weaver and the Wyrm, respectively. Werewolves' entire lives revolve around the conflict between these three forces, specifically being rather friendly with the Wyld, wary or antagonistic to the Weaver and VEEEEEERY antagonistic to the Wyrm.
* Werewolf: The Apocalypse has two versions. Erebus is "Hell as punishment," a realm of molten silver where werebeasts who have committed some terrible sin can find redemption by spending years having their transgressions literally boiled away. Malfeas is "Hell as demon realm," the home of the Wyrm and a realm of burning green hellfire, where the embodiments of vice serve their twisted master and both innocent slaves and corrupted servants are exposed to the terrible majesty of the incarnation of all corruption.
* Werewolf: The Apocalypse have a deformity; his is that, no matter what form he takes, his face is still human. This makes him unnerving in some forms and a

downright monstrosity in his wolf form.
* Werewolf: The Apocalypse have legends about Christ himself, stating that he warped the very nature of the Umbra around him—suggesting that whatever he was, he was the "real deal", and not just one of the supernatural types roaming about.
* Werewolf: The Apocalypse have this as one of their racial flaws. Their other flaw being an allergy to gold, this doesn't usually work out too well for them.
* Werewolf The Apocalypse - Heart of Gaia, thus avoiding using any of the main tribes in the game.
* Werewolf: The Apocalypse. Her little form of Wyrm-touched madness was an inability to control the volume of her voice, making the MOST MUNDANE ANNOUNCEMENTS sound like fevered ranting.
* Werewolf: The Apocalypse, historical Get of Fenris attacks on caerns have soured relationships with the septs that oversee those caerns. Get of Fenris are banned outright from the Black Furies' Miria caern, frequently unable to open moon bridges to the Silent Strider's Wheel of Ptah caern, and on unfriendly terms with the Fianna sept that controls the Tri-Spiral caern. For this reason, Get can encounter problems when trying to travel around the world via moon bridges.
* Werewolf: The Apocalypse. In fact, nuclear fallout is regarded as somewhat holy by the Black Spiral Dancers (werewolves who fell to the Wyrm); one of their greatest sacred sites is a hive under the Trinity test site.
* Werewolf: The Apocalypse. Instead of fighting Grandmother, the corrupted Silent Striders attack the Garou Nation.
* Werewolf: The Apocalypse, in that it is about the cosmic struggle of Order, Chaos, and Corruption.
* Werewolf: The Apocalypse: In the Time of Judgment scenario in which the Wyrm is released from confinement in the Weaver's web, the Weaver and Wyrm become sane again, and the cosmos is restored to balance. However, virtually all the changing breeds have been killed and the human race has been hurled back into the stone age.
* Werewolf: The Apocalypse, Lady Yul's Malfean abode is a multicolored sea of toxins
* Werewolf: The Apocalypse leaves it up to the storyteller whether White-Eyes-ikthya serves the Wyrm or is actually an Uktena deep cover agent.
* Werewolf: The Apocalypse lore states that the Weaver, the Wyrm and the Wyld worked in harmony at one point until the Weaver ensnared the Wyrm and the latter went mad and hellbent on destroying the world from within.
* Werewolf: The Apocalypse, making the Garou's savage tactics understandable.
* Werewolf: The Apocalypse male Black Furies, however; Metis (deformed children of werewolf-werewolf matings) born to Black Fury mothers are accepted into the tribe regardless of their gender.
* Werewolf: The Apocalypse may also revere her in one guise or another, often naming her as Stasis; certainly the Weaver's supposed goal of unending perfection mirrors the Technocratic goal of a static reality.
* Werewolf: The Apocalypse — though losing a lot will change their appearance and personality. Regular Ananasi are sinister and emotionless, but the Kumo of East Asia are sadistic, insane, and evil.
* Werewolf: The Apocalypse, meanwhile, has the Mists, a side effect of widespread Banality where any observation of fae magic will usually slip out of a mortal witness's mind by the end of the scene.
* Werewolf: The Apocalypse. Meanwhile, their minions are inflicting untold suffering on the world. The Gaia-aligned factions trying to stop the Weaver and Wyrm are often depicted as short-sighted, bigoted, bloodthirsty, and in the case of the Ananasi, outright sociopathic, making it difficult at times to root for them.
* Werewolf: The Apocalypse, most metis experience this from homid and lupus Garou. Metis may simply be disliked, expected to work harder for status, or in the case of the most warlike tribes, abused and neglected by their fellow Garou.
* Werewolf: The Apocalypse, naturally, their plot hook involved finally snapping at human misogyny, real and perceived, and rising up en-masse to massacre human males with the intent of reducing them to a small minority and thus allowing women to

become the socially dominant sex.
* Werewolf: The Apocalypse No-one's ever come out the other side sane.
* Werewolf: The Apocalypse. Nowadays it's a force of subtle corruption and despair, an army of not-at-all-subtle mutants and sadistic monsters, and a spiritual energy fed and strengthened by every atrocity and act of abuse in the world. Its spirits animate countless tainted objects and places all over the Earth. Every emotion of hate, and every act of destruction and abuse a person commits, slightly erodes their soul and makes them more open to the Urge Wyrms, who push them further towards their master. Werewolves who ally with the Wyrm (willingly or not) become sadistic, insane, mutated, fucked-up Black Spiral Dancers.
* Werewolf: The Apocalypse NPC that the Lupus was raised by wolves when he shows a distinct indifference to conventional standards of politeness. Or hygiene. The degrees to which Lupus Garou assimilate human customs and language varies with the individual. Red Talons, a human-hating all-Lupus tribe, are generally the least knowledgeable about humans and prefer to stay that way. The other tribes all include both Lupus and Homid Garou.
* Werewolf: The Apocalypse, one of the rules that all werewolf clans are supposed to follow is not eating humans. This is explained as being partially because it's dangerously close to cannibalism (all werewolves have a werewolf as one parent and either a human or a wolf as the other), but mostly because with all the preservatives we eat, we're just not very healthy for them. One clan (consisting only of werewolves with a wolf parent) breaks this rule whenever they can, but this has more to do with their inherent misanthropy than anything else.
* Werewolf: The Apocalypse, one of the setting ending scenarios has the Wyrm having become so powerful that only its own weapons can even hurt it.
* Werewolf: the Apocalypse: one of the suggested Second Edition play styles was actually called "Superheroes," and explains in some details how easy it is to fit the Garou into a (dark) superhero-style setting.
* Werewolf: The Apocalypse outcasts, the werelizard variety are always stillborn and become evil, twisted spirits.
* Werewolf: The Apocalypse promised this end from the word go, and to its credit, most of the end-game scenarios defaulted to it.
* Werewolf: The Apocalypse provide information on Wyrmish theology and the elaborate pantheon of totem spirits, Urge Wyrms, Elemental Wyrms, and their Maeljin Incarna.
* Werewolf: The Apocalypse→animal). The Moloke werelizards' warform, however, isn't a generic human/crocodile mix, but a customizable chimera of various contemporary, prehistoric or not-at-all-historic scaled monstrosities. The chapter detailing the rules might as well be titled "Kaiju Creation For Dummies".
* Werewolf: The Apocalypse revere radiation. Nuclear explosions are sacred to Furmas, the elemental Wyrm of Balefire. The balefire burning in Black Spiral Dancer caverns is radioactive, producing mutations in some of the werewolves who reside therein.
* Werewolf The Apocalypse, several Time of Judgment scenarios show how fatal flaws undermined the various shape-changers.
* Werewolf: The Apocalypse slaughtered the Camazotz was the werebats' use of human blood in magic, which the Garou didn't understand wasn't a corrupt art. Combined with the Camazotz' demonic appearance and status as spies, the Garou sent the werebats into extinction. Which is heavily responsible for the totem Bat falling to corruption of the Wyrm.
* Werewolf: The Apocalypse, some Silver Fangs hide their metis offspring at home in order to avoid public dishonor. Metis sheltered this way tend to be socially maladjusted.
* Werewolf: The Apocalypse. Some Silver Fangs, like High King Jonas Albrecht, are the shining lights of the Garou Nation; others are so deluded or egotistical that some of the other tribes are considering a coup.
* Werewolf: The Apocalypse, so that your customers can act as receptive hosts; watch as the possessed customers mutate and degrade into hideous monsters; claim profits and soldiers.

* Werewolf: The Apocalypse, so two werewolves may freely have sex; the result is an unusually powerful wolf-blooded. Any wolf-blooded has the potential to go through First Change; the offspring of two werewolves is even more likely to do so.
* Werewolf: The Apocalypse sourcebooks open up an even wider range of shapeshifters.
* Werewolf: The Apocalypse specifically observed that the Technocracy's Men In Black are not allied with the Weaver drones, and may actually be at war with them.
* Werewolf: the Apocalypse story collection had a short story featuring a redeemed Black Spiral Dancer gone ronin.
* Werewolf: The Apocalypse supplements that mentioned the Seventh Generation, a conspiracy of child molesters and serial killers, and which explicitly included priests (as well as politicians and business leaders) among its members.
* Werewolf: The Apocalypse supplement The Book of the Wyrm gave us the Umbraphone, a mobile phone which can call up spirits across the Gauntlet (the spiritual barrier separating the real world and the Umbra).
* Werewolf: The Apocalypse, the Black Spiral Dancers lure the Get of Fenris deep into subterranean tunnels by retreating from combat. Instead of recognizing the obvious trap, the Get pursue their prey deep into the earth, where they fall to the Wyrm.
* Werewolf: The Apocalypse, the Corax wereravens (and to a lesser extent, the Bone Gnawer Garou) serve as this to other supernatural beings.
* Werewolf: The Apocalypse: The Garou are nature's warriors, and some of the tribes are brutal social Darwinists.
* Werewolf: The Apocalypse the Garou player characters often have to fight neverending hordes of banes (especially scrags), along with the heaps of fomori and Black Spiral Dancers.
* Werewolf: The Apocalypse, the long-dead Apis shifters served as Gaia's matchmakers. One power of theirs let them see the red threads that bound people with a common destiny - though they couldn't tell whether it would be good or bad.
* Werewolf: The Apocalypse, the Malfean abode of Empress Aliara is a magnificent castle filled with pleasures and addictions. Unfortunately, her realm offers only insatiable longing, never fulfillment. Heady perfumes and incense merely cover up the odor of rot, and the realm's servants are actually slaves who cannot leave.
* Werewolf: The Apocalypse, the Nuwisha (werecoyotes) are depicted as hilarious tricksters, but your mileage may vary as to whether they're funny or just annoying.
* Werewolf: The Apocalypse, there is a Gift the Bone Gnawer tribe have called Cooking. It allows the Bone Gnawer to turn anything into bland but nutritious food. Anything.
* Werewolf: The Apocalypse, there is a werewolf tribe named after the Wendigo who worship the cannibal spirit as their tribal patron. Powerful members of the tribe can summon an avatar of the Wendigo to track down and devour their enemies.
* Werewolf: The Apocalypse: The Uktena make a trade of this; one of their camps, the Bane Tenders, possesses secretive rites that allow them to seal away Banes too powerful to kill, so that they can't get out and wreak havoc on the world.
* Werewolf: The Apocalypse, the Wyrm isn't choosy about those he recruits into his ranks. Corrupted shapeshifters, spirits, and humans of all backgrounds are welcome.
* Werewolf: The Apocalypse, the Wyrm, strangely, has a point. The other aspects (creation and stasis) broke the balance first, it's just trying to bring things back to the original intended balance by covering their roles itself... poorly, because it's Destruction (also Corruption, but only because of said broken balance), but still.
* Werewolf: The Apocalypse they are hopelessly outmatched and cannot win, and most don't believe there'll ever be a recovery after the Apocalypse. But they are determined to die with honor and dignity, resisting to the last.
* Werewolf: The Apocalypse think this whole "Apocalypse" thing means they can put their secret plan to rule over the shattered remnants of humanity as a corporate dystopia into action. And then there are the small, misguided Garou camps who think that the best way to ease the suffering of the world and end the spread of the Wyrm is to just get the Apocalypse going already.

* Werewolf: The Apocalypse to pass themselves off as fully human, but generally, even other fomori find them creepy as hell.
* Werewolf: The Apocalypse used high-grade protective suits to survive in a lake of liquid silver (a place in the Umbra, usually used as "cure-or-kill" treatment for badly corrupted individuals, where they were sent as punishment). This was one of their many bright ideas. There are also various Gifts that allow Garou to soak damage from silver.
* Werewolf: The Apocalypse werewolves and most other werebeasts are actually hereditary rather than contagious. But were-ravens and ratkin both transform normal humans (or animals) rather than breeding. Ravens by creating a "spirit egg" that they bond to a child or fledgling, ratkin using a rite that usually kills the prospective ratkin.
* Werewolf: The Apocalypse: Werewolves call vampires "leeches," and the vampires (among others) call the werewolves "dogs". The werewolves also have Fantastic Slurs for each other — "apes" and "monkeys" for those with human parents, "ferals" for those with wolf parents, and "mules" for those whose parents are both werewolves, and who are therefore sterile.
* Werewolf: The Apocalypse, Werewolves can go into a state of deep spiritual sadness called Harano. However, overcoming it provides the Werewolf with permanent Willpower.
* Werewolf: The Apocalypse: When taken as a whole, it appears the War of Rage in the backstory is one. Each group of Fera has its own theory as to how it happened (such as the Gurahl refusing to teach their most potent healing gifts, the Nagah assassinating the wrong Garou, or the Nuwisha playing a prank that went off the rails), and much like World War I, it seems that they all combined together to push all of them into an all-out war that weakened each group.
* Werewolf: The Apocalypse, where werewolves are at worse indifferent to vampires.
* Werewolf: The Apocalypse, which allows its possessor to turn any old trash into mush that is perfectly sustaining but looks and tastes like "warm, wet cardboard." Granted, the Gift belongs to the Bone Gnawers, a tribe composed mostly of homeless and vagrants.
* Werewolf: The Apocalypse, who find it more effective to just start tossing spells.
* Werewolf: The Apocalypse, who think being tougher than everyone else is the only worthwhile goal in life.
* Werewolf: The Apocalypse with Pentex subsidiary Black Dog Game Factory. In "Subsidiaries: A Guide to Pentex", they extended the parody to the rest of the tabletop RPG industry at the time.
* Werewolf: The Apocalypse), with some thinking that the biggest collective mistake made by shapeshifters was allowing humans to develop past the Stone Age.
* Werewolf: The Apocalypse, wolves — or breed twisted, sterile mutants.)
* Werewolf: The Forsaken also has an element of this. What's that? You're just an ordinary person being stalked by werewolves, spirits and ghosts? No, you are a werewolf, and you always were one since birth - it's just been dormant. (The bite is so that they can track you down after you go through your violent First Change - it's not infectious, and the Change proceeds with or without the bite. A panic-stricken person post-Change might not realize this or be in the mood to listen to the explanation, so consumed with fear over being a monster.)
* Werewolf: The Forsaken, among the adherents of the Temple of Apollo. When on their Sacred Hunt, if the target has trespassed in one of their holy places and once the adherent uses enough abilities towards their prey, Apollo's power pours through the werewolf. Light spills from their mouth and eyes, granting them a number extra advantages and lighting up the area.
* Werewolf: The Forsaken. As in the previous game, these werewolves are dreamspeaking, spirit-walking shaman types who police the border between the realms and keep spirits from setting up camp in the physical world, for the good of all. This game is called "The Forsaken" because the werewolves, called Uratha, are actually outcasts among their own kind, persecuted by other werewolf tribes as part of a blood feud dating to the beginning of the world. Werewolfery is hereditary,

almost all werewolves growing up believing themselves human. Shacking up with your fellow werewolf is still a no-no and the result is a scary creature indeed. In all White Wolf games, silver is the big Kryptonite factor for werewolves. A few magical spells in "The Forsaken" use wolfsbane to rob the Uratha of their shapeshifting power for a time.
* Werewolf: The Forsaken as long as they witness the power on multiple occasions and make the right expenditures of Willpower.
* Werewolf: The Forsaken believe the Material World and the Spirit World used to be one, until the death of their great ancestor Father Wolf tore it apart. Despite not technically being a "paradise" (depending on who you ask), the general consensus seems to be that everyone's worse off for it.
* Werewolf: The Forsaken can switch sex at will using an ability nearly identical to that of the Lunar Exalted described above, with more or less the same justification.
* Werewolf: The Forsaken dips into this a bit; the Bale Hounds are literal demon-worshipping werewolves.
* Werewolf: The Forsaken has Aharnuz, from its "Predators" sourcebook. A ghastly creature that spawns an apparently infinite variety of twisted "children", the only mercy is that none of these creatures can breed - something it/she is struggling to overcome. The two sample possible origins given for this thing is that she is an almost complete Host that has become even more twisted than it was originally, and that she used to be one of Luna's Handmaidens that remained overlong in the world and was stranded there by the Gauntlet. Its name even means "The Mother" when translated from First Tongue.
* Werewolf: The Forsaken has a Merit that allows a changeling to temporarily draw upon a language by using the Wyrd to draw upon the collective unconscious.
* Werewolf: The Forsaken has places called verges where the spirit world bleeds into the real world.
* Werewolf: The Forsaken has Sanctuary Boarding School, an exclusive and secretive English boarding school that has been taken over by an idigam. The faculty have been transformed into soulless servants, the nearby woods are filled with monsters, and the students have had their souls removed or altered.
* Werewolf: The Forsaken has the Blood Talons, who consider the "hunter" aspect of a werewolf's existence the most important part. Almost all of their rituals involve someone's ass being kicked. Their extra part of the Oath of the Moon forbids them from surrendering in a fight unless they would make the offer to their opponent in similar circumstances.
* Werewolf: The Forsaken has the Blood Talons, whose favored prey in the sacred hunt is other werewolves, those who've gone to the bad one way or the other.
* Werewolf: The Forsaken has the "Call Human" rite, which explicitly mentions in its description that less-than-virtuous werewolves have used it to summon random humans to their location to rape them. That said, the sexual/spiritual/pheromonal attraction between a werewolf and a wolf-blooded human is strong enough to almost qualify as date rape itself.
* Werewolf: The Forsaken has the Iron Masters, who tend to stay close to humanity and urban habitats. They have an affinity for Technology Gifts that, at the highest level, allow them to make a technological device out of the base materials (that is, a circuit-board out of plastic and sand).
* Werewolf: The Forsaken have the innate talent of receiving visionary dreams straight from Luna herself. However, as Luna's mercurial as all hell, the dreams are often heavily cloaked in symbolism.
* Werewolf: The Forsaken. If a Host is destroyed, its body will shatter into dozens or hundreds of its animal form (which will look like mundane animals), one of which contains its soul. They all need to be destroyed to be safe or else they will eventually consume enough to regrow into their monstrous forms (and usually be pissed at whatever killed them).
* Werewolf: The Forsaken inherited Apocalypse's animism; as in its predecessor, there are numerous spirits of place, with the most significant to the Forsaken being Luna, the spirit of the Moon.

* Werewolf: The Forsaken of Wendigo, where most of the members have a somewhat lax attitude towards the whole "don't eat the flesh of men, wolves, or werewolves" taboo. Especially since they have rituals that grant them access to special knowledge if they sample a bit of another's flesh.
* Werewolf: The Forsaken silver without being burned, which is why they don't use silver weapons against the Forsaken.
* Werewolf: The Forsaken silver without it messing them up something fierce.
* Werewolf: The Forsaken splatbook "Tribes of the Moon" talks about the legend of a Blood Talon called Boneless Harald, who was born with deformed legs. After his first change, he bulked up his arms, got a huge sword, and rode into battle on a litter. Whenever the guys carrying it got killed, he wolfed out and dragged himself around by his arms, ripping chunks out with his teeth.
* Werewolf: The Forsaken's second edition, however. Now they can breed with each other just fine.
* Werewolf: The Forsaken that werewolves' healing factor means they don't age at the same rate as humanity; a Uratha might look like they're still in their 30s when they're pushing 80. As such, they need to take special steps to keep their paper work up to date, lest awkwardness ensue when they're called in for a police interview or whatever.
* Werewolf: The Forsaken: The Azlu are spirit-like creatures that can do something similar. In their case, only one of the spiders is really "them", so they escape by using the weight of numbers — the odds of the real one getting killed are incredibly small. The Beshilu of the same game are similar. They're rats, not bugs, but can hollow out human bodies and control them like the Fomori mentioned above.
* Werewolf: The Forsaken: The Hosts sometimes get around the mortal world in this manner.
* Werewolf: The Forsaken. The only constant is that, at some point, the new recruit receives a serious wound; the resulting scar is proof you're a Blood Talon.
* Werewolf: The Forsaken. The Rahu Auspice are the designated tough guy in any pack. What inborn ability do they gain for being Rahu? The ability to tell at a glance whether or not they could take a given opponent in a fight.
* Werewolf: The Forsaken the werewolves claim descent from Father Wolf and Mother Luna. However, there came a time when his children thought Father Wolf was getting too old to adequately guard the border between the mortal and spirit world, so they killed him.
* Werewolf: The Forsaken to hunt or destroy certain spirits can have similarly terrible effects.
* Werewolf: The Forsaken to make the change instantaneous, and don't even have to spend the Essence if the moon's in the phase they first changed under.
* Werewolf: The Forsaken, werewolves are forbidden from eating humans or wolves — their cousins on either side of the spiritual family tree. Thing is, if they break that rule, they gain Essence back...
* Werewolf: The Forsaken werewolves are naturally able to track people and, with the right gifts, spirits, by scent. They also have a ritual that allows one werewolf to communicate the scent of someone whose blood they've tasted to others by cutting their tongue and allowing other werewolves to lick the knife, they commonly use this rite to keep track of wolf-blooded about to Change, leading to the myth that lycanthropy is contagious rather than hereditary.
* Werewolf: The Forsaken, while lacking true werecreatures outside of werewolves, allows werebats in the form of bat-themed skinchangers.
* Werewolf: The Forsaken woes usually need things to be done on both side of the Gauntlet.
* Werewolf: The Last Warrior USA seven months before it was released in Japan... by Takara, of all companies.
* Werewolf Theme Naming: Meaningful names that reference werewolf lore and mythology.
* Werewolf Theme Naming: Werebeasts with names alluding to their true nature.
* Werewolf. There are monsters hiding in the village and killing people at night, but you can't tell them from the innocent villagers by looking at them. What's the

solution? Grab a pitchfork or a torch, form a lynch mob, and tie a rope to the old hanging tree.
* werewolf, they hunt, capture, torture, and kill any werewolves they find. They are also known to attack non-werewolves who stumble into their strongholds, making them little better than bandits.
* werewolf transformation is agony. During the transformation, a werewolf has every organ in his body simultaneously stop: heart attack, kidney failure, liver failure, and so on. Meanwhile his bones are cracking and twisting against each other, and his skin and muscles are being brutally torn apart. He screams at first, until the change hits the throat and vocal chords. Normally a human in pain has defenses, such as hormones that dull pain receptors, but those systems are gone too, leaving absolutely nothing to help with the pain. The second season implies that the body breaking down and rebuilding itself makes the werewolf slightly stronger after each transformation.
* Werewolf transformations are described as being excruciatingly painful. Animagi and Metamorphmagi, however, easily transform at will without the slightest discomfort because it is a magical skill instead of a disease.
* Werewolf two years later, Mike responded with "Thanks for turning off the bad soundtrack!"
* werewolf. While Oz explains that he needed to find a way to cage her up, given that she doesn't care about who she kills while in beast form, it doesn't really help his case much, especially given that Veruca did, in a way, succeed in tempting the beast in him. When Oz tells her to leave so he can explain the situation, Veruca feels the need to keep talking, prompting one incredibly loud "NOW" from Oz the likes of which have never been seen (or heard, rather). Even given her dangerously high snark levels, she apparently leaves so quickly that they didn't even need another shot of her to show it.
* Werewolf Works: Fantasy works themed around Werewolves specifically.
* Werewolves age normally, but they get stronger every time they turn. A werewolf who has been changing for years will be able (when transformed) to kill vampires with his bare hands.
* Werewolves and devils may have strangely boiling hot body temperatures, however.
* Werewolves, and don't die when you stick a sword in them. What more do you want?"
* Werewolves are also affected, a notable instance being Serafina chiding Guye for not only transforming from wolf to human shape without remedying the consequent clothing deficiency, but also then engaging in... certain behaviors which are far less publically acceptable for a male human than a male dog.
* Werewolves are also listed as a side effect of one obscure Scandinavian folk-magic spell. If a woman stretches the afterbirth of a horse (the membrane the foal was in before coming out of the mare) between two sticks, then crawls through the opening without tearing it, it is said she shall never experience pain in childbirth — at the expense of all her boy children being born werewolves, and all of her girl children being born maras (dream witches).
* Werewolves are created when a person is bitten by another person and survives. The interesting bit is that werewolves don't have to be transformed when the bite occurs.
* werewolves are typically weak to silver; touching it causes severe burning.
* Werewolves as well; most lack the self-control to really function in society (even Angua struggles sometimes).
* Werewolves can shift between human and lupine shapes at will, although during nights of full moon they're forced into their wolf shapes.
* Werewolves can turn from their human to their animal form whenever they want it. You can only turn certain body parts.
* Werewolves: Dark Survivors that causes porphyria and other symptoms, with a few historical tidbits about berserkers for good measure.
* Werewolves, especially younger wolves, are noted to have aggression issues in
* Werewolves example. When their Primal Urge reaches its peak, they become incapable of deriving nourishment from anything other than the ephemera of spirits and the flesh of humans and other werewolves.

* Werewolves have always been able to take on the normal wolf form and infect with a bite, but other details have cropped up with the evolution of the game, including the addition of a "hybrid" form equivalent to the Man-Wolf, the existence of natural lycanthropes in addition to infected ones, and the imposition of a whole new alignment (and personality) not just on the nonhuman forms but on the human(oid) as well. The game later inversed the process with the wolfwere (and subsequent varieties of beast-were), who is an evil, intelligent, shapeshifting wolf who assumes a human form to mingle in society and lure potential victims. Werewolves and wolfweres both share intense loathing for each other.
* Werewolves have essentially the same sins, but in an entirely different order. Simple rudeness can be an extremely severe sin if you're disrespecting a packmate or elder, theft isn't a sin at all, murder is a relatively mild one that's only severe if you're hunting for sport, and cannibalism features prominently with an array of fine distinctions.
* Werewolves have their share of weaknesses, too; earlier legends provide ones such as having an iron bar thrown over their head — although hitting somebody with an iron bar is pretty incapacitating for most creatures — drawing three drops of blood, or having their name announced one to three times. The popular weakness to silver weapons
* Werewolves have the Wyrm, the supernatural force of death and corruption, which used to be the relatively balanced great spirit of destruction, serving a useful and necessary purpose, until it
* Werewolves, in more modern versions, turn others into werewolves by slashing and biting.
* Werewolves in Teen Wolf aren't especially susceptible to silver, but rather their bane is the Argent family (Argent being French for silver).
* Werewolves join Voldemort, a Token Heroic Werewolf who serves as the good guys' spy among his kind.
* "Werewolves Of London" by Warren Zevon. Some versions mentioned Lon Chaney Jr while some other ones mention Jack Nicholson.
* Werewolves of the Third Reich: These are genetic chimeras made from human and wolf DNA. They're intended to be berserk super soldiers, but the experiments haven't gotten that far by the time of the film.
* Werewolves on Wheels: These ones are of the Wolf Man variety, created by a Satanic curse and weak to fire.
* Werewolves; the idea apparently originated from the Beast of Gevaudan, which according to the myth was killed by a silver bullet, but back then, the reason it succeeded in killing it was believed to be because the creature was of satanic origin and the bullet had been blessed. Before silver became iconic, werewolves' best-known Kryptonite Factor was Wolfsbane (also known as Aconitum), a plant people believed to have various effects on them, including killing them.
* werewolves to transform. Oz was quiet when he was safe and behind bars; Veruca loves being a werewolf; and Bay transformed out of protection. Characters who experience pain, however, always seem to fight it.
* Werewolves, which is the birthplace of the animistic spirits who underlie all of creation. Actual religious figures, particularly of the Abrahamic faiths, don't show up at all, though spirits deliberately trying to found cults and manipulate mortals do. At the same time, spirits can give potent magical boons to those who help them, and worshiping them is one of the easiest ways to do so. So, not only is there a tiny minority of werewolves who manage to cling to their pre-Change beliefs, but there's also a minority of werewolves who actively worship their totemic spirits, although they're not supposed to. The Pure is more of an aversion; they genuinely do worship and reverse the spirits, which is one of the reasons why the spirits like them more than the Forsaken.
* Wereworld. A pirate, exile, and a lady killer who has a crush on Whitley.
* Wereworld is about as manly a young adult fantasy novel can get with Therianthropes ripping each other apart from chapter 3 onwards.
* Wereworld. It is quite a humorous scene when Aris, another female dragon, tries to explain to Blaze that she looks like a male to other species, regardless of how

sexy she looks to dragon males. This is fixed with the dragon unique ability to shapeshift, which she uses to assume a more human form. However, Blaze misunderstands Aris's explanation of "the importance of having breasts among the other races", and gives herself far too large breasts. This led to Blaze's humorous line "If you're gonna do something, do it grand". So far, no other non-mammal lycanthropes have shown up to compare the dragons to.
* Wereworld: The setting includes many varieties of werecreatures; the main antagonists are werecats.
* were yet. In early appearances it seems like they were intended to have supernatural powers, most notable in Ethan's super strength and ability to pop up from out of nowhere. And while we're on the subject of Ethan, in season three Ben says that Ethan was their surgeon. Now, why would Ben send the Others' only surgeon on a dangerous mission to infiltrate the crash survivors (as he did Goodwin, who it seems he sent with the intention of getting him killed) a short time after he has found out that he has a lethal tumor on his spine? Also, in the first few seasons it was well established that the Others kidnap children, and we assume that this was the reason they took Rousseau's daughter, Alex.
* Wergeland defined God as a being who literally spawned new planets while
* Wer hat's gesehen? (German police procedural) of the candidate's choice.
* Werner. At least the grebes interact with humans, such as the ones who buy a car just to drive it into a lake, or the ones who try to sell their collected grebe jokes to Werner for his next book but demand an outrageously high price including license fees and whatnot.
* Werner has a one-page rhyme comic which claims that the Führer didn't have a Führerschein (driver's license).
* Werner has lots and lots of examples of this, even whole stories based on being literal-minded. However, most of them are impossible to translate to English for demonstration purposes.
* Werner Herzog being the best example. Bruno S. made only two films, both with Herzog, and Eva Mattes was the only professional actress in it — everyone else was just someone whom Herzog saw during filming and wanted to use.
* Werner Herzog Eats His Shoe is an example of this. Long story short, Werner Herzog told documentary director Errol Morris that he would never finish his debut movie, and if he did he would eat his shoe. When Errol Morris did in fact finish his movie, Werner got the great Berkeley chef Alice Waters to cook his shoe in garlic, herbs and stock for five hours, and he ate it in public — except for the sole, because as he explained, you never eat the bones of the chicken. Director Les Blank filmed it and released it and is now in the criterion collection.
* Werner Herzog has a crippling fear of chickens and includes them in several symbolic scenes in his movies.
* Werner Herzog he has stated that he genuinely liked the script and ended up enjoying the role.
* Werner Herzog, he will eat his own shoe. Sure enough, Herzog is a man of his word.
* Werner Herzog. If you're wondering, he boiled it with soup stock and garlic first. He didn't eat the sole, saying that "one does not eat the bones of the chicken".
* Werner Herzog said that he would eat his shoe if Erroll Herris finished his documentary "Gates Of Heaven". Herris did, so he did.
* Werner Herzog solely to finance his next film project, admitting that he had never seen any Star Wars property beyond a trailer or two. However, he has stated he enjoyed the role and series, being very effusive with his praise for all involved.
* Werner Herzog, the part of real-life strongman Zishe Breitbart is played by real-life World's Strongest Man champion Jouko Ahola.
* Werner jokes... Here is just about the only example out of a whole lot that still makes sense translated into English:
* Werner: Many characters in the first few books are real-life acquaintances of Brösel or his brother Andi. Most of them haven't even been renamed. In the

early books, Meister Röhrich had the name of his real-life counterpart, but he sued against it, so the name was changed to Röhrich.
* Werner series, which features massive drinking, has plenty of these:
* Werner suddenly looks like straight from CAD 3D during the CGI scenes.
* Werner: The beer Werner drinks, some of the vehicles, and the Horex vs. Porsche race were made into actual things.
* Wernher von Braun, a fan of Laßwitz', wrote a short story obviously inspired by the opening of
* Wernher von Braun and his former For Science reasons actually became practical, people finally did come to him, and made a lot of jokes about his previous employer:
* Werther, which was in fact based on the life of one of Goethe's friends. Later in life, Goethe actually tried to distance himself from the book—he had grown to dislike his earlier romanticism, and was embarrassed about the way he'd publicized his young love for Charlotte. To his ire, it remained one of his best-known works.
* Werwolves are the archetypal lycanthropes, being hunters in the wilderness and banes of travelers, villagers and farmers. They're humanoids afflicted by an infectious curse, which gives them the ability to shift between humanoid, wolf and
* We sail, oh yes! Up above the trail, over hill and dale," then asks Tigger if he happens to know what a dale is. Tigger replies that he doesn't even know where his tail is because it's kind of hard to see.
* Wes Anderson in densely matted, realistically flowing hair, and that's not to mention all the other particle effects that help the movies achieve an almost photorealistic look.
* Wes Anderson seems to just appreciate his characters being easily identifiable by the way they dress.
* Wes Anderson, who was described by Martin Scorsese as being his own successor and is well-known for his unique filmmaking style and the quirky films he makes.
* We say that on two occasions when they themselves killed Kenny ("Yep, we're bastards").
* Wes Craven. A man named Miles Creighton is revived from cryonic preservation 10 years after being frozen due to having an incurable disease. With technology now advanced enough to resurrect people preserved this way, Miles is brought back to life, but has undergone an unpleasant change of personality, becoming cruel and sadistic, with the implication that he has lost his soul.
* Wes Craven because he never wanted or intended to have the first film become an ongoing franchise (and even wanted it to have a happy ending). He also didn't like the idea of Freddy manipulating the protagonist into committing the murders.
* Wes Craven, includes several zombie-themed nightmares suffered by the protagonist.
* Wes Craven's New Nightmare Dylan escapes from the hospital to get away from Freddy, Heather is desperately searching the hospital for him. When Dr. Heffner tells her that Dylan had been sedated, she explains that Dylan is prone to sleepwalking, and is perfectly capable of getting out of the hospital, only to realize that he had probably done just that.
* Wes Craven's New Nightmare, even after Heather pulls the plug on the TV.
* Wes Craven's New Nightmare is considered a marked improvement on the 4th, 5th and 6th installments (regarded as a second nosedive after part 3) and some even think its as good as the original.
* Wes Craven's New Nightmare. It's also the lowest grossing of them all, though it recouped its low budget twice.
* Wes Craven's New Nightmare now that Wes has finished the screenplay portraying it. Heather Langenkamp and her son read from the screenplay, which depicts the first scenes of the movie.
* Wes Craven's New Nightmare (playing himself) explains that stories, and people's belief in them, have always been the bridge between the real world and the supernatural.
* Wes Craven's New Nightmare serves to explain the entire plot to Heather Langenkamp (and by extension the audience). He tells her about the Entity that has

taken on the form of Freddy Krueger, that it has been released due to the end of the movie series and is trying to cross over into reality, and that Heather is the only one who can stop him.
* Wes Craven's New Nightmare that he is plagued by horrible nightmares of the Entity trying to break into the real world as Freddy Krueger. He writes the script for the movie, which somehow gives shape to reality itself, based on these dreams.
* Wes Craven's The People Under the Stairs, sure, but it also comes from the fact that it belongs to a complete psychopath of a landlord whose presence upstairs keeps you inside, making it a horrible trap.
* Wes Craven while looking up "terrible things" at the New York Public Library. While going through the library's forensics department, Craven learned of the legend of Sawney Bean - the alleged head of a 48-person Scottish clan responsible for the murder and cannibalization of more than one thousand people. What interested Craven in the legend was how, after Bean's clan was arrested, they were tortured, quartered, burned and hung. Craven saw this treatment of the Bean clan by supposedly civilized people as paralleling the clan's own savagery.
* Wes Craven, who directed seven episodes, played Edgar, one of the imprisoned parents, in "Children's Zoo".
* We see a former Decepticon named Skullcruncher who’s become a stand-up comedian after the war ended; his routine is decent, but also
* We see a group of men who all introduce themselves as "Herbert". Cut to an entry for "
* We see a group of young adults communicating with creepy spirits in
* We see all of the American forces on Hawaii leaping into action when they receive word that they will be attacked by Japanese forces... on
* We see a series of auditioning actors acting out death scenes. Cut to an entry for "
* We see a small-scale one in the comic, once again involving nanites. A secret government project hijacked medical nanites to
* We see a variant in one brief flashback — as punishment for wetting the bed, young Fuyuki had a bamboo threaded through his pajamas
* We see a variant with the Royal Three. It is not that Dukes Ivanovic, Li, and Rozenmann are waiting for Mina to become
* We see bits and pieces of Sir Loin's life, including the development of his relationship with Adelle, during the chapter where
* We see familiar fish in Aquaman's army, except fish that exist that deep tend to be blind and super-ugly.
* We see federal agents seizing honey from a woman on the street using it as a tea sweetener. There's no reason why an injunction would be granted to prevent people from using honey that's already in the stream of commerce.
* we see flashes of war, death, and other atrocities, then we see him left alone in a void.
* We see Konata's computer screen, and it's a folder full of subfolders with names that might be fetishes (e.g.
* We seem to have found a replacement for Bowen in the 2009 NBA playoffs: Rajon Rondo. To the extent that for a while, his nickname was Rajon Wound-o.
* we see of a photo of both of them married and with a kid at the very end.
* We see one for Princess Celestia as well where he mane and tail burst into flames. The only two times we ever see her do this is to fight
* We see pictures and stock footage of the Howling Commandos, Howard Stark, and General Phillips from the first film.
* we see Sam from Dean's POV, his appearance briefly taking on a Nightmare Face. Happens again much later where someone sees Dean with a similar appearance.
* We see someone casting a hook on a fishing line offscreen. The person finally hooks a fish and reels it in, only for a football player to pounce on the fish. Cut to an entry for "
* We see Sphinxian chipmunks, which are noted not to look much of anything like terrestrial chipmunks. (In fact, other than the Sphinx-standard six legs,
* We see that in McCullough's past as a Marine, one of her squadmates had sexually

assaulted her. Once she reported this, all the rest of the squad believed him over her, causing her not to help after they come under fire.
* we see that Whitebeard may be proud but not smug. He is fully aware of his decreasing health and when one of his comrades stabbed him, rather than kill the guy outright, he calmly embraced the traitor, calling him his son and forgiving him. He had charged into battle, expecting to die, in order to save Ace.
* we see the full version of entry 466, providing some additional context.
* We see this happening to Auditors who start developing traits associated with being alive. This is justified in universe in that Auditors, not being alive, can exist for ever, but being alive implies that you will one day be dead and thus have a finite existence. Because any finite number compared to infinity is indistinguishable from zero, any Auditor that appears to have begun to live
* we see we see a manic looking guy doing a weird cheerleading routine - but then we discover that he's actually doing it so his daughter can practice (and he seems to be genuinely into it, not just going through the motions).
* we see what happened just after that last kiss between Aang and Katara.
* We See Your American Coca Cola Ads, and say that we can do one better. Bask in
* We Sell Everything iron maidens, and more. In addition, it has a disaster-relief branch and is singularly responsible for the existence of its own city/resort, and that's just the stuff that gets mentioned over the course of the two games' stories.
* Weselton talks about how he heard people in the palace over the years said they sometimes felt rooms become as cold as the grave. Mary even compliments Walter on making Elsa's powers seem spooky. Then she's genuinely spooked out by Weselton further interrogating her.
* Wesen can steal people's memories with his tentacles. It clearly takes its toll on the guy. Then he accidentally tries to read a Grimm's mind, which is apparently a bad idea. The last we see him, he's screaming in a jail cell, constantly reliving all the ways she's killed Wesen.
* We, separating the civilization of the One State from the forests around it, which in turn separate them from the rest of the world. We are given few and conflicting clues as to what actually may exist beyond the forest.
* We Shall All Be Healed is about the songwriter's years as a teenage meth addict.
* Wes has dark hair and a noticeably olive completion when standing next to other hunters in places with good lighting. He has heterochromia with one green and one blue eye and it's possible he just spends more time in the sun than some of his more pale coworkers.
* We should maximize the average happiness. This can most easily be done by constantly, and secretly, exterminating the unhappiest people.
* Wes Janson in general. To the point that in the same book, he was positively incensed when Hobbie beat him to the punch on one.
* Wes Janson — Definite Sniper, though with better dogfighting skills than the typical Sniper. He's a sniper with
* Wesker, meanwhile, turns into this in combat while being more of a
* Wesker's, an image of a pair of sunglasses becomes his cutie mark. Wesker eventually acquires a regular pair, which he wears as often as he can.
* Wesker's son Jake Muller puts this one on in the end of his and Sherry's campaign.
* Wesker The only mistake Spencer made was not realising that someone brought up to be ruthless and ambitious might decide to take over the world himself instead of helping Spencer do so.
* Wesker truly is the epitome of this. He's got it so bad, it's to the point where he
* Wesker was the one who suggested everyone split up, and he doesn't want his teammates to survive or get in the way of his agenda.
* Wesley admits afterwards that when he started the summation, he wasn't sure who did it. He just kept talking and going over the evidence until it made sense.
* Wesley also shows himself to be a proficient A- and D-type even in the early days of Angel, pinning a loan-shark's gun-holding hand to the wall with a crossbow

bolt before he can loose a shot and turning the dropped gun on his hired hands before they've drawn in "The Ring" and puncturing a fast-moving canister of liquid nitrogen with a handgun in "Expecting".
* Wesley and Cordelia had a mutual attraction throughout the latter half of season three; in fact, he actually thought
* Wesley Crusher accidentally enters a forbidden area on a peaceful planet. It turns out the punishment for all crimes is death on this world, and ignorance is no excuse. The peacekeepers are about to inject Wesley with some poison when the rest of the away team interferes. They actually chastise the away team for causing psychological harm to Wesley by letting him know he was about to be killed.
* Wesley Crusher a field promotion from an acting ensign to a full fledged ensign, but not for a lack of officers. Picard wants to reward him for passing up his transport to Starfleet Academy in order to help rescue Riker and the Trois.
* Wesley Crusher and the rest of the crew. At first, he's around 16, and many of the crew are twice as old as he is, sometimes older.
* Wesley Crusher, as part of his training to see if he was Starfleet Material. He gets some guff from one of the team members who seems to question Wesley's competence (albeit it's implied that he was instructed to do so as part of the training), but once Wes starts acting like he's in command things work smoothly.
* Wesley Crusher for a young viewer and could be considered a "sidekick" to Picard. Later in the series, Wesley became a literal cadet in Starfleet.
* Wesley Crusher goes off to be a companion of the mysterious Traveler near the end of the series, though it's not clear if he becomes a similar being.
* Wesley Crusher than the crime. Too bad they failed to carry out the sentence...
* Wesley has been struggling to get water and save the life of his mentor/father-figure Jean-Luc Picard. Near the end, when it looks as if he has failed Picard tells him:
* Wesley himself qualifies for the majority of season four. He rescues Angel from the bottom of the ocean, and even allows Angel to feed on him when he realizes that pig's blood is not enough for the severely malnourished vampire. Wesley's motive in all of this is not to earn Angel's forgiveness and get back on the team; he simply does it because he recognizes Angel's importance as a force for good in their ongoing struggle against evil. Angel actually
* Wesley is a standout example, despite his previous combat encounters with Vampires at the Watchers Council being "under controlled circumstances". During his time in
* Wesley is easily the physically weakest male member of Angel Investigations. Yet he managed to kill Skip, capture and cage up Justine, and he was the one to face Vail in "Not Fade Away".
* Wesley isn't fond of Fred's relationship with Gunn and less so of her flirtation with Knox, and the Squick that accompanies the pairing of Connor with Cordy makes it unpopular in-universe and out.
* Wesley is winning a game of darts, with a comely blonde lady looking on admiringly. Wesley casts a smiles in her direction,
* Wesley, Kurt, and Lisa accidentally venture to the kingdom of Anthropos in another world, and stay there some weeks helping to free it from the forces of darkness. When they return to the 'real' world, only a few hours have passed.
* Wesley's father shows up and turns out to be a bad guy. Even after this revelation, Wesley can't bring himself to shoot his dad. But the instant his father points a gun at Fred, Wes shoots him seven times before he can even finish the threat.
* Wesley's girlfriend was introduced as the daughter of a client; the father intended to use her as a
* Wesley Snipes also tries to get Liz to marry him so that he can remain in the U.S.
* Wesley Snipes got in trouble for tax evasion, he tried to get out of it by giving fake money. This of course didn't work, and he was arrested.
* Wesley Snipes is his stunt double. Snipes was allegedly unhappy with the director and script, so he only fulfilled the bare minimum his contract required and was

only on set to shoot close-ups and dialogue scenes. None of the cast or crew have verified the story, however, so take it with a grain of salt.
* Wesley Snipes it got to the point where the crew would wait for him to leave, then film scenes with his double.
* Wesley Snipes. This actually saves his life, as Flynn has told the contemporary cops that Rufus is his bounty, under his real name, in an effort to get an opportunity to kill him.
* Wesley Snipes to slow down enough for the cameras to process his moves.
* Wesley Snipes was imprisoned for attempting to evade taxes using frivolous arguments, and, allegedly, attempting to pay his taxes by printing his own money. The IRS and the Tax Courts have heard all the various "tax protester" arguments over and over, to the point that even using them will not only guarantee you losing the case, but net you a nice shiny contempt of court charge for even trying to argue those particular points.
* Wesley Snipes, with its end sequence where a sportscaster talks about Dean Cain's character (a former player) becoming the coach of an FS team.
* Wesley's proficiency with languages is expanded upon even further once he makes the transition from
* Wesley steadily reconciles with them during the fourth and fifth seasons, however — despite the pain of what happened, Angel later states that overcoming this trope made their friendship afterward stronger than ever.
* Wesley Stickler and his penchant for using twenty words to say what that can be said in five deserves a mention too.
* Wesley-Thing under Port Langworthy leads to them each helping to save the other from peril, mending their quarrel and becoming even closer friends.
* Wesley tries to invoke this with a none-too-bright power stealing villain in
* Wesley was intended to be this to young viewers; a kid who could hold his own and had skills gradually prove himself to the crew as someone useful.
* Wesley Weber and his friends made a fortune producing counterfeit $100 bills. They made so many of them, in fact, that many retail outlets in Canada would not accept $100 bills. The Canadian mint actually had to do a major redesign of the bills. As he was busted in 2001 and $100 bills aren't all that common, the style of bills he counterfeited have virtually disappeared from circulation altogether—but
* Wesley Willis, an extremely prolific (and diagnosed schizophrenic) singer-songwriter, ended virtually every song he ever recorded by first saying "Rock over London, rock on Chicago..." after which he would then spout a random commercial jingle or product slogan, which generally had nothing to do with the subject matter of the song.
* Wesley Willis. He basically knew he was schizophrenic and wanted to tell his demons to engage in beastiality in hopes that would make them leave him alone.
* Wesley Willis, second verse, chorus again, long instrumental section, third verse, final chorus, "Rock over London, rock on Chicago", random advertising slogan, outro.
* Wesley Willis was fond of this, with both male and female fans, to the point where towards the end of his life he had a noticeable scar on his forehead from doing it so many times. Rock over London; rock on, Chicago.
* Wesley Willis (who was not exactly a tuneful singer to begin with) features several voice cracks in the chorus.
* Wesley Wyndam-Pryce. After Wesley translated a prophecy that predicted for Angel to kill his son, Wesley took the child to save his friend from his horrible fate. When he was about to leave town with the boy, he got his throat slit by
* Wesley Wyndham-Pryce probably falls into this trope when he tortures Justine in "
* Weslie and Sparky disguised themselves as wolf cubs once, with the former having impersonated both Wolffy and Wolnie at different points.
* Weslie's Chinese name is Xǐ Yángyáng. This is meant to be a pun on the Chinese idiom "Xǐqìyángyáng", which means "full of joy", and the homophonic "yáng" which means "sheep" or "goat".

* We Sold Our Souls and overall a terrible musician without Kris around.
* We Sold Our Souls, is working at a truly fleabag motel when the book starts.
* We Sold Our Souls: Kris's old bandmate Terry sold his soul for fame and fortune. He got it — he's a multi-millionaire heavy metal rocker — but in return, he has to feed Black Mountain with the souls of his fans. Black Mountain is never satisfied, regardless of how many it receives, and he can't ever be free or they'll kill him.
* wess'har series. Tall, slender, ancient and dedicated to preserving the ecological balance, often aggressively to the point of genocide, depending on the faction.
* Wess Roberts, PhD. wrote a non-fiction business advice book, "Business Secrets of Attila the Hun", which included this nugget; "A wise chieftain does not kill the messenger who delivers bad news. He kills the messenger who
* West African band Osibisa, who formed in London and did a lot to make African music known in the West, adopted a flying elephant for their LP covers, which became the band's iconic mascot. This is beleived to have been inspired by a snotty and possibly racist remark made by a record company executive, who voiced the opinion that African music was as likely to take off in Britain as an elephant with wings. Osibisia's LPs became million sellers. And all of them had winged elephants on the cover -
* West Africa produces a strong pepper sauce, available through expat food stores in Great Britain and elsewhere. People from places like Ghana and Sierra Leone are also perfectly aware of what the name sounds like in English but see no reason to change it. In fact, they are
* We Stand on Guard, Dunn has both a robotic arm and a nasty facial scar.
* We Stand on Guard have modified an oilfield transport to sport a variety of jerry-rigged weaponry to fend off the vehicles of the American occupation.
* We Stand on Guard is destroyed. Ottawa is flattened in an instant, and the rest of the Canadian Forces are routed within the first week, allowing for a swift occupation.
* We Stand on Guard. The crew includes a former police chief, an actor, and a teenaged survivalist.
* We Stand on Guard, the US invades and occupies Canada in 2112 after the White House is destroyed.
* West and Soda from the desert that turn an Indian warrior and his horse into skeletons in a few seconds.
* West Bank Story. Also, Kosher King has a mascot, a man dressed as a giant menorah.
* Westboro Baptist Church leader Fred Phelps posted this article (which was, ironically, meant to mock organizations like his) on his website as apparent "proof" that homosexuals were indeed actively trying to "recruit" others to be gay.
* West Coast Avengers (2018). He's about the size of a bulldog, and almost as threatening as one.
* West Coast Avengers (2018)-style. This is mocked at one point: the base is overrun by villains, and when things get back to normal one of them asks the camera where had they been during the attack.
* West Coast Avengers #44–49, That Which Endures, a collective entity responsible for natural selection, decided reptilians were a dead and chose to focus on mammalians, leading to the dinosaurs dying out.
* West Coast Avengers, because the trauma is too much for her to handle.
* West Coast Avengers debuts a new (and hideously ugly) costume, with his trademark jet thrusters moved to his back instead of his hips.
* West Coast Avengers solo series, the final issue of which seemingly implied that Mockingbird and the Phantom Rider's relationship was consensual, which contradicts absolutely everything that we had been previously shown, and raises the unfortunate implication that Mockingbird had cheated on her husband with a man who she then killed for... some reason (to cover up the affair?) while lying and saying that it was because he had brainwashed and raped her.
* West Coast Avengers time travelers known to live in or have visited that

particular time period (including Rama-Tut, the early Fantastic Four, and Dr. Strange), but always just manage to miss them.
* West Coast Avengers) to battle with their robot to test their strength. After all of the Avengers kill the self-repairing robot one after another, we find that the aliens assume that all 6 billion humans are a composite of the 6 members of the WCA, with all their powers combined, and instantly rethink their invasion plan.
* West Coast Avengers unpopular with readers. After months of reading fan letters calling the new suit terrible, writer Steve Englehart got rid of it in issue #24 by having one of Wonder Man's associates tell him that market research had shown that "the public" hated the costume.
* West Coast Avengers, was made of resurrected historical villains who receive superpowers and appearance of supervillains. The group included Heinrich Himmler and Joseph Stalin. But initially, they did not care a dent about the Avengers: when they recognized each other, both of them tried to kill each other.
* West coast blues (a more Jazz-infected urban style, typically with a horn section and jazzy guitar work)
* West coast chain In-N-Out Burger is famous for its equally bare menu: It has three burgers (that vary only by the number of beef patties and slices of cheese), french fries, milkshakes, and soft drinks. Downplayed in that the menu is not actually that small—that is the entirety of its public menu, but it has a
* West Coast Team: Superhero team's far-away equivalent/affiliate/subsidiary.
* West Country English dialect, where the phrase "Hello my lover!" is often used as a common greeting.
* West End Games. A character with the Temporal Manipulation power at the 15D or higher level can cause a living creature to suffer accelerated aging until it dies of old age.
* West End Girls, she writes about a prostitute who claims to be virtually immune to drugs, at one point taking an entire inhaler of benzedrine. Averted painfully - it becomes very clear over the course of the book that she vastly overestimates her immunity, and the aforementioned inhaler nearly kills her.
* Westermarck effect. But do Middle/High schoolers with those two friends who have known each other since preschool care? Noooooo...
* Westermarck Effect, is after Finnish sociologist Edward Westermarck, who did very thorough research on the incest taboo and found that sibling incest, father-daughter incest, and mother-son incest are extremely rare in monogamous cultures around the world, and that this effect extends also to stepchildren adopted in very early age. The same effect has also been discovered on many animals, especially birds.
* Westermarck isn't the only one to draw this conclusion; it's been shown the
* Western, a lawman uses his uncanny resemblance to wanted killer Silver King (they both have long, blond hair, blue eyes, and a diagonal scar on their face) to infiltrate a criminal organization from the inside.
* Western also had Dr. Robotnik derisively call Sonic a "rodent", which hedgehogs are not.
* Western and Eastern civilizations both came up with the idea of the dragon.
* Western Animation Averted quite cleverly in the Mars University episode. Gunther holds up Chrissy's telephone number and the first 3 digits are real. The 6th is an alien character
* Western Animation characters (the latter probably helped by the fact that Trey Parker, one of the creators of the aforementioned show, is a fan of anime).
* Western Animation during an underwater mission, the titan sub got destroyed and Beast boy saved the others turning himself into a whale and carry them in his mouth.
* Western Animation for terms specific to, or used interchangeably with the cartoons.
* Western Animation for terms specific to the cartoons and the live-action films respectively.
* Western Animation frequently used pinball-like movements and shorthand for comedy, whose depiction has stuck with the public since.

* Western Animation: In the Third Temple, its reveal that Anne has been friends with Marcy since they were little Girls before they knew Sasha.
* Western Animation in which they can be heard swearing and using sexual slang while some of their characters engage in sexual activity.
* Western Animation, it's fairly clear that Leonardo, Raphael, and April are hitting Foot Ninjas with their swords.
* Western Animation; Japanese for most anime—usually accomplished through brown skin).
* Western Animation movie, where Bob encounters a German time traveler named Professor Flux who brings his future self back from the future to help him every time he visits the future. However, as the Professor Flux from "two weeks from now" is asked to move a part, he accidentally hits the original, causing him to break his neck and the other Fluxes to disappear from existence.
* Western Animation often have trouble making it past Japanese censors due to the social stigma surrounding those with missing fingers, such as Yakuza members. A major exception to this Mickey Mouse and other Disney characters, as Disney holds its own strict "no-editing" policy for foreign distribution similar to Studio Ghibli.
* Western Animation says this is due to their stone sleep during the day, and Hudson, the oldest of the main clan, is stated to be 100 (excluding the power nap he took on his way from 10th Century Scotland to 20th Century New York). This comes up twice in the series proper:
* Western Animation: Skips' cousin Quips is a walking example of this, with his dialogue consisting primarily of horrible jokes that only he finds funny.
* Western Animation/Storks]] are voiced by local chefs Frank Rosin and Nelson Müller.
* Western Animation tag for pictures of Rarity overreacting to things.
* Western Animation", the first time Teddy turns on the pressure cleaner, he loses control of the hose. He takes off his gloves and goggles, thinking they get in the way, but it happens again. He finally gets the hang of it, though.
* Western Animation was dubbed in Czech twice. The first dub was released on VHS. The second dub was made by Studio Virtual for DVD in 2004. The DVD cast returned for the sequels.
* Western animation went through this both on the big and small screen through the 2000s. While the early years were marked with critically acclaimed, plot-driven, high-action shows on TV, several of these shows came to an end during the middle of the decade, with kid-centered networks putting more emphasis on live-action sitcoms. Even
* Western Animation, Western Animation, Western Animation, Western Animation
* Western Animation woodland animals. To a larger extent tho, it was also the gateway to collecting little plush and plastic animal families.
* Western baddie Loco Weed Willie vows to get revenge on the swashbuckling turtle and sheepdog once he gets out of jail in "High Goon."
* Western Bar, required the player to move back and forth to avoid getting hit by thrown ashtrays and plates while shooting plates and bottles being barslid by the 'tender.
* Western by Jack Slade had as its hero an operative for the Maxim Gun Company named Gatling. The series hook was that the title character used period automatic weapons, including Gatling guns.
* Western comics read left to right, and manga reads right to left. This leads to at least one person who has read a conversation as "Fine, thank you." "Good, and you?" "Hi! How are you doing?". It gets even more confusing with things like switching from manga-mode to Western comics and wondering why Batman dropkicks a
* Western currency, especially USD (used as hard currency for Western, i. e. higher quality goods), made normal citizens suspicious in former Eastern Bloc countries because it was illegal and undermined the value of local currencies by being on the black market. However, it was an
* Western dragons are an inherently chaotic species and as such, like the draconequi, can produce an Avatar of Chaos.

* Western dragons are typically depicted as having four limbs and one pair of wings.
* Western example: In fandoms for games which feature the Chinese Civil War (such as
* Western film star Alfred "Lash" LaRue used a bullwhip as his trademark.
* Western Flyer's most popular song by a long shot was their 1995 single "Cherokee Highway", which didn't even chart; their only top-40 hit was the now obscure "What Will You Do with M-E?" one year later. This displacement is likely because "Cherokee Highway" attracted tons of publicity for its extremely dark anti-violence
* Western; it has a strong vocal audience today, to the point where restored re-releases have received great reviews.
* Western magic tradition has it that 3 is especially potent. Tzeentch's sacred number is 9, or 3 times 3.
* Western Maryland Scenic Railroad obtained the Chesapeake and Ohio 1309, a massive 2-6-6-2 they've nicknamed "Thunder", in 2014 to replace the smaller former Lake Superior and Ishpeming 2-8-0 #34 (disguised as Western Maryland 734) when it went out of service. The railroad intended to have the engine up and running by 2016, but a combination of factors, not the least of which included the locomotive being in far worse shape than initially thought
* Western Massachusetts has several locations of Dave’s Soda and Pet Food City, stores that sell
* Western Michigan, 2016. A 13-0 regular season record led the Broncos to the Cotton Bowl, where they took #8 Wisconsin to the wire before falling 24-16. Head coach P.J. Fleck left for Minnesota the next year, and they haven't duplicated this success.
* Western New York food chain Mighty Taco is fond of these. "Your gold is worth its weight in tacos!"
* Western Oregon (this could also apply to Western Washington and coastal British Columbia) there's Rain, Rain, Road Construction, and Rain. Oregon's Eastern side, on the other hand, is a desert that gets lots of snow in the winter.
* Western Samurai is onigiri. Amusingly enough, it's implied his master is the same as Chipp's.
* Western Samurai: Samurai that are only partially Japanese, or not at all.
* Westerns made outside of the United States Of America and Italy still get this a lot though. One of the previews of the Franco-Belgian film "Les Cowboys" notes that it is thankfully not a French Western. As it is a place where people such as
* western-spoof, good-guy gunfighter Rex O'Herlihan faces off against good-guy gunfighter and lawyer Bob Barber. When Barber shoots O'Herlihan in the arm (rather than shooting the gun out of O'Herlihan's hand, as good guys are supposed to do), O'Herlihan's shocked that Barber isn't really a good guy. Barber's response: "I'm a lawyer, you idiot!"
* Western Terrorists even include a deaf bomb-maker and his Irish-accented translator.
* Western Terrorists example is the fictitious terrorist group Shining Dawn.
* Western Terrorists: Ruthless militants from a country in the Americas, Europe, or Oceania.
* Western Terrorists: Ruthless militants from the Americas, Europe, or Oceania.
* Western Terrorists such as the Flag Smashers to raid banks and warehouses to get resources to the refugees—as well as using car bombs against the GRC itself.
* Western Terrorists: The ethnicity of terrorist cycles according to world events and frequency of use.
* Western, too. Still, sometimes the best way to deal with a monster or evil-doer is with a good, solid blow to the head, so Western monks often arm and train with blunt weapons such as maces, warhammers and flails, especially if to overcome the vow to never shed blood literally.
* Western Union started out in the 1800s as a telegraphing company that did money orders on the side, then in the 1900s it became a money order company that did telegraphs on the side. But by the end of the 20th century, telegraphs had long become obsolete and several retail chains began their own money order services (and

e-commerce has caused money orders themselves to wane in relevance as an alternative to checks). In the 21st century, the bulk of their business is in international money transfers, especially to recipients in poorer countries who might not have access to PayPal. Many ethnic stores in the US offer money transfer services via Western Union for this exact reason.
* Western uses this in one mission, where you have to save a safe cracker you met earlier in the game.
* Western Values eighteen. Thus, any relationship with Lux, who is sixteen, will remain platonic until she is of age and they can start courting.
* Western Western fans first arrived either with seeing them or hide solo then them on YouTube, and the new song and promised reunion inspired some interest from existing Visual Kei/jrock fans.
* Western Zodiac: Constellations and personality types are determined by what dates you were you born between.
* Westeros: An American Musical adapted into its first three seasons. Even with some of the plotlines cut entirely, compression of the part of the plot still covered was necessary.
* Westeros: An American Musical: A frequent consequence of reducing the roles of some characters compared to the source material:
* Westeros: An American Musical: After being crowned King of the North, Robb Stark spends the better part of his reign wagning a war.
* Westeros: An American Musical: A heavily implied side effect of Renly's wedding to Margaery, as he's established quite early to be in a relationship with Margaery's brother Loras.
* Westeros: An American Musical attitude towards Catelyn's daughter Sansa intact, strongly hinting at Littlefinger seeing Sansa as a replacement for Catelyn.
* Westeros: An American Musical: Brothers Robert and Stannis Baratheon are among the roles sharing an actor.
* Westeros: An American Musical due to having a non-combat position in the Night's Watch.
* Westeros: An American Musical due to the play making no clear allusion to a familial relation between Eddard and Jon Snow despite both characters appearing onstage in the 2019 version.
* Westeros: An American Musical: During "Knight's Watch Defeated", Davos re-iterates his disapproval of Stannis' plans of sacrificing Edric while Stannis' young daughter Shireen is in the room and covers Shireen's ears while he does so.
* Westeros: An American Musical: During "Small Council", Daenerys is called "the last dragon", the dragon referring to her family sigil. Daenery's brother Viserys is dead by the time she's first seen onstage, and the two of them were the last known survivors of their family at the beginning of the original story.
* Westeros: An American Musical: During "Sword in the Darkness", Mance Rayder and his army of unified wildling tribes turn out to be trying to get past the Wall protecting Westeros because they're running away from the wights, who have already reached the Wildling territory.
* Westeros: An American Musical fighting against an army whose leader had someone Loras cares about killed, is so focused on killing as many people as possible that he pays little attention to which side they are on.
* Westeros: An American Musical gets the play rid of several pairs of characters sharing a name from the original story. However, focusing the play on the King's Landing events while having a couple songs about the Night's Watch results in the play having both several mentions of Jon Arryn and on-stage appearances of Jon Snow.
* Westeros: An American Musical: Gregor Clegane killing Elia Martell's children is mentioned in "The Dorne Identity" and "Talk Less, Stab More".
* Westeros: An American Musical: If a person essential to her current plan to become Queen dies, Margaery tends to mourn the plan rather than the person who died.
* Westeros: An American Musical in a scene that was meant to be a romantic moment between Sandor and Sansa.

* Westeros: An American Musical: In "First Watch", Sam in mentioned to be given a hard time by Pyp and Grenn due to having non-combat duties.
* Westeros: An American Musical: In "No Waiting", Sansa sings about doing her best to avoid Joffrey, whome she describes as growing crueler each day.
* Westeros: An American Musical interrupts the story at a relatively happy point:
* Westeros: An American Musical is a talking antropomorphic raven. Antropomorphic talking ravens don't exist in the story the play is parodying.
* Westeros: An American Musical. It later turns out that Robb felt the need to marry his wife because he had slept with her out of wedlock.
* Westeros: An American Musical: Loras Tyrell in Act II. In Act I, he co-conspires with Renly to make Margaery Robert's mistress and is the figurehead of the Tyrell army in "The Siege of King's Landing". In Act II, Olenna has to intervene to keep Loras from getting harassed by the Sand Snakes and he's mostly silently helping out with whatever Olenna and Margaery are up to.
* Westeros: An American Musical named characters from the original story) each have a couple of comments about Jon Snow.
* Westeros: An American Musical. Not following Littlefinger's advice results in Eddard being dead a couple songs later.
* Westeros: An American Musical of Eddard Stark's arrest involves other characters pulling blades out, giving Renly and Varys an extra reason to leave the room once the realize what's about to happen.
* Westeros: An American Musical purposes, Littlefinger doesn't attend the wedding, and the letter he leaves for her soon-to-be husband to explain his absence consists entirely of the words "Fuck you, she's mine".
* Westeros: An American Musical: Renly's armor-like costume includes a large golden neckpiece that covers his upper chest and shoulder decorated with antlers.
* Westeros: An American Musical: Sandor has a scar on part of his face in the original story. The fact the actor playing him doesn't have one is hidden by his hair covering part of his face, including one of his eyes.
* Westeros: An American Musical: Sandor, who is shown to be romantically interested in Sansa in the early part of the play, shows up during a much later scene involving Sansa holding a bouquet of flowers. He's also holding a plush toy representing an animal that is associated with Sansa's family in the story the play is parodying.
* Westeros: An American Musical: Several characters from the original story get hit with this due to their names never being said onstage, but still appearing in the cast credits:
* Westeros: An American Musical: Several factors can make Shireen's age hard to pin down beyond "too young to be considered an adult yet":
* Westeros: An American Musical songs is also best appreciated if the originals were listened to beforehand.
* Westeros: An American Musical stint with the wildlings and making no mention of it, the second long after he's done the stint and returned to the Night's Watch. Because of this, Jon is never seen properly meeting Mance Rayder as he was in the original story, with the two instead turning out to already know each other in "Sword in the Darkness".
* Westeros: An American Musical. "Sword in the Darkness" is the only song featuring Wildlings at all, and Mance is the only one named on-stage. However, three of the actors are credited as playing Wun-Wun, Tormund and Val, all three of whom can be picked out among the handful of actors standing in for Mance's army.
* Westeros: An American Musical that makes him one of Sansa's more sympathetic suitors.
* Westeros: An American Musical: The fact that Robert still loves the deceased Lyanna is spelled out a couple times:
* Westeros: An American Musical. The lack of more following that plotline has a lot to do with Eddard losing his head little after the second of the aforementioned songs.
* Westeros: An American Musical: The only other person Davos is seen consistently getting along with besides Stannis is Stannis' young daughter Shireen.

* Westeros: An American Musical, the play inevitably has a character mention the setting's several-year seasons of variable length, and say he doesn't understand how they work.
* Westeros: An American Musical: The play takes place in a medieval setting during a war and focuses on the alliances made by various members of the nobility. Sealing alliances via arranged marriages comes up a lot.
* Westeros: An American Musical: The play uses "Bobby" as a nickname for Robert Baratheon, resulting in him calling himself "Bobby B" in "Small Council". A canon character named Leo Lefford also has a part in "Hand of the King".
* Westeros: An American Musical: The raven in Act I of the 2019 version. She interacts with the audience as a narrator, but also has a few exchanges with the characters when she deems it necessary to move things along.
* Westeros: An American Musical: "The Red Wedding" is about the Lannisters reacting to an event in which many of their opponents died, resulting in it basically becoming And There Was Much Rejoicing: The song.
* Westeros: An American Musical: The Tyrell army shows up to help one of the sides in "The Siege of King's Landing" effectively tipping the scales in its favor.
* Westeros: An American Musical: This comes up when Renly marries his male lover's sister, and the sister in question gets a little impatient about the marriage getting consummated.
* Westeros: An American Musical: Tyrion, who gets a decent amount of focus and considers himself the heroic protagonist of the play, is keeping a prostitute named Shae with whom he's convinced to be in a mutually loving relationship. For various reasons, she's no longer in his employ and has effectively betrayed him by the end of the play. The song "Congratshaelations" has Shae tell her side of the story: as far as she was concerned, Tyrion was keeping her despite the fact that she risked getting killed if discovered, married a teenage girl (his canonical wife) without much protest, is not nearly as nice as he thinks he is and got his family on his bad side at times when he really shouldn't have.
* Westeros: An American Musical wasn't exactly a trivial matter and another character points out that the act was a betrayal towards person on the receiving end of it.
* Westeros: An American Musical: What is seen of Theon Greyjoy's story in the play can be summed up as this. When first seen, Theon is fighting alongside Robb and trying to petition his father Balon, an old enemy of Robb's family, to fight alongside Robb. Balon unfortunately decides he'd rather have a second round against Robb's family instead. Last Theon is heard of, he's reported to have captured Robb's hometown for Balon.
* Westeros: An American Musical, which makes it hard to portray him anywhere near as smart as his canon counterpart.
* Westeros: An American Musical, who's an antropomorphic talking raven, is baffled by the appearance of the shadow-baby in "Crownless". Soon after that, she casually complains about the play not having time for the dragons that are just as much part of the original story as the shadow-baby is.
* Westeros: An American Musical whose only value is being a King's bastard son, has a habit of calling him some variation of "my reserve of King's blood". At some point she does so right in front of Edric, who promptly reminds her of his name.
* Westeros is also filled with independent sellswords and hedge knights who bounce from job to job, most notably Tyrion's lancer Bronn. In fact, Bronn is eventually knighted as "Ser Bronn of the Blackwater"! Though this is just a funny coincidence and not an intentional reference to the real-life PMC...
* Westeros is hit with a series of these in the years following the overthrow of the Targaryens and Robert passing the crown to Stannis in order to pursue Rhaegar and his loyalists in Essos.
* Westeros is the westernmost landmass in the world. It is the fantasy equivalent of the British Isles, though continent-sized and contains equivalents to other parts of Europe. The western sea is called the Sunset Sea, and there is no known land in that direction. Lord Gylbert Farwynd of the Lonely Light, the Westernmost of the Iron Islands and point of land, claims there is a paradise-like land to the

West. Many of the Iron Islanders don't believe him and think him mad. Westeros sits off the western shore of Essos, which is the fantasy equivalent of Eurasia.
* Westeros' version on which the religion is built, as well as a veneration of saints. Likewise, in terms of how the Church is directly under control of the Crown, it is significantly weaker than the Church was in the Middle Ages. In this aspect it may be more akin to the relationship between some Orthodox churches and the Church of England with their respective states (probably the latter especially, since Westeros mirrors Britain).
* West Fertilizer Plant destroyed much of the surrounding city of West, Texas in 2013 after ammonium nitrate exploded. The fire and subsequent explosion were caused by arson.
* Westfield chain of gigantic shopping malls, in the UK, US, Australia and New Zealand, to the point that rather than standing out for their design, the Apple stores in them completely blend into their waves-of-curved-sheet-glass aesthetic.
* Westfinder, a rules-lite LARPing community in California's Bay Area.
* West Germany, it was decided to simply keep the Basic Law and extend its area of application to the East German territory (as Article 23 of the Basic Law allowed - which was then subsequently changed to make a reoccurence impossible).
* West Germany, it was really more like trading lives for NATO Army Groups to mobilize their corps and the mentioned REFORGER reinforcements to arrive.
* Westley's remark about how he thinks everybody will be wearing masks in the future, recreated in
* Westlife). Probably far fewer know that it was composed and performed by the Irish-Norwegian duo Secret Garden.
* Westmark trilogy has the protagonists form a Government in Exile while still in the country. The text even says it isn't a government-in-exile, it's a government-in-pawnshop.
* "West Memphis 3" plea to charges that they murdered 3 boys in 1993. Two of the three defendants were sentenced to life imprisonment, while the third was given a death sentence. All had maintained their innocence (and evidence and later events revealed massive amounts of misconduct by police, prosecutors, and jurors) and the evidence was starting to support this, but the state didn't want to fully throw out the case in case they were wrong, so the boys were offered an Alford plea with a sentence of time served. All three accepted as it allowed them to be released without having to say they'd done it (their reason for refusing plea bargains with standard guilty pleas).
* West mentioned during interviews that he deliberately played up some 'campy' aspects of the show — it was, apparently, a necessity, as only part of his face was visible, and he had to find another way to express emotion.
* Westminster Chimes: Those "bing bong bing bong, bong bing bing bong" chimes associated with Big Ben.
* Westminster with its rounded letters isn't especially distinctive) or something based on the letters from 8-bit consoles like the NES for a "computery" font, if you bothered to come up with something at all.
* West of Angara is Hesparia, which is dominated by a Native North American-style tribe.
* West of Baltimore, I-70 officially ends in a park-and-ride lot just to the east of its junction with I-83. The cleared right-of-way continues to the edge of Gwyn Falls Park. As originally planned, the interstate would have continued all the way to a junction with I-95 near the harbor
* West of Bathurst. The longer the comic goes on, the more likely it seems that one character actually is the devil.
* West Of Dead. He can pay it back in kind during "The Hunt", gaining the ability to fast travel between sigils he's found on the current level he's on as a reward.
* West of Eden has taken care of everything fire could do for them, and thus they are so culturally ignorant about fire that only a few of the more scientifically-minded Yilanè even know of its existence. Thus, Kerrick and some of his allies sneak into the Yilanè city of Alpèasak and put it to the torch, which ends up burning the living city almost completely to the ground and

killing the vast majority of its inhabitants, most of whom die in a blind panic because they don't understand what's going on.
* West of Eden is convinced her and Kerrick's child is going to inherit her cleft lip. He doesn't.
* West of Eden: the Yilané have a civilization built entirely on genetics and selective breeding, and use gigantic genetically modified icythyosaurs for trans-Atlantic shipping.
* West of Eden trilogy are one of the best uses of this in fiction. The race function in much the same way as seahorses. Few males survive more than three brutal pregnancies, and the society is dominated by females who keep the males solely as breeders (despite them being every bit as intelligent as the females).
* West of Loathing against enemies, effectively weaponizing this trope.
* West of Loathing are a kind of sentient, ambulatory fungus. They can bud off short-lived spawn for battle, or they can "pop" into a cloud of spores, to be dispersed by the wind and eventually grow into adult goblins. The goblin pardner Gary wants to find a suitable location for popping.
* West of Loathing has silver bullets made by melting down silver items at the Silversmith's Cottage. They do double gun damage against skeletons and demons. There is also a silver pistol that always fires these.
* West of Loathing. If you check your character sheet afterward, you'll find that the word in question is, in fact, now your middle name.
* West of Loathing is full of this. Your character can even get a ring that is basically made from a skeleton’s, er, butthole.
* West of Loathing populated by nothing but these. You'll need to fill out a good dozen "different" (functionally-identical) forms to complete all the quests involving this area. And that's if you don't screw anything up and have to do it again...
* West of Loathing that caused them to be banned from Topeka, Kansas for life.
* West of Loathing, while exploring the (re)Boot Hill cemetery, you can learn about a tontine established by three members who apparently all died at the same time, and as a result, the reward lies hidden somewhere. It's possible for the player to solve the puzzle and claim the treasure.
* West of Loathing, you can gain 1 XP each for shoveling horse manure (or, at Halloway's Hideout, squirrel droppings). There's also a destination called "The Big Apple"... let's just say it's not New York.
* West of The Moon: A hobbit-centered archive. Last updated February 2008.
* Weston College Arc in the middle of it - once again, it was necessary to advance the plot but prolonged the arc to the point of the reader getting exhausted.
* West Orange Police Station doubles as East Haledon Police Station for the show.
* West originally intended for his music video for "Stronger" to be an AMV, splicing in sequences from the classic anime film
* West played a lawyer defending R. Kelly who made a video of himself whizzing on a schoolgirl in
* Westside: In "Dire Combustion", Ted and his gang heist an armoured car. Things start going badly wrong when they attempt to bust it open.
* West Side Story. After the rumble, she seems to be accepted into the gang. Her name is the definition of this trope. "Whose is she?" "She's anybody's."
* West Side Story, a modern Broadway take on the famous Shakespearean story, also does this, with the Rumble that results in Riff and Bernardo's deaths occurring right before intermission.
* West Side Story and said, "Eh, close enough." Maria's brother, Bernardo, is played by George Chakiris, a Greek-American.
* West Side Story, Anita is roughed up and nearly gang-raped by the Jets when she tries to deliver a message from Maria to Tony. This drives her to lie to them that Chino killed Maria, setting up the final tragedy of the play.
* West Side Story, A-Rab and Baby John are determined to show 'they ain't scared' when Officer Krupke interrogates them. Their dialogue is so stilted that even Krupke notices something is wrong and decides to run them in. The rest of Jets show up allowing them to escape.

* West Side Story, A-Rab, the second youngest of the Jets, mentions that he recently stink-bombed Bernardo's father's store.
* West Side Story as an "explanation" for why they're gang members and punks.
* West Side Story at a dance which the Jets and the Sharks hold on "neutral territory."
* West Side Story, Baby John covers Maria's head and shoulders with her scarf—one of the first gestures of friendship shown by one of the Jets towards one of the Sharks. Maria isn't sleeping, she's crouched over Tony's body, mourning.
* West Side Story: Behind Tony and Maria, there are Bernardo and Anita, to whom tragedy strikes first.
* West Side Story, Bernardo angrily intrudes on Tony and Maria's first meeting.
* West Side Story, Bernardo does this after having been taunted by some of the Jets.
* West Side Story causes her to break down and threaten to start her own killing spree.
* West Side Story, "Cool" is sung before the Rumble, while "I Feel Pretty" and "Gee, Officer Krupke" are sung afterwards. In the film version, to create a rising "line of tension" with no lighthearted moments after the Rumble, "Gee, Officer Krupke" and "Cool" switch places and "I Feel Pretty" is also moved to an earlier scene.
* West Side Story during the dance at the gym. Tony and Maria see each other for the first time and dance. It's a cha-cha, not a waltz, but it fits.
* West Side Story eventually reject the theory that society is to blame. After considering possible explanations for their crimes ranging from parental abuse and neglect to psychological problems to unemployment, they eventually settle on the reason: they're just bad.
* West Side Story features Officer Shrank (Bad Cop) and Officer Krupke (Incompetent Cop) - not that Shrank is particularly competent, it's just that the Bad is more important in his characterisation.
* West Side Story has an example that's tragic rather than heroic: after Bernardo kills Riff, Tony picks up Riff's switchblade knife and immediately uses it to kill Bernardo. In the 1961 film version, the dying Riff actually hands the knife to Tony just before he collapses, silently requesting this trope.
* West Side Story has the song "America", which contrasts the two types. The women showcase the Beautiful, pointing out the freedom and economic opportunities America offers, whereas the men are solidly in the Boorish camp, pointing out the poor housing in the slums, casual racism holding them back and how they are forced by circumstances to either become victims or perpetrators of crime. The song's lyrics even out to pro-American, but is contrasted with its very blatantly Latin-inspired sound.
* West Side Story is in Doc's drugstore. The jukebox plays the same "Mambo" heard at the gym dance.
* West Side Story, Maria almost instantly forgives Tony for killing her brother Bernardo. For just a moment she attacks him in rage, pounding his chest with her fists, but then crumples sobbing into his arms.
* West Side Story, Maria breaks down and collapses into Tony's chest after bitterly confronting him over having killed her brother Bernardo.
* West Side Story, Maria's balcony is actually a window opening onto the fire escape. He climbs up, they begin a duet, and the world fades away.
* West Side Story, pretty much of all of the Jets only use their nicknames and thus their real names are never revealed. It’s less of a case with the Sharks, who have names that Puerto Ricans would likely have.
* West Side Story provide commentary for the musical numbers, discussing abandoned concepts, differences between the play and the movie, and which songs he does and doesn't feel proud of in retrospect.
* West Side Story's "I Feel Pretty" was used in a diaper commercial (replacing replacing "gay" with "dry").
* West Side Story, since real-life gangs are visually distinguishable.

* West Side Story, spares Maria, who is its version of Juliet. (The characters who are versions of Romeo, Mercutio, and Tybalt all still die.)
* West Side Story". The gang leader plays himself, with other gang members playing a low-ranking police officer who arrests him and various authority figures. These various authority figures have various shallow theories about what the problem is, most of these theories being in Society Is To Blame territory. But what they all have in common is that they whack him over the head and send him away to be somebody else's problem. Oh, and they all either insult the lowly policeman or ignore him. It all ends with a mutual rejection: The final authority figure dismisses the gang leader as a bad person period, and the gang concludes that they simply want society out of their lives.
* West Side Story, the Jets' Song talks about how great it is to be a Jet.
* West Side Story. The old Bigot With A Badge hate the immigrants in the Sharks gang and want to make an alliance with the non-immigrant gang the Jets. However, the Jets despise him. They are not bigots. However, they still hate the Sharks, although for their own reasons. The driving force in the conflict is thus between the young characters, the bigotry of the older generation being merely a side note.
* West Side Story the song "Gee, Officer Krupke'' where the Jets are mocking the social system for it's handling of juvenile delinquency. The judge declares that it's a psychological problem and sends them to a psychologist who declares that they just need an honest job and sends them to a social worker who declares that they need a year in jail and sends them back to the judge.
* West Side Story, Tony and Maria first see each other during the wildest part of the Mambo in the Dance at the Gym. Soon enough, though, the lights fade and the Mambo abruptly dies away to segue to the Cha-Cha. The Cha-Cha is only moderately slow, but then the dance actually halts for a few moments so Tony and Maria can exchange their first words.
* West Side Story tries to sink Tony/Maria because she believes Tony is a dangerous, murderous boy who will break Maria's heart.
* West Side Story uses a scene of Maria spinning around and changing colors as a transition from her preparing for the school dance to her attending the school dance.
* West Side Story, when Chino tells Maria that Tony killed her brother, her first reaction is to say to Chino that he's lying and then say it again louder. Her disbelief in this horrible truth doesn't last very long, however.
* West Side Story: When Detective Schrank finishes giving the Jets and Sharks an earful over their latest fight and Bernardo asks him if he could translate his tirade into Spanish, even Riff cracks up.
* West Side Story, when Tony and Maria both see each other for the first time, the edges of the frame are noticeably blurred (though, this is more to create the effect that they each have eyes only for one another)
* West Side Story when Tony and Maria first meet during the dance at the gym, and time slows down as they dance together and eventually share a kiss.
* West Side Story with the Jets and Sharks street gangs standing in for the Montague and Capulet families.
* West Side Story won an Academy Award for Best Supporting Actress for her performance as Anita, too.
* West starred as an aging TV Space Commando personality Captain Blasto in an episode of
* West, Texas is commonly referred to by locals and travelers passing through as West-Comma-Texas to differentiate it from the geographic region of West Texas. Incidentally, West is in
* West Virginia on December 7th. Though grievously wounded and in blinding pain, Captain Bennion refused attempts by his steward, Cook 3rd Class Doris Miller, to move him to sickbay and remained at his post. When Miller tried to bring a corpsman to the bridge instead, Bennion stopped him and said that too many other men needed help more than he did. Bennion maintained command, ordering counterflooding to prevent the battleship from capsizing, organizing firefighting crews, and keeping the antiaircraft guns in action until he bled to death. His last words before

losing consciousness were ordering Miller to "Tell the XO he's in charge." For saving his ship at the cost of his own life, Bennion was posthumously awarded the Medal of Honor. Miller found the XO and advised him of the situation, then replaced a wounded gunner on an antiaircraft mount, shooting down a Japanese bomber. He would be the first black man to receive the Navy Cross.
* West Virginia was finally raised six months after the attack on Pearl Harbor, three sailors were found dead, trapped in a watertight storeroom. They had crossed off sixteen days after December 7 on a calendar hanging on the wall.
* Westward is easier to accept if one thinks of it as magic, rather than technology.
* Westward" Later on in the comic, in an unrelated incident, a small spacecraft (an "asteroid pod") mysteriously bursts into flames when it is damaged. This is again lampshaded in the comments section:
* Westward Martian scientist. And it packs enough power to shift the orbits of planets or create a mini super-nova if you aren't careful with the controls...
* Westward, perhaps) but it provides a unique alternative with an "analog" feel, which was the author's stated purpose for it.
* Westward through Escherspace is instantaneous, many months of conventional space travel with rockets are still required as part of any interstellar trip.
* West Wing entry above noted, many White House positions see high turnover rates because the stress tends to lead to job burnout. The trope even applies to the President:
* West Wing had some canon fodder forced on him by an actor that turned out to be a very good thing. When they were filming early episodes, Sorkin noticed that Richard Schiff was wearing a wedding ring during his scenes and objected that he didn't think the character, Toby, was married. Schiff agreed. Sorkin asked why the hell he was wearing the ring then, and Schiff said, "I'm waiting for you to tell me." As a result, a sad divorce was written into Toby's backstory, his ex-wife became a significant secondary character and the two of them got a story arc that was a favorite among fans and lasted well past the time Sorkin left the show.
* Westwood's fellow BBC radio DJ Nick Grimshaw did a thing in 2013 where he tried to show off his "gangsta side" - turning his breakfast show into "The Breakfast Clique" in reference to the GOOD Music song. While this may have been a joke/spoof/ stunt, it doesn't come across well.
* Westworld, "a deep and dreamless slumber" is used to put a Host into Sleep Mode. Dr. Ford, the founder of Westworld, controls the Hosts using triggers too subtle to be seen, apparently based on a combination of words and his body language.
* Westworld: After the hosts rebel, they kill a maintenance group and prop their bodies against a vehicle to lure in guests.
* Westworld, and it is uncertain whether he can find his way out of the theme park alive.
* Westworld: Arnold creates the maze as a way of testing the consciousness of the hosts, specifically Dolores and Maeve, both of whom have to suffer through their own deaths and strive to overcome extreme adversity in order to prove (through their own suffering) that they are in fact sentient.
* Westworld: As a madam, Maeve Millay knows multiple languages, which comes in handy in Season 2 where she is able to communicate with hosts in Japanese and briefly poses as a translator.
* Westworld -at one point, in Medieval world, a girl in a dungeon catches the hero's attention - "help me" she cries weakly - but as he sympathetically tries to give her water, sparks fly and he realizes she too was a robot.
* Westworld becomes more apparent and Hosts become more self-aware, they start to rebel against those who keep treating them as mere (highly expendable) characters in a live-action role-play.
* Westworld, Charlotte has her techs rig one of the android hosts to transmit a program that will drive all hosts violently insane. It only works within a few meters of the carrier.
* Westworld", Craddock forces the barkeep in Las Mudas to walk 12 steps holding a shot glass full of nitro on the back of his hand, only to shoot it when the barkeep

finishes. Later, he forces Lawrence's wife to walk to Lawrence holding another one, but William interrupts this by killing most of his men and force-feeding the glass to Craddock.
* Westworld discusses extensively on this debate about free will vs. determinism. For some characters such as Ford, he believes the Hosts have more free will than the humans who are bounded by their code for survival. The Forge A.I., who analyzes all the guests' data, also believes that humans are doomed to fate because they are incapable of change and that their "free will" is just an illusion because they're passengers of causality. However, in Seasons 3, Caleb's inclusion in the story shows that there are humans who are capable of making choices and it is the reason Dolores chooses him to lead humanity. In fact, Dolores concludes in the finale that "free will exists; it's just fucking hard to get."; hence, the tagline of Season 3 which is "Free will is not free".
* Westworld, Dolores tells Maeve about her opinion on humanity after spending the previous season rebelling against the humans for the abuses that she and her kind experienced and entering the real world where she realizes that the humans are having the same experience as the host where they have little to no freedom to choose. While she and Maeve understood that there is still the worst type of humans who commit a lot of abuse, Dolores realizes there are humans who are capable of making choices which she said to Caleb that free will does exist which is difficult to obtain. By then, Maeve realizes that Dolores' true plan is to also free the humans so they can make a choice.
* Westworld even admits this show requires a lot of attention from viewers in order to spot on the details.
* Westworld film are very life-like, but are actually robots, much like their humanoid counterparts. During one particular scene set at the robot repair lab, we can see a few inanimate horses lying on large operating tables, waiting for repairs along with the human robots and other animal robots.
* Westworld for the park visitors, but less pleasant for the androids...
* Westworld) get reintroduced in the new series and used far more strongly and convincingly.
* Westworld had a scene added for TV where a guest in Medieval World is tortured on the rack after the robots go haywire.
* Westworld In contrast, park director Dr. Ford claims there is no benchmark or tipping point for consciousness.
* Westworld: In Season 3, Maeve arrives ready to do battle with Dolores. The only weapon she brings with her (other than her ship) is a katana. In the opening exchange, Dolores fights her with a pistol and comes out the worse.
* Westworld: In the Season 3 finale when Serac finally gets the host Dolores in his clutches, his technicians torture her for a command key that contains the guest data from Westworld. When he learns that she doesn't actually have it, he specifically orders her memories erased one by one until there's nothing left. It works, and Dolores's personality is deleted.
* Westworld: In-universe, the park's narratives are clearly designed to interrupt any potential lull in the plot with violent plot twist. After having a party he attends turn sour from a doublecross, William accuses the creator of perpetuating a sense of urgency so the guest will be too consumed with their base urges to think.
* Westworld is initially set in a Western theme park where the creators made human-like robots called hosts that cater the human guests except these hosts slowly gain consciousness after they've been abused for many years with some of them eventually leaving to the world outside by the end of the second season. After these characters arrived in this new world, the setting in the third season shifts to cyberpunk where they discovered that there's an A.I. system capable of analyzing humanity's personal data, hampering their free will and becoming more dependent to technology. Meanwhile, those humans who are considered a threat to the system are forced into correction camps where they can be "edited". However, with the arrival of the hosts, the system is unable to predict them due to being a newly advanced species that no one ever suspected.
* Westworld: Maeve and Clementine are a madame and prostitute, respectively, but

any of the robots in Westworld can be seduced (or raped) by guests. Falling in love with one of the robots and then being dismayed upon discovering that it seemingly wasn't real even provides the backstory to one of the major characters.
* Westworld: "Nothing can possibly go wrong... go wrong... go wrong... go wrong..."
* Westworld, Richard Benjamin's character attempts to do this to the Yul Brenner Gunslinger robot. Doesn't quite work, though.
* Westworld series followed in 2016; this was a retelling that ignored all three previous productions.
* Westworld series, the artificial horses are built in much of the same manner as their human counterparts, and consist largelly of tissues similar to organic ones, operated by a control unit in their skull. Like all animals in the Delos parks, they are of a lower intelligence than the humanoid hosts. They exhibit typical horse-like behaviour, but don't seem vulnerable to the simulated ammunition ("simunition") used by park guests and the parks' host characters.
* Westworld. She, together with the showrunners, admitted the parallels are coincidentally similar since the show aired a year before the #MeToo movement. Jon Nolan said that they wanted the show to be "timeless" and looking at the show as a metaphor for how humans mistreated each other can be applied to any moment in history.
* Westworld squabble with and belittle each other constantly. Behavior, Quality Assurance, Narrative, and Livestock Management are all mentioned. Manufacturing is possibly referenced as "the body shop", but that could be the repair guys in LM too.
* Westworld: The Confederados are a group of hosts in the role of ex-Confederate soldiers who roam the outer lands of the park, and are a part of the War storyline. They are known as the "Army of New Virginia", but most people simply call them "Confederados". They are described as not willing to surrender at the end of the Civil War, and now work as mercenaries south of the border.
* Westworld. The general then finds out that the bottles of nitro-glycerine William sold them has been swapped for tequila.
* Westworld tries to intervene only to get shot. To prevent him being killed, Dolores begs this trope, but the Man in Black rejects the idea, saying it's more fun when she resists.
* Westworld. Turns out the Man in Black has a match on him; he uses his last cigar to blow the lock, finds himself confronted by his captor who then loses his face when the cigar he's smoking explodes as well.
* Westworld, whereupon El Lazo decides it's best if everyone puts their guns away.
* Westworld. While it is a science fiction show that deals with artificial intelligence, human nature, and philosophy which encourages the viewers to pay attention, it's popular among the female audience due to how they relate to the hosts who struggled against abuse from the guests and their quest for freedom.
* Westworld: While the first season was received well, the second season's viewer ratings and reception started to fluctuate. Though there were reports that the show was planned to have five seasons, the third season continuously suffered low viewer ratings and it's only before the last two episodes were aired that the show got renewed for a fourth season.
* Westworld who goes from one place to another and gives expositions. It doesn't help that the third season is only eight episodes which would explain Bernard's and William's reduced screentime.
* Westworld. Why would actors and butlers need the strength to crush human skulls, or the ability to track footprints by their heat signatures?
* Westworld. Why would they need these skills? To successfully rebel against humans.
* Westworld. William uses these exact words when giving Dolores his coat. As befits the setting, he hands it to her rather than placing it around her shoulders, which would be too intimate for two strangers in the period Westworld is set in.
* We Summon the Darkness: The $100 bill on the top of the stack that Bev picks up is the large-portrait design introduced in 1996, though the film is set in 1988. Strangely, the bill on top of the stack she leaves in the tray is period

appropriate.
* Wet Blanket Wife: The wife who nags her husband to not endanger himself too much and to think about his family.
* Wet Blanket Wife: When the hero has awesome, or dangerous, things to do, his love interest pleads or nags him not to do it, for reasons that may be valid, but not conducive to the plot.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: After excluding Islamic terrorism, the investigators at first think that the bomber may have had a vendetta against boaters or the like, until the Colorado River Aqueduct is bombed.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: As the water in the Grand Canyon retreats, David and the others find themselves trapped on a ledge high over the river.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: For an instant, the bomber thinks that the bombing has gone wrong when the explosion does not immediately manifest.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: Grant and the FBI can't help but find the bomber's aim to restore the Colorado River delta to be understandable.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: Grant realizes that the bomber is aiming at restoring the Colorado River delta, after figuring that the bomber's warning of a poisoning of the All-American Canal does not fit that of a terrorist trying to kill people.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: Grant's goal of life is to build dams.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: Greg and the others are stuck for over 45 minutes in a long line of boats waiting to be refueled at Dangling Rope Marina in Lake Powell.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: "Hoover-Two" is a makeshift dam made out of sandbags on top of Hoover Dam, to hold back more water and prevent Davis and Parker dams downstream from overtopping.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: Julie desires to skinny dip in Lake Powell.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: Large crowds of reporters accompany the governor of Nevada at Hoover Dam as he makes a press statement on the situation and the attempt to raise the dam with sandbags.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The body of the bomber is never found, leading to speculation that he survived his suicide.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The bomber disguised himself as a member of the Bureau of Reclamation when targeting Davis Dam, making Grant suspect it may be an insider at the Bureau.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The bomber for a short time holds himself to a helicopter's landing gear by hand, before letting go.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The bomber is considered to be one by the FBI, as his profile does not match that of conventional terrorists.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The bomber is surprised by a security guard while he's arranging the bomb at Glen Canyon Dam, but the guard is merely asking if everything is OK, not having realized what the bomber is actually aiming for.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The bomber meets his end upon letting himself fall from a helicopter. His body is never found, resulting in rumours of him surviving.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The bomber thinks that local news will carry the bombing story first.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The Commissioner Roland is completely out of depth at the Hoover Dam crisis, being more used to politics and money than at crisis management.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The governor of Nevada delays the opening of the spillways at Hoover Dam when he's informed that

people have to be evacuated in preparation from the towns beneath the dam.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The ignition mechanism for the bomb at Glen Canyon Dam ignites the bomb 18 seconds after triggering the elevator, so that the bomb will have been transported down the dam and can thus cause more damage.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: The motivation of the bomber is to bring back the natural flow of the Colorado River by blowing up the dams that are holding it back.
* Wet Desert: Tracking Down a Terrorist on the Colorado River: They are called in to blow up the spillways at Hoover Dam so that water can be drained at lower water levels. And later to pre-emptively breach dams which can't be saved farther down the Colorado.
* "Wet Dream" by Kip Adotta is a narrative with accompanying instrumentals and vocals telling a tale of a piscatoral relationship where virtually every line was a fish pun.
* "Wet Dream" show. Addotta followed this up with "Life in the Slaw Lane," which consists entirely of vegetable puns.
* "Wet Dream", which does the same for plants. And as a bonus, the videos linked here punctuate the wordplay with additional visual puns.
* Wet Goddess were dropped from the book due to being unrelated to the main storyline, but the author made them available online.
* We The Jury, it is actually an inversion, as one juror is convinced that the defendant is guilty and convinces the other jurors as well.
* We then see that the entire scene has been shown from the point of view of a damaged Dalek, who starts screaming "EMER-GEN-CY! EMER-GEN-CY!"
* We: The totalitarian regime perfects a neurosurgery procedure called a "fantasectomy", which destroys the subject's ability to comprehend anything that is not a physical fact.
* Wet Hot American Summer (2015), a 14-year prequel gap almost to the day. Made extra funny because many of the same actors who (intentionally unconvincingly) played thirty-something-as-teenager reprised their roles playing forty-something-as-teenager.
* Wet Hot American Summer, camp chef Gene tends to accidentally mention his odd fetishes and then offer up a lame rhyme dodge when questioned.
* Wet Hot American Summer: Fantasy Camp published by Devastator Press.
* Wet Hot American Summer: First Day of Camp. Despite the show being a goofy comedy, their deaths are pretty startling.
* Wet Hot American Summer: First Day of Camp shares this trope with the film it's a prequel to, covering the first day of camp (as opposed to the film's focus on the last.)
* Wet Hot American Summer" in which Coop sees Katie shivering, so he gives her his flannel. Then Coop is chilly without his flannel, so Katie gives him her sweater. Katie remarks how nice Coop's flannel is, which reminds him how much he likes it.
* Wet Hot American Summer jacket because he still isn't warm enough, completely undoing the gesture.
* Wet Hot American Summer: preppy polo shirt and cardigan outfits, posh, vaguely British accents, and a penchant for activities such as croquet, rowing, and formal dances. Whereas many of the Camp Firewood campers are Jewish and the camp is implied to be a Jewish summer camp, so the conflict has ethnic undertones.
* Wet Hot American Summer: "Show me the fever, into the fire. Taking it higher and higher!]]"
* Wet Hot American Summer takes great pleasure with this trope. 95% of the film takes place over the course of a single day (August 18th, 1981, with the opening and ending scenes taking place on the previous night and next morning respectively), even showing regular updates about the time of day, but an absurdly large quantity of events are packed into that day, stretching the timeline almost beyond belief.
* Wet Hot American Summer: Ten Years Later takes place over a day like the rest of the franchise.

* Wet Hot American Summer, the climactic talent show is threatened by a falling piece of the space station headed straight for the auditorium!
* We thought Fate had reached the epitome of this with Photon Lancer, Phalanx Shift. Then Reinforce turned it against her: Photon Lancer,
* Wet Job" before basically rebooting and renaming themselves into the more familiar The Silencers.
* Wet Moon, Malady serves people pie from her bag, which she was presumably carrying around with her all day. This happened on two separate occasions.
* Wetmore Forest characters are part of the unique Funko Pop! Monsters subline.
* "Wet Painters" has Spongebob and Patrick paint Mr. Krabs' house, where they are told not to spill paint all over his
* Wet Put it this way, she is far too dark to ever be a Disney Villain.
* Wetrix puzzle game) has the premise of you creating hills and valleys from an initially flat piece of land in order to create ponds and lakes.
* WET, Rubi's default weapons are a pair of black custom eight-cylinder revolvers.
* Wetten, dass...? (German language show, broadcast in Germany, Austria and Switzerland from 1981-2014)
* Wetware Body. The computer's mentor and confidant has to remind it that it won't have nearly the same processing power or capacity for information storage, and indeed once the feat is accomplished, the now-female human Minerva discusses the choices she made in terms of which memories to discard and which to keep in order to avoid this trope.
* Wetware CPU - A computer host has the mind of a (once) living creature as the guest.
* Wetware CPU, one possible method of modifying a human to be (part of) a Human Hard Drive.
* Wetware CPUs of their ships. Said humans also are capable of taking over common human tech, which was successfully exploited by protagonists in the series.
* Wetware CPU. The cyberware and the drugs keep the thing (barely) controlled. It acts almost like a dumb robot. But your character can recover some humanity loss by moving into another body. Just now he/she has horrible nightmares and flashbacks from having been a 7 foot tall killing machine.
* "Wetwired" explores a device planted in a TV set sending viewers subliminal signals and inciting their worst fears. This is a subversion since people placed it there.
* Wetworks is Jester, a hostile troublemaker who has spent more time in the brig than in the field. His commanding officer, Jackson Dane, is infamous among top brass for his creative interpretations of mission objectives and orders — and is the only CO Jester has ever shown any respect.
* Wetworks, werewolves are a separate species (as are the vampires, with which the werewolves are secretly at war), which spend most of their time in human form, but have trouble controlling their rage when transformed into wolfmen. For the first two years of the title, the titular team was employed as vampire killers by the werewolf king (originally presenting himself merely as a human billionaire concerned about the vampire problem). An interesting twist is that most werewolves find it increasingly difficult to control their rage as they get older, so most of the governing in werewolf society is done by the children.
* We Used to Be Friends: Bitter rivals used to be the best of friends.
* We Used to Be Friends, centered around a bizarre situation in which Jones claimed that he was really the father of Stoen's young son, and refused to give up custody.
* We Used to Be Friends: Friends have a falling out and stop being friends.
* We Used to Be Friends: It's really gut-wrenching to watch former friends become antagonistic towards each other.
* We Used to Be Friends's Aftermaths as a result of Gwen's breakup with Trent.
* We usually see very little of the terrible plays the core cast are involved in in the earlier years, and nothing of Aubrey's TV sitcom
* We've all gagged on our food/drink at least once in our lifetimes because someone told us something outrageous/funny (possibly deliberately) while our mouths were full.

* We've also got the wall panels in the base that turn around a la the old revolving bookshelf trick. They grab their brooms from the wall, rotate, and are then seen leaving the base morphed and on their Mystic Racers (
* We've evidently gotten quite a bit of knowledge out of that one crashed spaceship in
* We've gotten a long way down this list without Ludo's "Love Me Dead":
* "We've Got Tonight", originally by Bob Seger (whose version was itself covered up by Kenny Rogers and Sheena Easton).
* We've got violence, danger, sex, and drugs/And it's awesome cause all of it's real!
* "We've had to explain to our international audience that the boo is an American sign of respect." The crowd laughed and applauded in response to that joke.
* We've had tools and weapons so long that we've evolved to use them. Without a weapon, we're nearly helpless against anything big enough to consider us a meal.
* We've long since lost count of how many low-budget horror games have tried to be
* We've Never Been Licked follows a student enrolling in Texas A&M University during WWII, he eventually infiltrates a Japanese spy ring at the college and is part of the Battle of Midway.
* We've never learned Dilbert's mother's real name, but she's commonly referred to by fans as "the Dilmom".
* We've now met the Evil Outsiders behind the Linear Guild - although in this case Sabine is the only one who knows about them.
* We've secretly replaced this TV Tropes page with Folgers Crystals. Let's see if anyone can tell the difference.
* We Walk the Night, the older vampires get, the more susceptible they are to sunburns and the more severe the burning gets.
* "We want each region to feel unique." This statement has been used by
* We Want Our Idiot Back: A formerly idiotic character becomes smart, and their peers want to change them back for one reason or another.
* We Want Our Idiot Back: An idiotic character becomes smarter, but goes back to their old intelligence level because other character want them to remain that way.
* We Want Our Idiot Back: The characters want an idiot among their group to be back.
* We Want Our Jerk Back: A mean character becomes nicer or leaves, resulting in everyone else deciding that things were better when the guy was still around or still a jerk.
* We Want Our Jerk Back character proves to be worse off when nice than when an asshole.
* "We want tables/fire! *clap, clap, clap clap clap* (repeat)", particularly if
* We Want to Talk About Kaguya Karen and Erika instead of the student council themselves. In fact, much of the spinoff's humor come from the readers knowing exactly what's happening in the main story and seeing Karen and Erika grossly misinterpret it.
* We Want to Talk About Kaguya (which takes place concurrently with chapter 12 of the main series) rules out resident Kaguya fangirl Erika... while at the same time revealing that she has a massive box of letters addressed to Kaguya that she's never sent.
* we were being used as cannon fodder against Turkish soldiers; in interviews with the last surviving Australian soldiers from WWI, some noted they sounded more scornful of the British Officers than the Turkish soldiers they were actually fighting) and, as such, ignored them. A lot.
* We Were Here requires a story to be played out with the props available in a theatre haunted by a marionette. Said marionette will steadily get closer and the story needs to be finished before the marionette comes too close and it will fatally finish the scene for you.
* We were made of glass. One of the signs that society is breaking down fast in the latter part of the book is when the narrator describes entire buildings with virtually every single room's curtains down...
* "We Weren't Crazy" by Josh Gracin is about a relationship that's stayed together

even when all of the male's peers thought it was crazy.
* We Were Rehearsing a Play: One or more characters pretend they were acting.
* We were reminded just how powerful Hiro could be without this trope holding him back, when he defeated
* We Were Soldiers a French bugler gets one courtesy of a Vietnamese bullet while trying to sound retreat. Bonus points for hearing him still exhaling through the hole as the bugling stops.
* We Were Soldiers: American A-1 "Sandy" attack planes and UH-1 Huey helicopters are both shown attacking North Vietnamese forces in this manner (in addition to laying in devastating heavy rocket and bomb attacks). Contrast with the book where Hal Moore described the Sandies as concentrating their cannon fire to chew up the terrain in a swath of destruction, and the Hueys' tendency to buzz around like bees, using the helicopters' hovering abilities to keep the door gunners oriented on their targets while moving about to prevent the enemy from taking cover behind anything.
* We Were Soldiers and is not pleased to find out why she just got the scare of her life.
* We Were Soldiers and the fact that he HAD to salute even when being completely insulted by the naked soldier.
* We Were Soldiers, and wearing a Medal of Honor. The lieutenant, seeing the medal, is forced to salute the platoon sergeant.
* We Were Soldiers between the French army and the Vietminh. Despite being outnumbered and ambushed, the French troops inflict heavy casualties and seem to be holding their own, until the Vietminh kill their commanding officer. The battle ends shortly afterwards with a massacre.
* We Were Soldiers compared to his previous, much more solid-feeling weapons.)
* We Were Soldiers features a sort of inversion. While most of Colonel Moore's men are draftees, President Johnson decided against extending their service commitments before deploying his battallion to Vietnam. As a result, the men whose enlistments would end before the end of the deployment - some of Moore's most experienced soldiers - would not be deploying with them.
* We Were Soldiers is an aversion, as the fighting takes place in highland where no trees are present.
* We Were Soldiers, makes her the best representative of this in the movie.
* We Were Soldiers personally handing the notifications to the families of the fallen.
* We Were Soldiers, played by Sam Elliot. Sgt. Major Plumley didn't normally bother yelling at recruits, he kept his buttchewing to the many grades of sergeants below him, and wouldn't think twice about straightening out a young officer either. In one scene, Lt. Colonel Hal Moore relates a story of the interconnectedness of a Native American group and how it strengthens the fighting men. Every older woman is termed mother, and every older man is termed grandfather with respect. After finishing this message, Sgt. Major Plumley stands up, looks the lieutenants and captains in the eyes, and says, "If any one of you sons of bitches calls me Grandpa, I'll kill you."
* We Were Soldiers puts out a call to his helicopter crews that the LZ is hot. Crandall, the lead pilot, receives the message at roughly the same time that bullets start pinging off his Huey's airframe.
* We Were Soldiers: Sergeant Major Basil Plumley. Both the real one and the character played by Sam Elliott.
* We Were Soldiers. Specifically because the Vietnamese were using more or less standard tactics, and Moore, using a never-before-testing air cavalry method, was forced to make up tactics as he went along.
* We Were Soldiers, the bugle would go on to be used in battle by the American Air Cavalry company that captured it.
* We Were Soldiers: The Viet Minh commander gives this order after defeating a French column during the film's prologue.
* We Were Soldiers when Hal Moore calls a Broken Arrow, diverting all air assets in-theatre to help him: in addition to F-100s and A-6 Intruders taking off from

land bases and carriers, there are shots of other aircraft already in-flight breaking off from their missions. Similar in spirit, but with transport Hueys instead of fighters, is the evocative sequence when the first lift leaves the base to go to the Ia Drang valley.
* We Were There, although the relationship between Yano and his dead girlfriend Nana was more complex than it first appears.
* "We Were There", the signature song of musical comedy duo Barry Cryer and Ronnie Golden, makes fun of their own age by claiming they've been involved in
* We Were There: Yano has a hard time trusting Nanami completely, displaying jealousy and possessiveness, even to the point of physically abusing her.
* We Were Young Once: Older brother marriage veto, in this case. Thranduil refuses to let Malach and Menelwen marry without Oropher's consent.
* We Will All Be History Buffs in the Future: Most people are very well-educated about the past.
* We Will Have Euthanasia in the Future: Assisted suicide has become widely available and practiced in the future.
* We Will Have Euthanasia in the Future: In a futuristic setting, it is considered okay to kill people if they are suffering from an illness.
* We Will Have Perfect Health in the Future: In the future, most or all diseases are cured.
* We Will Have Perfect Health in the Future: People in the future don't get sick.
* We Will Have Perfect Health in the Future: There will eventually be a cure for (almost) every kind of illness.
* We Will Meet Again: A thwarted villain vows that he will return to have his revenge against the hero.
* We Will Meet Again: The villain promises that they will return to fight the hero another time as they make their escape, though this can also happen if the villain has been successfully captured.
* We Will Meet Again: The villain responds to being defeated by vowing that they'll return to have their revenge against the hero.
* We Will Meet Again: You may have defeated me, but the next time we cross paths, you will be on life support!
* "We will no longer tolerate derogatory bee-negative nicknames" probably violates the First Amendment right to free speech.
* We Will Not Have Appendixes in the Future: Humanity's distant descendants will eventually evolve to no longer possess this particular organ.
* We Will Not Have Appendixes in the Future: In the future, people will lack useless body parts.
* We Will Not Have Pockets in the Future: Futuristic fashion dictates that clothing will no longer have any usable pockets.
* We Will Not Use Photoshop in the Future: An obviously doctored photo isn't considered as being fake.
* We Will Not Use Photoshop in the Future: In an age where Photoshop and other digital tools are commonplace in society and people are becoming much more familiar with digital manipulation and its hallmarks, this trope is quite hard to pull off convincingly in contemporary works.
* We Will Not Use Stage Make-Up in the Future, but Jerrica has had Synergy project holograms of Jem (or holograms of Jerrica if she's in her Jem alter-ego) to prevent her cover from being blown when the need for both of them to be in the same room at the same time arises.
* We Will Not Use Stage Make-Up in the Future: In a science fiction setting, advanced technology is used to change someone's appearance, instead of makeup, wigs or prosthetics.
* We Will Rock You and became a stripperiffic deadpan snarker after the makeover.
* We Will Rock You as gods, and "Bohemian Rhapsody" is their sacred text. They are also devotees of late-20th century music in general, but understand very little of the cultural context or significance of it; one gag written into the script is that the male leader of the Bohemians takes on the name of a female pop star as his rebel name (in the original production, the name used was Britney Spears).

* We Will Rock You, Britney Spears is the very male "...the biggest, baddest, meanest, nastiest, ugliest, most raging, rapping, rock'n'roll, sick, punk, heavy metal psycho bastard that ever got get-down funky." And Meat Loaf is his girlfriend, who is called Ozzy in some versions.
* We Will Rock You: Globalsoft. It's also become the government of the entire planet, which it has renamed Planet Mall.
* We Will Rock You, Killer Queen starts to sing the opening verse "Don't Stop Me Now" to celebrate the defeat of The Bohemians, when she is interrupted by Commander Kashoggi, who informs her that Galileo & Scaramouche were able to escape. He, of course, pays the penalty.
* We Will Rock You, most memorably with "Harley-Davidson" and "video tape".
* We Will Rock You on the scenery during any scene he's in, especially in the US version. Ditto for Khashoggi and the Killer Queen.
* We Will Rock You produced in 2018, half of the cast of the 2009 edition returned to their original roles: Salvo Vinci as Galileo, Valentina Ferrari as Killer Queen, Massimiliano Colonna as Pop and Loredana Fadda as Oz. Paolo Barillari, who played Brit in the 2009 edition, now plays Khashoggi.
* We Will Rock You that they've in fact been in the wings for the whole show.
* We Will Rock You, the Character of Scaramouche has Purple hair which is very obviously dyed from brown or black, the actress, depending on the production, may be asked to dye, or have their hair dyed purple for the role.
* We Will Rock You was panned when it opened in London, but word of mouth kept it alive, turning it into a sellout show that ran for over a decade and launched several sister productions elsewhere.
* We Will Spend Credits in the Future: Plastic credit/debit cards will eventually replace paper cash and metal coins as standard currency.
* "We will survive" — Cyberleader. The Movellans are fragile, handsome "disco"-themed robots and have no dream of conquest; they merely defend themselves from attack. The Movellans are scarily good at defending themselves. They spent untold millennia in a perfectly logical standoff with the Daleks, each making absolutely logical responses to the perfectly predicted moves of the other... right up until the Movellans created a disease deadly to the Daleks and inflicted an utterly crushing defeat on them. The Daleks were reduced to hiring human mercenaries to break Davros out of prison to cure the disease for them.
* We Will Use Lasers in the Future are portrayed as superior to kinetic weapons.
* We Will Use Lasers in the Future: Laser guns will become the weapon of choice in any futuristic civilization.
* We Will Use Manual Labor in the Future: Even with all the amazing technology of a futuristic setting, forced manual labor still exists.
* We Will Use Manual Labor in the Future: People still do a lot of physical labor despite the presence of robots and other automated machines.
* We Will Use WikiWords in the Future happens a lot in works set in the future.
* We Will Wear Armor in the Future: Characters in far-future settings still wear body armor.
* We Will Wear Armor in the Future: Full suits of body armor are commonly worn by the police, soldiers, and warriors of tomorrow.
* We Wish You A Merry Christmas: The Tale of Santa's Evil Sidekick has an evil stepmother trying to sick the Krampus on the main character. Krampus is at first described in much more mild terms in this book, said to be Santa's best friend, that he punishes bad children by putting chocolate-covered cockroaches in their stockings, and that he mainly punishes to correct bad behavior. He was removed from his duty due to complaints from parents, and soon grew resentful until he ran away to devise a plan of revenge.
* We Wish You a Turtle Christmas, the Turtles sing modified Christmas songs, and give Splinter a gift.
* We Without Wings gets pretty baked from pot and some very peculiar scented candles.
* We Without Wings (We Without Wings) are not only out-of-continuity, they are out-of-genre.

* We Would Have Told You, But...: A character has to be kept in the dark about something in order for the plan to work out.
* we would recognize as a crime has a woman in an unhappy marriage accuse her target of adultery of being a Jew after he says no. At that point in the novel, we have already found out the man is a member of the secret underground Judaic community of 21st century Nazi Germany, and that one of the things that made him say no was thinking such a relationship could have endangered the secret (the other is that he is happily married).
* Weyland-Yutani infiltrated the Sulaco a short while after cleaning out the Sephora, it still takes them another two days to locate and find Ripley on Fury 161, even though they were operating in the same area and they only responded (in the film) when Ripley told them about the xenomorph specimen they had contained.
* Weyoun saying to Bashir "Do you remember the first time I brought you scones?" in that magnificent voice of his, after delivering said scones on a tray (with jam and tea, just the way Bashir likes it!) to a flustered and freaked out Bashir.
* Weyoun the world of Breen is actually quite temperate (and presumably Earthlike).
* WEZW-FM, a soft AC station serving the Atlantic City-Cape May area in New Jersey, has become notorious for going all-Christmas well before Halloween, typically making the switch around the middle of October.
* WGBH's live broadcast of a Boston Symphony concert during the shooting of John F. Kennedy was unique in that the conductor, Erich Leinsdorf, broke the news of the assassination himself, instead of WGBH's reporters. After making the announcement to a shocked audience, he and the orchestra played Beethoven's Funeral March.
* WGN-9 and his signature single glove), ending with the hijacker dropping his pants and being spanked by a second person wearing a French maid's outfit with a flyswatter. The perpetrator's identity remains unknown to this day, though many believe him to be schizophrenic.
* WGN in Chicago somehow thought a staged plane crash setpiece was an actual plane crash.
* WGN or two. It got in some water and ate some food, and that was pretty much it. To get Chelveston to chase him around, Rayner would put duck food pellets in his pants cuffs so the duck would go after him to try to get at the treats.
* WH 40 K depicting the infestation of Typhon (a vengeful Norn Queen named Becky with a grudge against Adeptus Sororitas) and the founding of Angel's Landing (a city built as a wedding gift by the Imperium's Youngest Bishop for his wife).
* Whack-a-Monster: A burrowing enemy that is only vulnerable when it pops out of the ground.
* Whacked!, each playable character has their own assortment of quotes that the game randomly chooses for them to say when dying or picking up weapons. One of the characters, Otto, is asleep throughout the entire game. When dying, two of his many quotes are "Avenge me, Spartacus!" or "Please, sir, may I have another?". When grabbing a weapon, he might say "Launch the torpedoes!" or "Seize the castle!"
* Whacked! has a commercial for a toy called "My First Chainsaw", showing a baby revving up a chainsaw. The Christmas Tree map even has a box of the toy.
* Whacked!) that have a variety of effects that either help you or screw you, including 'Fish-Eye Lense'.
* "Whacking Day", Grandpa Simpson tells a (probably apocryphal) story in which he, in drag, performs as a cabaret singer for a room full of Nazis and catches the eye of Hitler... until his fake boob falls out.
* "Whacking Day" has Skinner luring Bart and the school bullies into an extremely obvious trap to get them out of the way. Once he does, he begins maniacally cackling, only to realise he's left the intercom on, meaning the whole school's been listening. Naturally, Bart and the bullies
* Whacking Day" where Bart is sent to a religious school and is asked by the teacher to recite a psalm. Bart complies with "Beans, beans the magical fruit! The more you eat the more, you toot!". Cut to Bart fleeing the furious mob, with the teacher yelling "Avert your eyes, children! He may take on other forms!"
* Whack The Creeps is based entirely around the protagonist, Lisa, killing two creeps who hit on her in a bar over and over again. And doing it in very creative

ways.
* Whack Your Boss game states that the primary objective is to do horrible things to your boss for cathartic relief for any pent-up anger or rage — or simply because the kills themselves are amusing.
* Whack Your Boss: The "letter opener" kill has the protagonist slice the boss's gut open, resulting in the boss's intestines falling out onto the floor. As the boss is in shock, he is finished off via a stab in the throat, before collapsing onto his own guts.
* W. had a scene as the preacher who converted Dubya to evangelical Christianity. For some reason or another, it was cut out of the final product.
* Wha... huh? parody — Identity Girl says she was created just because of that one.
* Whale Egg: A creature is depicted laying eggs when they give birth to their young live in reality.
* Whale Egg: A mammal or other creature that doesn't lay eggs hatches from or lays an egg.
* Whale Egg: An animal that gives birth to its young in real life is depicted as laying eggs.
* Whale Egg where Ralph Wiggum mistakes a large white isolation tank for said "whale egg"; it didn't involve an actual whale egg or any other egg from an animal that doesn't reproduce that way.
* whale feared as a harbinger of disaster for coastal villages, forever seeking vengeance against the humans that killed it.
* Whale Music. Claire invites Dennis' friends, most of whom haven't seen him in years, and he has a meltdown, thinking Danny is speaking to him.
* Whale Music, the lead character Desmond Howl is played by Maury Chaykin, who softly sings the song "Claire" to himself while writing it. But when he records the vocals for the final version of the song, the voice coming out of him is that of Tim Vesley of Music/Rheostatics, the band commissioned to write the songs for the film.
* Whale Music write a hit single if they wanted to. They didn't enjoy the experience and never tried it again.
* Whale oil beef hooked is either a random slew of words or a swearing Irishman (actually, since the traditional Irish accent pronounces "whale" as "hwale" [as do some old-fashioned Southern U.S. accents], that might not work.)
* Whale Rider nearly drowns in the climax (and her narration informs us she "was not afraid to die", since she's rescued the pod), but she is found and recovers in the hospital.
* Whale Rider: Variant. Pai's grandfather refuses to let her take part in the trials to become the next chief because she's a girl. The last trial is to retrieve a whale-tooth necklace that he threw into the deepest part of the bay, and none of the boys can do it. Pai does so but doesn't tell anyone, and instead saves the beached whales (mimicking the actions of her legendary ancestor) but lapses into a coma due to the effort. Her grandmother finds the necklace on her, and gives it to her husband.
* Whalers. They proceeded to create a theme-park ride based on this "fact". Notably, the next line after the ones included in the page quote is "But there ain't no whales, so we tell tales and sing our whaling tunes".
* Whales, elephants, and other large animals are extremely durable. Elephants are an especially strong example. They are so tough that it's recommended that you shoot them directly
* Whalesong are primarily told from the POV of an albino humpback whale (there are some chapters from the POV of a major human character though)
* Whales spouting water from their blowholes. There's a grain of truth to this in that they need to blast a small amount of water out after surfacing before they can inhale, but fiction tends to portray this as a huge fountain, skipping the air-intake part entirely. Fiction also tends to forget that the blowhole closes when the whale submerges, to prevent drowning.
* Whale Wars". As they put it, "It's a great name... BUT the only thing scarier

than Godzilla itself is Godzilla's lawyers." It probably doesn't help that Godzilla is the intellectual property of a Japanese company... and that Japan is one of the nations most frequently criticized by environmentalists for whaling. In fact, the moniker was chosen specifically so it (in addition to the fearsome appearance of the ship) would have an impact on Japanese whalers.
* "Whale Watching" is another episode focusing on Pearl with SpongeBob being
* Wham Bam Thank You Spaceman spies on Billie Jo romancing a sailor who's name she doesn't know at the local make-out place.
* Wham Comics. It was explained that his intangibility was related to force he or another used, the gentler he touched something it could be solid, but a punch would pass through.
* Wham Episode and some very dark and/or emotionally heavy moments. The arc is soon followed by a 2-chapter mini arc focused on dorm room shenanigans as the students vote for who has the best bedroom. Uraraka implies that this was intentional on the students' part, as many of them were uncomfortable with the events of the hideout raid and wanted things to go back to normal.
* Wham Episode and the regular guards have no choice but to follow them.
* Wham Episode: An episode that permanently changes the status quo, shocking the viewership.
* Wham Episode: A single episode that drastically changes the series' tone from then on.
* Wham Episode, because it was the first episode they did that truly mixed comedy and drama, with the subplot of Hawkeye being powerless to save the life of his wounded childhood friend; from that moment on, Gelbart and the other producers really felt the show had found the tone they were looking for.
* Wham Episode in Chapter 34, and in preparation to the eventual trip to Cinnabar Island for Ash's seventh badge.
* Wham Episode journal, assuring the readers that Rain will make it through this.
* Wham Episode lines in the route stands out for throwing his relationship with the Coven into a whole new light:
* Wham Episode of the Courmaine Showcase. Nevertheless, it was hyped by Shipping fans as a Wham episode.
* Wham Episode. The chapter itself is about Twilight reconciling with the CMC from the Smartypants Incident.
* Wham! hit with it in the UK in 1984. Nowadays it's more common for people to think of it as being from a female POV, despite the original being sung by a man.
* Wham Level ends with the team holding a cabin against an endless stream of attackers while a huge amount of data is copied on a portable hard drive and most of them are dead when all of the data is secured. The last men make a frantic dash down a hillside without any real cover while under fire from lots of automatic rifles, machine guns, and rocket launchers and just 14 meters from the extraction point the player gets downed. When you regain consciousness a few seconds later, your last teammate Ghost drags you by your jacket and finally helicopters of Shadow Company appear from behind you and mow everything down with their miniguns. And when you finally stumble the last steps to the evac chopper, General Shepherd takes the hard drive and shoots both you and Ghost in the chest. The last thing you see is your bodies being thrown in a ditch, a soldier emptying a gas canister over you, and Shepherd throwing his burning cigar at your face.
* Wham Line) are what the site is mainly known for and are present in the likes of SCP-173, 087, and 106.
* Wham Line, but tweaks it so it's about comforting his heartbroken sister instead of breaking someone's heart himself.
* Wham Line is simply taken back to his cell after a shaken Bethlehem stops the execution. In the final film, Bethlehem shoots him in a rage.
* Wham Line when shown in Caboose's head, and the first time he manifests possessing Doc: " If I ever meet him, I'm taking his eyes as souvenirs!"
* Wham Line: "You said you didn't give a fuck about hockey, and I never saw someone say that before." So the 'you' in the song is an aversion to this trope, but it's presented as unusual enough to comment on.

* Whammy. A player that lands on the Big Bank space and then answers a question correctly would snag all the money/stuff stored. Since Whammies were commonly landed on, the Big Bank usually got tons of money and prizes stored, and this could guarantee that player a surefire win of the whole game if they don't hit a Whammy afterwards. (However, it would always restart at a base of $3,000 each episode, so it's even less compared to what might've happened if it was a normal rolling jackpot.)
* Whammy, bring on Rocky, I want him, I want him—"; he's cut-off as a giant boxing glove with a spring coil on the end (apparently launched by someone off-screen) rams into him.
* Whammy if you get one on the last spin of the game. (Unless there happens to be a tie at $0, which actually has happened on the show.) Because of this, passing your earned spins onto 1st place (2nd if you're in 1st) is a viable strategy, as they'll be forced to take those spins (until they're used up or they get a Whammy).
* Whammy involve the Whammy stealing money from the player. The 2019 revival added special Whammy animations that play on the off chance that the player doesn't have any money in the bank (such as getting a Whammy first thing in the game or getting two in a row).
* Whammy (launched offscreen by someone, as indicated by the large spring coil on the back of the glove).
* Whammy taped two pilots in February 2002: one with Peter Tomarken hosting, the other with Todd Newton at the helm. While Todd was chosen for the series, the editing job on the Tomarken pilot has led some to theorize that he was never actually being considered for the revival.
* Whammy! The All-New Press Your Luck: One of the Whammy animations has the Whammy aggressively massage a stack of dollar bills until there's nothing left in the stack.
* Whammy! The All-New Press Your Luck," where, in addition to losing all your current winnings, you also got covered in gunge related to the Whammy Animation shown.
* Whammy with the set being updated to a more modern look and the iconic Whammy character being rendered in 3D animation instead of the cartoony 2D animation. Many people hated the changes to the set, format, and host Todd Newton acting over the top, but others like the show on its own merits, and it still airs in reruns despite only airing for 2 years.
* Whamon and the squidlike Gesomon also appear to lack visible eyes; Whamon shares an obscuring facial plate with other eyeless Digimon, while Gesomon just has a stretch of white, unbroken skin.
* Wham Shot. During the Chapter 1 class trial, Hajime and Chiaki identify the culprit that planted the knife under the table and went to grab it during the power outage. When the culprit is cornered, a distraught Hajime asks him to object or refute the allegations, but what follows is one laugh and twenty words:
* Wham Shot, not only appears on the playfield and backglass but gets a pair of stand-up targets with his name right beside them.
* Wham!'s "Last Christmas" never charted at #1 in the United Kingdom until 2020. It never reached this status internationally, with it only peaking at #3 in the United States and #2 in the Netherlands.
* Wharf Revue 2018: Deja Revue featured a song about plastic pollution in which the four performers accompanied themselves on a succession of plastic rubbish: lengths of pipe, plastic bottles, rubbish bins, etc. The effect was eerie and highly effective.
* What’s likely one of the nearest examples of this happened in 1621, when an Abenaki man named Samoset walked into the newly-founded Plymouth Colony and greeted the settlers in English, which was startling to the Pilgrims since they hadn’t made contact with an Amerindian before. As it turns out, he had begun to learn the language from fishermen who had been to the area.
* What’s white and bobs up and down in a baby’s crib? A pedophile’s ass.
* What about all the commercial enterprises they've launched throughout the series?

never shows how the gang DOESN'T make any from their latest lemonade stand empire. The gang must be loaded, just more interested in having adventures than enjoying all their money.
* What about all the US military personnel stationed offworld? Why hasn't someone noticed that the number of troops shipped out to say Iraq or Afghanistan is not equal to the number of troops that actually exist? Not to mention how to explain away all the casualties caused by the
* What About Bob?: Bob pretends he's a police detective to get Dr. Marvin's number out of the telephone operators who earlier rejected his request, claiming that he's killed himself, with the cops investigating. He shows no psychological hang-ups when doing this, perhaps oddly, though maybe role-playing helps with his neuroses.
* What About Bob?) presents him with his published "Baby Steps" approach to life and seems to think it's helping.
* What About Bob?. The title character suffers from pantophobia (fear of everything). While sanitizing a payphone, he says this trope word for word to the woman who has just finished using it.
* What About Discord?" Twilight's friends apparently started up an inside joke with Discord while she was away. Twilight (along with the viewer) never sees the event that started the joke and fails to see what's so amusing about it. Most of the conflict of the episode revolves around Twilight's frustration at being left out.
* What about every other dangerous Bat-villain? Do they have similar countermeasures, or does Batman only need a reason to not kill the Joker? Mr. Zsasz comes to mind, as his entire character is based on him being a compulsive murderer responsible for hundreds of deaths. At least the Joker is
* What about Jesse Leach? His signature is generally considered to be "In Due Time", but that wasn't the highest charter, it only reached #26. That title goes to the #15 "Always", which was forgotten the moment it finished its run.
* What About Joan cast member and noted Broadway star Donna Murphy was given several uncalled-for singing scenes.
* What about Joe Isuzu? His car advertisements included some truly outrageous statements, frequently accompanied by subtitled snarkiness.
* What About Mimi? Sincerity and behave in a very haughty, condescending manner to the Mortons, and anyone else of a lower class than them.
* What about Sawyer the Cleaner, who smiles cheerfully when she's gotten across that
* What about Sylar? Jeez, Zachary Quinto manages to make him multiple types of creepy at once, including serial-killer-creepy, Mommy-issues-creepy, mind-rape-creepy,
* What about the episode "Breach" with that one disturbingly realistic rabbit suit standing upright? And the fact that it doesn't show up ever again makes it a mix of
* What about the Home Depot orange buckets used in multiple episodes? Sure the logos might be out of focus, but anyone who has seen one of those buckets in a store will recognize them immediately.
* What about the midcard male models? From the late '80s to the early '90s, it was Rick "The Model" Martel. Now, it's
* What about the PDF? The Planetary Defence Forces? It's joked that their role is to be punching bags long enough for the Imperial Guard and Space Marines to arrive, but think that not all of them are backwater hired guns and mercs. The wealthier and more important worlds have huge and well-equipped PDFs with competent officers, competent men, and have the money and industrial base to equip their men with the finest weapons and armour the Imperium can provide. Forge worlds are even more impressive, with lasguns, tanks and artillery that are produced by the Adeptus Mechanicus and actually
* What about Weir? She was infused with replicator nanites and gained some of their abilities; namely, rapid regeneration (we're talking about
* What About Witch Queen?, and he considers his brother hugging him to be suspicious.
* What About Witch Queen? and his friends nearly shoot him because they think his usually-blue uniform is red. There's also this moment where unnamed Weselton

soldier manages to walk out of explosion zone, but dies moments later, because, in the words of narrative, he was "pouring blood from everywhere".
* What About Witch Queen? and want to stick it to the king of the Isles.
* What About Witch Queen? at slightest provocations. It's so bad he actually locks himself in his room for the attacks and the entire set of furniture must be changed afterward.
* What About Witch Queen?, bar in Weselton city where society's worst meet. Bar fights seem to be regular occurrence, bartender misses part of his ear, and smuggler king Drachner uses it as his local HQ. Kristoff even outright calls it "a bad-guy bar".
* What About Witch Queen?, other prefers to be sneaky. With Arendelle army so close, the two of them should probably focus more on fighting the enemy than each other.
* What About Witch Queen?. Some of those from the last category can return after twenty chapters of absence.
* What About Witch Queen?, the eleven-years-old heiress to the Southern Isles is also named Anna, which leads to Hans freaking out for a moment when he thinks Anna of Arendelle arrived in his home. There's also Admiral Klaus Hauser, who shares his name with Hans' late father.
* What About Witch Queen?. The story steers clear of shipping and we only discover that he's gay when Anna asks him during a casual talk whether he has a girlfriend somewhere. His surprise to Anna's casual reaction to the fact suggests that in-universe, that's the safer behavior.
* What About Witch Queen? this happens twice to the same couple. Once, Kristoff accidentally notices duchess Margaret cheating on her husband with Weselton spymaster Hunter while he's roaming around their castle. Second time, Eric, Margaret's husband, is sleeping after coming back late and hears somebody walking around the room. He thinks it's a servant, but it's strongly implied to be Hunter.
* What About Witch Queen? treats being send to Westerguard as this, despite the island being important in Isles' economy. The are some reasons for it. The locals, Weste, aren't all that fond of the Islanders, the place is seen as the virtual end of the world by people on the other islands, and the weather is always stormy, cloudy or rainy. Not to mention that the Navy actually dumps people it doesn't like to see there, which might not be the wisest thing to do in a long run.
* What About Witch Queen?, while not married to Kristoff yet, Anna doesn't even think about any men other than him, even when there's a naked sailor in a bathtub right next to her. Lampshaded when she notes that the inn-keeper who rents her and Ferdinand (said sailor) a room probably expected them to go intimate.
* What absolutely is an example of this trope is the reward for beating all twelve bosses, which is filling your wallet to max capacity. At this point, you probably bought everything useful ten hours ago.
* what a caring and socially-responsible company you are, even if you are neither one of those things.
* What A Cartoon, Buttercup complains that Fuzzy's meat jam tastes like dog food.
* What A Cartoon entertainment and leisure (not even buildings, apparently).
* What A Cartoon short "The Kitchen Casanova" was removed from the show later on due to a scene where Casanova accidentally cuts his finger off while trying to cut come carrots.
* What A Cartoon! Show’’ cartoon “Out and About” inflicts all kinds of pain and suffering on a dog who did nothing to provoke him, and he often laughed at his misery.
* What A Cartoon! Show featured this in the short "Shake & Flick: Raw Deal in Rome", where one scene has the fur covering the lower half of Shake's body falling down like pants to reveal boxer shorts.
* What A Cartoon! Show has subversion. Pfish is a shark who is partnered with Chip, a dyspeptic bobcat. Together they are officers in the bomb squad of a police precinct.
* What A Cartoon! Show: In "The Fat Cats in: Drip Dry Drips", Louie accidentally hits the president in the crotch while measuring his inseam, causing the latter to

briefly speak in a high-pitched voice.
* What A Cartoon! Show: In the title card for "Lost Cat", the lost cat sign has the phone number 555-1234 written on it. In the episode proper, the phone number is 555-9603.
* What A Cartoon! Show see anything unusual in the skies tonight. They also happen to be aliens in disguise.
* What A Cartoon! Show short "Podunk Possum: One Step Beyond", the toon opens on a picture of a marble-columned chicken coop from a deed that Podunk purchased. He lowers the deed and the actual property includes a run-down wood shacky chicken coop with holes, and weird things going on...
* What A Cartoon! Show short "Snoot's New Squat", Snoot's superior officer keeps getting his name wrong, calling him "Agent Squint" and the like.
* What A Cartoon! Show short "Swamp and Tad: Mission Imfrogable" had a scene where Tad tried to spy on the dog that took the package he and Swamp were supposed to retrieve by disguising himself as a fire hydrant, only for the dog to sniff Tad and raise his hind leg near him.
* What A Cartoon! Show short "Zoonatiks", the three protagonists are working in one of these at the beginning, called B.T. Hazbeen's Circus. Its low quality is the reason why our heroes want to get into the Hackensack Zoo.
* What A Cartoon! Show: "Snoot's New Squat" involves a miniature alien looking for a new home for his people to colonize, and settling on the body of a neurotic anthropomorphic dog named Al... who initially mistakes Snoot for an infestation of fleas.
* What A Cartoon! Show which notably had an extremely unsettling ending.
* What A Cartoon the title characters accidentally flush their remote down their toilet and have to go to the sewage treatment plant to find it.
* What A Cartoon the way back up, and attributes the sudden burst of strength to a cactus that he landed on.
* What A Cartoon was the narrator in the WAC shorts, but he had passed away by the time the TV series was greenlit, and Kenny was cast.
* What a Carve Up! Adam Faith) arrives and takes her away, leaving Ernie heartbroken.
* What a Carve Up!, Ernie opens the cocktail cabinet only to have Guy's body topple out.
* What a Carve Up!. He accidentally activates the secret door in the music room by pulling out the stops on the organ while Syd is searching the walls. He later finds the second secret door in the library when he trips and jams his hands onto the breasts of the fireplace decoration.
* What a Carve Up! on Ernie's head, but has to abandon the attempt because Ernie's nervous pacing keeps carrying him out of the drop zone before he can trigger it.
* What a Carve Up!, someone starts picking off the members of the Broughton family who have gathered for the reading of the will one by one.
* What a Carve Up!, the general consensus is that the Brougham family is completely mad: including amongst members of the family. Ernie Brougham, who was unaware of this reputation, is deeply shocked. His best friend Syd, however, is completely unsurprised.
* What a Carve Up!, there are multiple bookcase passages in the library. One leads to the music room; another to the vaults.
* What a Carve Up!, There is an ominous pipe organ in the music room. Malcolm is playing it the first time Ernie sees him. Malcolm is later murdered while playing it seated next to Ernie.
* What a Carve Up!: When Ernie falls into the vaults and emerges from Uncle Gabriel's coffin, he goes racing back to the house to tell Syd and Guy that the coffin is empty. When the three of them return, Gabriel's body is back in place. Later, Syd takes Inspector Arkwright to the vault to show him Malcolm's body in Gabriel's coffin, only to find the entire coffin has vanished.
* What A Country, Yakov discovers credit cards and declares, "You give people plastic and they give you stuff."
* "What a crime... such a breathtaking crime. That God would create a star as

bright as I. And I know it's a disgrace, to admire this perfect face, reflected in your eyes."
* What a Crying Shame were certified double-platinum and platinum, respectively, even though no major singles charted from them.
* What actually happens is when you trigger a haunt in the recursive game is you get sucked into
* What actually killed that character was never revealed, but it probably wasn't the aliens' food, as several of the other human characters were eating the same diet.
* what Adam Jensen's coat actually looks like. No, they barely have anything in common.
* "What A Drag!": Jack is supposed to be considered, in-universe, an attractive girl and Eric, in-universe, is definitely not but Jack is clearly a boy in a dress, while Eric looks like just a larger than average girl. This may be because Jack is squeamish about pretending to be a woman and over-compensates, as Shawn tries to explain at the end. Eric, on the other hand, asks for and listens to Shawn's expert advice, implying that Shawn never stopped being Veronica from time to time.
* What a Drag: Someone tortures or kills someone else by dragging them along.
* What a Drag: Torture/attack/punishment by dragging someone across the ground.
* What a Dummy centered around a wisecracking "live" dummy that was willed to a family by a dying ventriloquist uncle.
* What a Dummy stars Buzz, a living ventriloquist's dummy that lives with the Brannigan family after they inherited him from a (great) uncle. Buzz had been locked in a trunk for 50 years and started out cranky about that, but he quickly takes a liking to the family, even if his sarcasm doesn't always show it.
* What a Girl Wants. Amanda Bynes's home in Chinatown, New York was really Borough Market in London.
* Whata Girl Wants, Daphne Reynolds is sitting in a kitchen eating Cocopops when Henry Dashwood enters the kitchen, he is startled by Daphne sitting in her pajamas in the dark and we get a camera shot of Daphne with her buttcrack showing.
* What a Girl Wants, Daphne tells her father that her mother never dated anyone else after they broke up. Daphne is eighteen years old, and her parents broke up before she was born.
* What a Girl Wants) scene in which Colin Firth sees Amanda Bynes sleeping.
* What a Girl Wants she also admitted that Britain is "not as different as we portray it in the film."
* What a Girl Wants. The latter namesake song remained on the film's soundtrack, while the former song and "What A Girl Wants" weren't used at all.
* What a Girl Wants tries out his old rock-and-roll clothing, and starts playing air guitar. His fiancee interrupts him. When she goes on, he plays a final cord on his air guitar.
* What a lot of people don't realize was that was a cameo for the mascots of the Japanese anime shop,
* What!?" An accusatory or intimidating statement; "I'm in your face, what are you going to do about it!?", or in defense against accusatory stares if the speaker believes that whatever earned them those glares was normal
* what and said, "That's up to the reader to decide, as the possibilities are endless."
* What an Idiot!: Audiences lose sympathy for a character after they do something really dumb that they really should've known better than to do.
* What an Idiot!: Doing incredibly stupid things that no sane person would actually do.
* What an Idiot!!" (especially if his clumsiness ruined Alice's favorite clothes).
* What an Idiot!: It has to be said, a lot of these movies require the protagonists to be as dumb as a box of rocks if they're to work.
* What an Idiot!: The audience loses sympathy for a character after they make a really dumb decision that they really should've known better than to do.
* What an Idiot!: "Who is the Father of Our Country?" followed by contestant drawing a blank, and then being dumbfounded when the correct answer is given.

(Certainly not limited to game shows, but plenty of these moments have led to game shows' all-time funniest or greatest moments. Goes on the YMMV tab for the specific shows.)
* What a Nightmare, Charlie Brown: After Charlie Brown tries to play at mushing with Snoopy and the latter turns the tables on him, Snoopy has a nightmare that he's a real sled dog in Alaska. The special pulls no punches in showing the harsh conditions of the lifestyle and how they drive Snoopy insane.
* What a Nightmare, Charlie Brown has Snoopy dreaming he's an Arctic sled dog in a long-distance mush race.
* What a Nightmare, Charlie Brown that Snoopy has, and is almost entirely about him. Charlie Brown only appears at the very beginning and end of the special, and none of the other regular characters are seen.
* What a Piece of Junk: The car is badass, but you wouldn't know it at first glance.
* What apparently happens to those who fail the Candle-Maker's trial in
* What appears to be a final pre-release build of the game did surface on eBay and was subsequently purchased by video game preservationist Forest of Illusion who uploaded pictures of the disc on Twitter. This was in addition to
* : What appears to be a normal family-friendly webcomic for a fair number of strips, then has the protagonist go crazy and slaughter the cast before killing himself. Meanwhile, in the news posts, the author's mother dies. He spends the remaining posts increasingly lashing out against the world. It ends with a newspaper clipping covering the author's suicide. It turned out to be a hoax.
* What appears to be a people smuggling operation turns out to be this idea in
* What are colloqiually referred to as 'demons', usually but not always called "悪魔 (Akuma)", in
* What are Hamlet's two iconic scenes? The "To be or not to be" monologue and the "Alas, poor Yorick" scene where he's holding the defunct jester's skull. Some depictions of the play show Hamlet saying the former line, skull in hand.
* What Are Little Girls Made Of?", when the android Kirk calls him an interfering half-breed, Spock visibly withdraws into his Vulcan shell. Given that he soon afterwards leads a security team to look for Kirk and Chapel, he realized immediately or soon thereafter that this couldn't be his Captain, but it still hurt to have a duplicate of his best friend target one of his major insecurities.
* What are now the provinces of the Netherlands were different counties governed by Spain in the 16th century. When the Dutch Rebellion began they decided to work together, and that's how the United Republic was born, with roughly the same borders as the Netherlands has today.
* What Are Records? and the rise of streaming, kids in the future will likely ask "What are CDs?" instead.
* What are the four steps to put a horse in the fridge? 1. Open the door. 2. Take the elephant out. 3. Put the horse in. 4. Close the door.
* What are the three steps to put an elephant in the fridge? 1. Open the door. 2. Put the elephant in. 3. Close the door.
* "What are we going to do, Captain?" "I'm gonna to do what I always do when something desperate and untoward happens. Leave it to next week!"
* "What are you going to do, arrest me for smoking?" — Catherine Tramell,
* What Are You in For?: A prisoner asks their cellmate what they did that got them into prison.
* What Are You in For? (at least in UK prisons) they often already know - they read the daily court case roundup in the local paper so already know who's been sentenced for what and how long. In countries where this is not the case (Russia, for example), they still either already know or will soon be able to verify your words, using the rumor telegraph and illegally smuggling notes and letters from facility to facility.
* "What are you saying, Jon? That Geraldo and O'Reilly are narcissists enthralled with their own overblown egos, projecting their own petty insecurities onto the world around them, inventing false enemies for the sole purpose of bolstering their sense of self-importance, itty-bitty Nixons minus the relevance or a hint of

vision? How DARE you?!""I wasn't gonna say that, but..."
* "What? Are you telling me that the serious, pale-skinned man who uses a red scouter-like machine on his right eye, wears a robe with eyeballs in it and is constantly talking on behalf of Team Plasma is actually a villain and Team Plasma's real leader? And the guy who looks like a younger version of him is actually his son!? HOW WOULD I KNOW?" Though what IS a surprise is just how evil said villain is and
* "What A Three-Point Turn-Up For The Book" is even more bizarre. The Mk. III takes off without our heroes and assumes mischievous and even sinister traits. When DM finally corrals it, he finds the wirings of a washing machine installed.
* What a Way to Go! who keeps marrying and losing husbands. At the end of the film, this trope indicates she's finally broken the curse with husband #5.
* What became Deadworld had its own version of the Apocalypse War. The Soviets decided to strike while their American enemy was undergoing their own civil war, instigated by the Dark Judges and their acolytes... but the Sovs didn't expect to invade in what was basically the middle of a
* "What becomes a legend most?" campaign for Blackglama mink used celebrities wearing the coats, while looking their finest.
* What Becomes Of The Broken Hearted, after being caught by the murderous biker leader.
* What Birds Know, a mysterious tower acts as a gateway between the normal world and a crooked, empty version where people lay eggs, your deepest insecurities are amplified, and other bizarre and disturbing oddities.
* What Birds Know, Elia's father left her mother long ago, and to deal with the shame, the latter turns to prostitution while keeping up the facade that he's simply working a long way away.
* What Birds Know, is forced to care for her twin baby brothers after their mother goes into a coma after a difficult childbirth. The story makes it very clear that this is what changed her from a carefree girl into the responsible, serious person she's become.
* What Birds Know, is the town Casanova, making bets with his friends about how quickly he can date and bed girls. He's also oblivious to the crush his sister's friend Elia has on him.
* What brought this speech on is that Lord Zedd does that: people nicknamed him '
* What Bumblebee is Really Saying-style gibberish that the other Autobots understand but with subtitles of what the creator thinks he's saying. For example, in one version he's constantly hungry and wants to know where they hid the Cookie Jar, and in another he's in a highly sexual relationship with Arcee and is forever talking about her.
* What can be call the "Bellisarioverse" is linked when Sam Beckett of
* What can be more cathartic than using Training Mode to turn whichever character has recently displeased you into your unmoving personal punching bag? How about spawning Smash Balls and mercilessly flattening them with
* What can be summed up as the "Monster Association" arc or the Human Monster Saga in relation to Garou suffers from excessive
* What can easily rival the Repeater in terms of usefulness is the Gauss Rifle added in the
* "What Can I Do (For You)" from "We Need to Talk", sung by Greg and Rose.
* What can you say about a world where Billy the Kid, Stonewall Jackson,
* What certain Christians believe God will do for those who are in Heaven to relieve them of the misery of seeing their loved ones suffer eternally in the Lake of Fire — that He will wipe away even the memory of those people so that those in Heaven will experience nothing but eternal joy.
* WHAT? chants. Can also be considered a 10-year-long running gag considering it's still very much alive today.
* What cigarette brand were these modern Stone Age families advertising? "Winston tastes good like a cigarette should."
* What Cliffhanger? shocking plot twist will be revealed later, instead of just revealing it right now, is usually not that exciting.

* What could be considered zombie precursor can be found in the second branch of the Mabinogion. It features a cauldron "
* What Could Have Been, and the third lasts just long enough to be remembered one way or another. Meanwhile, the second queen is almost always met with indifference. The only aversions have been Season 1's Tammie Brown, Season 4's Lashauwn Beyond, and Season 6's Vivacious (by way of her alien headpiece "Ornacia").
* What Could Have Been as the remake), but after watching a few episodes and not being happy about the results, he declined the offer.
* What Could Have Been: A work is changed during development or prevented from being made in the first place because of a decision, legal barrier or unforeseen misfortune.
* What Could Have Been: A work undergoes changes during development (or is prevented from being made in the first place) because of the production team changing their minds, encountering potential legal issues or because of an unanticipated misfortune (such as one of the people planned to be involved dying before they could contribute, or the company behind the project going bankrupt before they could finish and release the work).
* What Could Have Been. By the time the game was released nearly four years after it was supposed to, Stefani and the band's contributions were scrubbed from the final product, and it was a commercial and critical disappointment. If the game is remembered now, if at all, it's for Stefani's involvement rather than its actual gameplay.
* What Could Have Been". Despite fan hopes that he might be this universe's version of Sebastian Moran, it was a one-off appearance, and that role has now been played by another actor.
* What Could Have Been' explanations for the events in "Mobius: 25 Years Later" come off as only creating more plot holes than they fixed.
* What Could Have Been films, but the dismal reception to said movie ended up destroying any hope of going forward with a sequel, or possible crossover, with the new Fantastic Four cast.
* What Could Have Been First, when the Organ Grinder's monkey brings him a note as he's wondering why all the firstborn children he's had his gang kidnap haven't shown up:
* What Could Have Been for the 2016 United States presidential elections.
* What Could Have Been: Had it not been for one decision, legal barrier, or unforeseen misfortune, this work could've existed or at least been very different.
* What Could Have Been, if it had remained under Sunbow, the plan was for the Crimson Twins, Tomax and Xamot, to take over what was left of Cobra as "The Coil" and take what they saw as its best parts in a less military, more "criminal" direction.
* What Could Have Been in which Kirk would have courted Dr. McCoy's daughter. The storyline would have involved McCoy being torn between his friendship with Kirk and his desire to protect his daughter.
* What Could Have Been judges to praise, since it obviously gave her an advantage in dancing. Well, that and all the years of jazz, tap and ballet training she had, which was arguably how she got those legs to begin with.
* What Could Have Been — tried out for the role of Will but ironically, the producers thought he was "too straight". (The role went to straight actor Eric McCormack.)
* What Could Have Been) returning to his flat and finding something with tentacles growing in the fridge. He and Moore agreed the ending didn't work, so it never went any further (though Moore did respect it enough to put an in-joke - "Something nasty evolving in the fridge" - in the issue immediately following "American Gothic"). Allegedly, years later Moore would ask why it never got made and when Gaiman reminded him the ending didn't work, said "Didn't it?"
* What Could Have Been said that he made up the PeeJee/Jhim thing when he decided against it.
* What Could Have Been scenario, Foster herself was in talks to play the mother in the 2003 version when she had played the daughter in the original.

* What Could Have Been scenario, there was a predator for To'kustars like Way Big planned that was a virus.
* What Could Have Been, so Sally ultimately survived Endgame and the clone never appears.
* What Could Have Been) the Dollangangers inexplicably became the Chapmans.
* What Could Have Been, there was going to be a Telephone Hour parody about Josh Chan being on the apps. It is featured as a demo on the fourth season soundtrack set to the tune of the original song. (Presumably to get a feel for the song so the melody would've been changed so as not to get sued.)
* What Could Have Been: This work could've existed or at least have been very different had it not been for one decision, legal barrier or unforeseen misfortune.
* What Could Have Been. When she arrived at the latter, she would encounter Shipwreck, who would swear off drinking as a result. Hasbro nixed it.
* What Could Have Been will ever be shown in the act of getting a tattoo."
* What Could Have Been would have played this trope straight with "Finishers."
* What Could Possibly Go Wrong? has the hosts betting on various things. On one of them, Kevin has a bowling competition with Grant. Kevin uses his remotely controlled bowling ball, Grant his experience. The loser has to drink a beer.. from their bowling shoe.
* What Could Possibly Go Wrong? premise, it actually works often enough that it's maintained, as the resulting process makes Exorcists invisible to all but the strongest of daemons.
* What Could Possibly Go Wrong?, so he can't go. After spending the time licking envelopes instead, he leaves school, it starts raining again, he loses a wheel off his skateboard and finally has the Mafia pointing their guns in his face. Poor kid.
* What Could Possibly Go Wrong?: The dreaded words that, when spoken, will certainly lead to disaster.
* What Could Possibly Go Wrong?, the guys don't really want to get up to get a beer from the fridge. So they simply make a hole in the fridge, connect tubes and use vacuum systems to suck the cans from the fridge directly to the couch in the living room.
* What Ctrl+Alt+Delete does on Windows depends on what version you're using. In the earliest Windows
* WhatCulture did a video on horrifying implications in comic books, with the very first listed being the seemingly little concern that Gotham civilians (and comic book civilians in general) have with merchandising the likenesses of supervillains. The compare it to people in the real world gleefully consuming merchandise created from the likenesses of mass-murdering terrorists.
* What Culture Wrestling feature this kind of lists alongside most other content.
* What Culture Wrestling website, but continuously grew in popularity that it overshadowed both the main channel and the website.
* WhatCulture Wrestling, where they act as managers, authority figures, interviewers, commentators, and (occasionally) wrestlers.
* What Did I Do Last Night?: A character regains consciousness after a night of heavy drinking or drug usage and panics as they try to figure out what happened while they were drunk or high.
* What Did I Do Last Night?: After a night of being drunk or high, a person regains consciousness and panics while trying to remember what happened last night.
* What Did I Do Last Night?: Somebody wakes up in a strange situation, unsure of how they got there.
* What Did I Do Last Night?: Someone recovers from a night of heavy drinking and worries about what they may have done while inebriated. May be the aftermath of a — wait for it! —
* What Did I Do Last Night?: Someone regains consciousness after a night of being high or drunk and begins to panic while trying to remember what they did in their inebriated state.
* What Did I Do to Deserve This, My Lord? series is all about creating a food chain ecology for your monsters. Slime molds roll around redistributing nutrients from the soil, the insectoid Omnoms eat the slimes to feed themselves and reproduce,

Lizard Men eat Omnoms, and Lizard Men can be devoured by Dragons.
* What did it take to stop him? That's a bit of a story. He got his arm broken by a delirious Captain DuPree, applied some first aid to the Emperor, and then got a leg broken by DuPree. She then gave him an infected bite, and destroyed the controls to the airship. He partially fixed the controls, and then set his arm, which caused him to pass out for a few moments. When he woke up, the airship was crashing into the lake. He pulled the Emperor and DuPree ashore (with one arm), when some monsters onshore broke his
* What did the cannibal do after he dumped his girlfriend? He wiped his ass.
* What did the small bottom say to the big bottom? "I'm a little behind".
* What did they do, walk across it in step with each other? No, they
* what did to his ex-wife. We do know, however, that she died without ever waking up.
* What Did You Eat Yesterday? but other than that he doesn't show any stereotypically gay mannerisms.
* What Did You Eat Yesterday? progresses in real time. It began in 2007 and is on-going as of 2018. Shiro and Kenji were respectively 43 and 41 years old when the series began, but are 52 and 50 years old as of chapter 101.
* What Did You Eat Yesterday? received a live-action show adaptation in 2019.
* What Did You Eat Yesterday? revolves around a gay couple and the meals they prepare in their otherwise busy lives.
* What Did You Expect When You Named It ____?: Someone names an item by a name that, due to a bad example, is doomed to fail.
* What Does A Martian Look Like) by biologist Jack Cohen and mathematician Ian Stewart is about exobiology — but it also takes a science fiction author's point of view for imagining the alien, and discusses a lot of the traditional tropes associated with aliens in fiction, most of which are revealed as anything but realistic.
* "What does 'NAVY' stand for in the US? Never Again Volunteer Yourself."
* "What doesn't kill you makes you part of our class-action settlement."
* What Does She See in Him?: Characters don't understand why another character is in a romantic relationship with a particular person, due to said person's perceived flaws and shortcomings.
* What Does She See in Him?: People wonder why a character is in love with someone who seems so undesirable.
* What Does the Fox Say is a Korean webcomic about a love triangle involving three female co-workers.
* What Does the Fox Say. She has a sexual relationship with her boss Seju. Seju just so happens to also be her ex-girlfriend, who is also still in love with her.
* What Does the Fox Say: Sumin is in an on-again-off-again relationship with her ex-girlfriend, and boss, Seju. A love triangle starts when the new girl, Sunji, catches Sumin's eye.
* What Does The K Stand For? a gypsy violinist who happened to be passing. And then he sarcastically comments that the gypsy violinist was apparently playing the harmonica solo from "All Rise" by Blue even though that song wouldn't be released for over a decade.
* What Does the K Stand For? episode "Working for a Living", Michael's parents insist that they've given their children the talk, even though neither Michael nor his sister have any recollection of this. It eventually transpires that they waited until both teenagers had headphones on, to avoid any awkward questions.
* What does the suicide bomber instructor say to his class? "Pay attention, I'm only going to do this once." Er, by the way,
* What Does This Button Do?: You fail to exercise restraint around buttons that you shouldn't be pressing.
* What does WASP's name stand for? In one interview, Blackie Lawless responded "
* What does Zeddicker do when confronted with a demonic being? Pull out his gat and start shooting.
* Whatdotheyknow.com is the inversion of this; information is used for slightly safer purposes than the above two.

* What do you call a collection of photos of Kim Jong-Il looking at various things?
* What do you call that folding pocket knife with the different blades and tools and the tiny tweezers and the plastic toothpick that always gets lost? A Swiss Army knife? Only if it's made by Victorinox or Wenger, the two companies that actually have a contract to sell
* What do you do when some of your enemies have survived your flaming deathtrap and are beginning to storm up towards your capital city from your shores - oh, and the leader of your men refuses to go near them, as he's suffering severe post-traumatic stress disorder from being set on fire himself in the past? Oh, and you're a dwarf who can't even walk properly?
* What do you do when you're so frikkin' old that the immortality drug available to the Imperium's elite no longer does anything for you? Well you can come knocking to your friendly neighbourhood Adeptus Mechanicus. In exchange of a decadent amount of cash they might be persuaded to perform what's known as the 'Rite of Setesh', which involves mummifying the decaying body and interring it into a sort of mobile iron lung, like a poor-man's Dreadnought. Life in one of those things is described as "nightmarish and painful".
* "What do you do when you take green cheese and divide its circumference by its diameter?
* What do you get if you cross a Jehovah's Witness with a Unitarian? Someone who knocks on your door but doesn't know why.
* What do you get if you dial 088391746730207493058376784037 45? A sore finger, from when you had to actually use a telephone dial.
* What do you get if you mix this trope with a choose-your-own-adventure story written by random people on the Internet? You get the werewolves at
* What do you get when two hammy-aspiring actresses and have them "impersonate"
* What do you get when you crossbreed a dragon and a smilodon? A Barioth. Also, pain. Lots and lots of pain.
* What do you get when you cross-breed a dragon, a tiger, and a T. rex? A 22-meter-long embodiment of raw power, sheer ferocity and an incredibly foul temperament. Also known as a Tigrex.
* "What do you get when you cut a jack-o-lantern by its diameter? Pumpkin pi."
* What do you get when you have three lawyers up to their neck in sand?
* What do you get when you mix a bunch of engineers, liquid oxygen, and a barbecue grill?
* "What do you get when you take the sun and divide its circumference by its diameter? Pi in the sky."
* What do you get when you toss a frog and a shark in a blender, then
* What... doyoumean?
I....hadthoughtthatShatner'sstyleofactingwasjust....toomuchforthetime. Add movements for more hilarity. Or not.
* What Do You Mean, It's for Kids?: A kids' show gets away with disturbing content that makes the audience question its innocence or suitability for young children.
* What Do You Mean, It's for Kids?: Assuming a work is for more mature audiences.
* What Do You Mean, It's for Kids?: Viewers being surprised that a work genuinely intended for children has disturbing or vulgar content vs. viewers mistakenly believing that an adult work is for children because of its superficial aspects or because of other work by its creators.
* What Do You Mean, It's for Kids?: When children's media contains questionable content that some people may find inappropriate for its target audience.
* What Do You Mean, It's Not Didactic?: Assuming a work is all about analyzing it.
* What Do You Mean, It's Not Didactic?; instead of warning consumers not to think too deeply about a work's theme, they outright deny there's a theme to think about at all.
* What Do You Mean, It's Not Didactic?: Just...don't read so much into this.
* What Do You Mean, It's Not for Kids?: An adult show that looks like (or is mistaken for being) family-friendly makes viewers question how it's not appropriate for kids.

* What Do You Mean, It's Not for Kids?: Assuming a work is family friendly.
* What Do You Mean, It's Not for Kids?: Claim it's for kids. This is especially useful for genre novels.
* What Do You Mean, It's Not for Kids? that it was an R-rated film) became used as a counterpoint to claims that Hollywood has become "infantilized" during the decade.
* What Do You Mean, It's Not For Little Girls?: Assuming a show is intended for young girls because it's cute and sparkly.
* What Do You Mean, It's Not for Little Girls?: A work that looks cute and saccharine but isn't.
* What Do You Mean, It's Not for Little Girls? in the worst scenarios.
* What Do You Mean, It's Not Political?: Assuming a work has political overtones.
* What Do You Mean, It's Not Political?: Audiences see political undertones in works where none were intended.
* What Do You Mean, It's Not Political? is an allegory for the Second Gulf War.
* What Do You Mean, It's Not Political?: movies, TV shows, video games, music videos and internet memes, given the growth of social consciousness and the increasing politicizing of fiction in the wake of Brexit and Trump's inauguration (see "Serious Business" above). The only entertainment medium that mostly avoided this trope was anime and manga, which was mainly because the politicization of pop culture is mostly more noticeable in the West than in Japan.
* What Do You Mean, It's Not Political? supposed to have a political message, but many disagree.
* What Do You Mean, It's Not Symbolic? big Russian) shows up and deals the killing blow.
* What Do You Mean, It Wasn't Made on Drugs?: Assuming a work was made while heavily drunk or high on drugs because it makes no sense whatsoever.
* What Do You Mean, It Wasn't Made on Drugs?: A work is so bizarre that audiences wonder if the creators were on drugs when they made it.
* What Do You Mean, It Wasn't Made on Drugs? became popular through the later years of the decade, particularly among the younger set.
* What Do You Mean, It Wasn't Made on Drugs? is the whole show; this is just one case.
* What Do You Mean, It Wasn't Made on Drugs?There's no way someone could have come up with this unless they were high — oh wait, they did?
* What do you mean, she's a "prime example?" She's the bestest, most awesomest character ever,
* What do you mean the original story has a second genie (of the ring) instead of a magic carpet?
* What Do You Mean, "You Don't Agree with Me"? Do you know who you're dealing with!?
* What do you think is the rarest, most expensive, and widely accepted as best card in the game? Some stompy behemoth that ends the game in one turn? Some spell that gives you an instantaneous win? Nope:
* What Dreams May Come: Although the movie is primarily about the afterlife, its protagonist does hang around in the living world as an invisible, intangible ghost for a bit, unwilling to bear leaving his home or wife. When he tries to touch her, she's immediately overwhelmed by her grief and wails miserably, which convinces him he should move on and spare her from the pain of his unseen, unreachable presence.
* What Dreams May Come, as well as a self-created Heaven. After a journey that takes him through various sorts of twisted landscapes, the hero finds his wife, who died from suicide, living as an amnesiac in a ruined, monochrome version of their old house.
* What Dreams May Come. He loves her so much, he's able to pull her out of Hell, something thought to be impossible, and they live together in heaven until they decide to reincarnate, and find each other again as children.
* What Dreams May Come plays a dead man who literally travels to Hell and back to save the soul of his wife after she commits suicide.
* What Dreams May Come, suicide victim Ann spends the afterlife in a dark world

version of her own house. The similarity is enough to confuse her into thinking it's the same house.
* What Dreams May Come that they need to be snapped out of by someone outside. Then the person can reincarnate to have another chance.
* What Dreams May Come. What is being painted on paintings is created as reality in the Painted World of the afterlife.
* what drove Tiger to choose superheroics over his family. While his daughters turned out to be safe, they admonished him for not taking up the mantle of Tiger to try and save the victims. He couldn't help but agree with them, even as his wife threatened to divorce him if he tried to be a hero again.
* Whateley Academy for them to change back, period.) Still, the degree of acceptance tends to be directly contingent upon the degree to which each character was (knowingly or unknowingly) transgender in the first place.
* Whateley Academy has had its (in)famous Halloween attack. No students actually died, but this was primarily due to most of them being incapacitated right from the start and the attackers being under orders not to actually kill any students except their assigned targets anyway; the campus security forces weren't as lucky.
* Whateley Academy. His codename is Miasma. What more do you need to know about him?
* Whateley Academy. His persistence is rewarded when he becomes the only thing that stops a superpowered ninja from raping and killing Fey... and he almost dies from doing so. Fey heals him and ends up going on a date with him.
* Whateley Academy is rife with Cool Old Guy characters, from sixty-ish Gunny Bardue who runs the ranges, to Security Chief Franklin Delarose, to a number of older teachers who you just
* Whateley Academy. It's a high school for the vast majority of all the teenaged mutants on the planet.
* Whateley Academy), she come strongly down on practicality/protection first and foremost. This doesn't stop students from coming up with awful costumes of this type.
* Whateley Academy Universe Bible" that only canon authors are allowed access to — this lays out every single "rule" for the storyline, canon characters, backstory, etc
* Whateley Universe a bunch of small moments that she deemed 'out of character' for Phase. So far, these are still standing. This is presumably because Diane's Phase has an incredibly different background, a much more focused power. There were also attempts to keep the retcons small, and still match with continuity. (Which led to fun with Phase forgetting 'his' utility belt.)
* Whateley Universe a capture cage, and through the far wall. And it was just sparring in class.
* Whateley Universe, a cloned body based on Jobe's secret drow transformation serum. A mental copy of Belphegor is (accidentally) imprinted onto the body, and it wakes up. It's adapting quite nicely so far.
* Whateley Universe: A few devices work like that. The Psi-grenade, cannot be recharged after it's been detonated and Mega-Death's Force Field Disruptor burns itself out after it's been used. But multiples of each can be made.
* Whateley Universe: A few full-length stories of this sort, as well as some shorter glimpses.
* Whateley Universe: A few mutants have this power, but no nullifier device exists. Martial arts classes enforce "no powers" sparring using power recorders since nullifiers aren't possible.
* Whateley Universe a former superheroine of the 80's, Ms. Might. By the end of the fourth book, Phase has figured out that the early-thirties-looking Mrs. Carson is actually in her mid-seventies and has had at least two other superhero identities over the decades.
* Whateley Universe against a dark mage who was trying to enslave her.
* Whateley Universe: Akemi Hori, whose codename is said to be unpronounceable by Fubar, who is dressed up as God, in The Devil's Dance Part 1:
* Whateley Universe, along with a couple hundred mooks who are nameless and

somewhat faceless. The Necromancer has lived up to his name by animating hundreds of corpses, and Phase has to fight them in the sewers underneath Boston. Only she doesn't have a flashlight.
* Whateley Universe and Devisor traits, since they don't know if what they built either obeys the rules of science or ignores the rules of science, in which case they can't patent and mass-manufacture it. The only test is if someone else can build it.
* Whateley Universe and Empowered elites. This is partially justified on the basis that since this is all these groups do, they can allocate a larger portion of the budgets to it, but the costs of maintaining and fielding such forces has been discussed.
* Whateley Universe) and hair, and Fey got some of Carmilla's mental capacity.
* Whateley Universe), and has mutant powers. He tends to find Miss Right, make her over, improve her self-esteem, etc., until she dumps him. She always dumps him. Either she hates being the dumpy one in the relationship, or she becomes 'pretty' enough for other guys to see her as desirable, or the whole 'my mother is a dangerous supervillain' thing comes up and torpedoes the relationship, or...
* Whateley Universe and her puppy Buttons can turn into a monstrous Gabriel Hound the size of a pony.
* Whateley Universe, and he seems to be trying to make all the Alphas behave. But it's an ongoing story, so who knows?
* Whateley Universe and is now fairly obsessed with regaining wealth, power, control, and the ability to do stuff with that power...but is a good guy.
* Whateley Universe and is taking high-schooler courses as a Junior High student.
* Whateley Universe, and most national and state/provincial governments. Many major metropolitan police departments have someone who is at least familiar enough with the school to know who to contact when a newly manifested mutant shows up, too. Lampshaded when a superteam in Cincinnati, which (unlike most others) has never had a mutant team member before, tries to find someone to help train an underage mutant who they'd come to be the guardians of. When someone finally asks, "Why not just send her to Whateley?", they are dumbfounded. They are then shocked to find that they are pretty much the only ones who had never heard of the school before.
* Whateley Universe, and of course, the food sucks. It doesn't get any better upon leaving the plane:
* Whateley Universe and other enhancements, and the frustration at being unable to tell others what they'd seen and done due to post-war security restrictions, many simply found themselves unable to cope, or to find legal work.
* Whateley Universe and ran with it didn't help calm public fears over this.
* Whateley Universe, and reality usually warps so that she gets the short end of the stick.
* Whateley Universe, and some of the more experienced characters have mentioned aliens too.
* Whateley Universe, and so she has a weakness to cold iron. And synthetics, which give her really nasty rashes. She has wardrobe problems because of that one.
* Whateley Universe and so they mistreat him and then break up with him.
* Whateley Universe and teach Bladedancer how to become one with the Tao. Becca doesn't fight though: she's way over a hundred and was trained as a nurse back when she was a normal human.
* Whateley Universe and their connections (plus the fact that the number of novels, novel chapters, short stories, novelettes, and vignettes now numbers over a hundred) it is sort of inevitable that characters seen in passing can become major players in later stories. Examples: Beltane (Kendall Forbes) gives the protagonists the campus tour on day one... and much later gets her own leading role in "For Whom the Belle Tolls", as well as other appearances. The Headmistress gives a speech on the first day of classes... and then turns out to also be the greatest superheroine around (in her spare time).
* Whateley Universe, and their names are all jokes in Japanese. Their given names are all types of food, as in tons of anime, while their last names all have hidden meanings.

* Whateley Universe. And then doesn't see anything wrong with using a holographic projection of said rapist as the face for Loophole's AI.
* Whateley Universe, and they're both inventors. When they both went on Phase's birthday trip to Boston, Elaine Nalley went by "Doc" to avoid confusion among the other guests. On the other hand, the school does enforce rules about distinct codenames for everyone.
* Whateley Universe, and this is apparently one of them. In the only story in which he narrates, he not only demonstrates medium awareness, he stops and makes comments at a couple regular posters on the website forums.
* Whateley Universe: a one-of-a-kind nanite artificial intelligence is ready for testing, but criminals try to steal it first. The only survivor of the resulting battle and explosion is the night guard, Sam Everheart. The nanites survive by remaking his body. So... no surviving researchers, no surviving equipment, no surviving notes or records, and the rebuilt nanite body is ex-military who can't make nanites. Unfortunately for Hive, all other attempts at making nanite-superhumans have failed horribly, so now everyone is interested.
* Whateley Universe are mutants, but Sam Everheart got his powers this way. It wouldn't have been a Freak Lab Accident if bad guys weren't trying to steal the nanotechnology that Sam was guarding. The resulting explosion ended up with Sam getting a body reconstructed by the nanites.
* Whateley Universe are Weres. But the leader's boyfriend is a Werebear. Do not mess with this guy.
* Whateley Universe around WWII so many of the early super villains started off as Nazi "theme agents". Even in the modern day setting enough over the top "Fourth Reich" types are still goose stepping around that the in universe version of this page has a large "Real Life" section dedicated to them.
* Whateley Universe arrives, because his scams work best if the hero thinks he's won (usually this supervillain stuff is just a distraction while a more mundane and profitable crime happens elsewhere).
* Whateley Universe as a way for Billie, who are both still in high school, to change the subject when talking to her parents:
* Whateley Universe: As could be expected from a series that deconstructs superheroism, there are several examples of this.
* Whateley Universe, a serial killer is loose in Los Angeles, leaving the heads of the victims behind as an identifier. Heads that are apparently burned off the still-living bodies.
* Whateley Universe: As of "Ayla and the Mad Scientist" we now know Phase has at least several plans to take down every one of his teammates. And a bunch to take down himself. And his teammates know his 'official' weakness in the school records is a fake. He wrote up a list of real ways to stop himself and gave it to Lancer.
* Whateley Universe (a superheroine codenamed Bladedancer). In the hands of the rightful user, it can cut through anything (even unstoppable superhuman bricks), if the Tao requires it. At other times, it is as blunt and harmless as you'd expect of a blade made of white jade. And then there's Toni's mithril Kukri, Fey's scimitar Malachim's Feather, and Hank's PK shortswords.
* Whateley Universe as well as her malicious nature to be the Obstructive Bureaucrat of your nightmares, except for the chosen few who get special privileges from her.
* Whateley Universe at it, and she even offers to train them to get better.
* Whateley Universe at the beginning of the first Boston Brawl. This one's probably justified, though; Tennyo doesn't need to breathe and isn't terribly bothered by temperature extremes (she described being frozen in a block of ice as "a bit chilly"). Lancer might've suffocated if Tennyo hadn't been able to bust them out in time, but his PK field probably helped shield him from the cold.
* Whateley Universe at them that there will be no more shoulder angels. And Elyzia Grimes, who was the equivalent of Morticia Addams amongst the staff, finally got tired of it all and beat Caitlin Bardue sbout the head and neck.
* Whateley Universe at the Whateley Academy. She-Bot was born a thalidomide baby, and took to robotic limbs far better than anyone could have expected. Because she's

a mutant. She's upgraded her own limbs several times. Rack is a dwarf who has built himself a normal-sized super-suit. Techno-Devil, the son of the notorious supervillain Dr. Diabolik, has replaced one of his own eyes with a glaring red cyber-implant, and has cybernetic input jacks on both side of his skull. There are characters who have deliberately done even more disturbing cyber-things to their bodies.
* Whateley Universe at Whateley Academy that there is an entire department offering classes in this. The teachers in the department are also psychic, so a lot of the characters have Mind over Matter abilities. Some of them do the Superman thing using said abilities, while others have the Jean Grey package, although no one in this universe has those levels of power. Slightly subverted, in that there is lots of discussion about how it works, and what the power limitations are, and so on.
* Whateley Universe at Whateley, her house mother quickly gets her out of there for a trip to a school counselor.
* Whateley Universe authors are working from a 400-page 'bible' of backstories and characters and stuff that hasn't even been seen yet in the published material.
* Whateley Universe, a "wanted poster" for the missing Sara Waite is mentioned as being "on the wall in Crystal Hall".
* Whateley Universe, a world renowned team of superheroes. The Knights of Purity are supposed to be this, teams of baselines in power armor protecting regular people from supervillains, but most mutants see them as the enemy. (They may be right, or it may be a mixed bag: in "Loose Cannons" a Knight is trying to kill the protagonists to hide his screw-up, but in "Ayla and the Birthday Brawl", a team of Knights saved Chaka from The Lamplighter.)
* Whateley Universe: "Ayla and the Grinch (A Christmas Story)", where a demon is the main threat.
* Whateley Universe). Ayla calls Jade and Jinn (and Jade's stuff) the "J-Team".
* Whateley Universe because he is a Goodkind, and his family are the most famous, most influential mutant-haters on the planet.
* Whateley Universe because Sam interrupted an attempt to steal a nanotechnology experiment and ended up getting the nanotech, which then did a whole-body alteration. Luckily, Sam survived it.
* Whateley Universe been kidnapping, and "disappearing", young mutants, and he is partly responsible since he helped fund the MCO.
* Whateley Universe behavior eventually saves Fey's life, and he gets several dates with her.
* Whateley Universe, being able to dive into cyberspace is Merry's best power. It turns out she's not the only one who can do it, though, and one of the others is trying to kill everyone...
* Whateley Universe being shot in the head. She does have superpowers: she's actually a Great Old One. Still, her superspeed means she has no light to see with, the friction from the air molecules burns her clothes and skin off, her speed causes her to punch through several walls before she finally stops, she ends up embedded in a bank vault wall, and it takes time for her body to grow back afterward. At which point she's naked.
* Whateley Universe Belphegor turns out to have some painful backstory explaining why he doesn't handle things well. The thirty-ish Headmistress turns out to be Lady Astarte, one of the great superheroines of the age, but a woman who's really over seventy years old, and still hurting from things that happened to her decades and decades ago.
* Whateley Universe, Bladedancer gets visions that she needs to leave Team Kimba and keep a low profile for something in the future. Phase, her roommate, helps. For Phase's good deed, he gets treated by the entire school like a jerkass who fired Bladedancer from the team and then booted her out of the room. Oh, and Phase gets a supervillain as a replacement roommate just to make things worse.
* Whateley Universe: Bladedancer vs. Swordmaiden. Bladedancer vs. Nightbane. Bladedancer vs. Tennyo. Wait, seeing a trend here...
* Whateley Universe blizzard to rescue Pejuta from an inadequately insulated sweat lodge.

* Whateley Universe: Both Lancer and She-Beast play this role for Team Kimba and the Bad Seeds, respectively.
* Whateley Universe. Built especially to use her powers by Bugs, it's a flight board that uses Riptide's aquakinetic powers to fly, and it generates a tiny cloud around itself while Riptide 'surfs' on it.
* Whateley Universe Bunny Cormick knelt down to get a 3-D model of said privates (for something else Phase is planning). So Bunny's roomie walks in just then. And brings back Phase's girlfriend, among others. It took a while to explain.
* Whateley Universe, but by shouting 'activation commands' she deliberately creates the illusion of being just another mutant high-tech geek.
* Whateley Universe, but powering it for any length of time is nearly impossible; one Energizer solves this problem by powering hers with her own energy field.
* Whateley Universe. But she's animated matter, so she can really make her cape billow since it's part of her.
* Whateley Universe, but Stormwolf (Adam Ironknife) is probably the best example. He's so devoted to the concepts of justice and law that he's letting bad stuff happen because he doesn't have proof of it. Also, every single person in the school club Future Superheroes of America is this way by definition.
* Whateley Universe, but they did occur whenever they both were reborn close enough to each other for them to reunite.
* Whateley Universe, but unbeknownst to them, aliens really are stealing chocolate from Earth.
* Whateley Universe by now and as far as he's concerned he has no reason to change it.
* Whateley Universe by She-Beast during her confrontation with the Anti-Champion:
* Whateley Universe can end up hitting them particularly hard, often leading to this.
* Whateley Universe can tap ley lines to increase her power. Her dependence on them comes back to bite her in her combat final, where fallout from a previous fight in the same arena has caused all the local ley lines to become temporarily messed up.
* Whateley Universe can use his Energizer power to make himself much, much faster and stronger. For ten minutes. And it takes him about ten minutes to crank himself up first. And he can only do it a couple times a day without completely exhausting himself.
* Whateley Universe: Captain Patriot of SPECTRUM once talked a young mutant into surrendering to the MCO: the kid promptly disappeared and was never seen again, and the MCO still steadfastly denies he even existed. He will go rogue before he lets the MCO get their hands on Stacey and makes sure they know it.
* Whateley Universe, Carmilla finds out that her now-deceased mother joined a cult and was the "sacrifice" to Gothmog, demon lord of lust. Carmilla is the result. Even worse, Gothmog isn't the reason Carmilla's mom is dead.
* Whateley Universe Chaka. It's part of her superpowers. She can use her Ki to throw just about anything wherever she wants. Knives, shuriken, throwing spikes, you name it. She has a 'dartboard' that is the size of a quarter, and she throws sewing needles at it. She still hasn't missed the bullseye.
* Whateley Universe: Chaka's lame pun at the end of "Ayla and the Networks" gets her severely pummeled by pillows, beanbag chairs, etc. And her pun at the end of "It's All In The Timing" gets her magically thrown into a snowdrift.
* Whateley Universe: Chaka's last joke at the end of the story, and its aftermath.
* Whateley Universe Chaka, who proceeds to utterly pwn him. In front of a big portion of the school. This does eventually lower his jerk quotient.
* Whateley Universe Circe is one of the Mystic Arts instructors at the school.
* Whateley Universe creatures, has been heard to swear to.. well, you don't want to know what she was swearing to.
* Whateley Universe. Demons and devils exist, but a tough enough mutant can fight them. The mutant Ecto-Tek hawks devises which can stop or even kill Weres, but are harmless to humans. Carmilla and Fey have specifically talked about devisers and whether that counts as modern magic.
* Whateley Universe density-changer, healers, martial artists, and a fake deviser.

And there's only seven of them.
* Whateley Universe describes the international supervillain Dr. Diabolik like this, including talking about the thousands of people who have died in his efforts to advance the human race. She may be giving him more credit than he deserves though, since she is his daughter.
* Whateley Universe, despite the fact that the world has a Lovecraft Lite mythos, ancient Sidhe, mutants with superpowers, and supernatural monsters, the world is pretty much the same as what we're used to. Apparently, all the great scientific and medical advancements thanks to super-inventors have been cancelled out by bad stuff due to supervillains and mad scientists.
* Whateley Universe. Despite the personnel on the team, she consistently gets bad results because no one on the team wants to (or can) work with her, and her plans stink. The one time she managed to get herself blasted unconscious at the start of the simulation, her teammates came up with a new plan, executed it flawlessly, and won.
* Whateley Universe did a whole series of Christmas stories, all for Christmas 2006 (when the stories take place). A couple of them even came out at Christmas time, one year or another.
* Whateley Universe. Diving in with current stories means you may not get the in-jokes, or the references to prior stories, or what's going on with recurring characters, or some of the ongoing plotlines, like Ayla's blackmailer or Jade's quest, or the people who may be after Toni. It's assumed that you already know what the main characters' powers are.
* Whateley Universe does a simulation where they get blown to pieces by ordinary baseline soldiers who use geo effects and sound tactical planning against them.
* Whateley Universe: Don Sebastiano gets what's coming to him when the mindslave spell on Cavalier and Skybolt fails. Everyone who reads the hospital report cracks up laughing when they get to the part about the doctors having to remove the lamp base.
* Whateley Universe don't know who it is, but they're sure the agent has planted a blackmail note for Solange, and put a tracker in Fey's luggage.
* Whateley Universe: Donut can make any pastry size and type he knows, appear in his hands, and it tires him out if he overdoes it. Also, they seem to have a slight effect of helping people out mentally and physically.
* Whateley Universe down to the 'boy scout' behavior and astonishing good looks, it's easy to see why girls want him. Things have come to a head now that Chaka has claimed him as her boyfriend.
* Whateley Universe due to suffering a very humiliating failure in a long list of failures:
* Whateley Universe Dunwich. Only maybe half of Dunwich is in on the dark secrets, since the town has been gentrified.
* Whateley Universe, during "a racing down a hill while carrying luggage" competition:
* Whateley Universe, Elyzia Grimes might have made one with her magic, to put herself out, when she was set on fire:
* Whateley Universe enjoy their abilities, but some, — especially those whose mutations have turned them into hideous freaks or made it impossible to live without life support — certainly wish they were normal. Of the main characters, the intersexed Ayla Goodkind is actively researching ways to change back to a normal-looking male, and Chou Lee is still angsting about her transformation, and the tasks the Tao requires her to perform.
* Whateley Universe. Even the sub-atomic particles that made up their body simply decay into nothingness.
* Whateley Universe example: Aquerna, who is kind and innocent, and has a special bond with squirrels and chipmunks. They'll do whatever she tells them to, and they'll follow her around.
* Whateley Universe example: Billie Wilson, born William Wilson, has the codename Tennyo. She has picked up the nickname 'Disaster Dame' by the security staff, but she's also known by some less amusing names, such as 'The Scourge', 'The Stalker of

the Stars', 'The Destroyer', Lady Rashcore, and 'the Captain'.
* Whateley Universe example: Bladedancer. Gateway and Chain Lightning may both have mutant powers, but they're both having to step up their game to be the significant other of the Handmaid of the Tao.
* Whateley Universe example: Chaka's combat final happened all off-screen.
* Whateley Universe example: in "Ayla and the Great Shoulder Angel Conspiracy" and "Ayla and the Birthday Brawl", Team Kimba are going through a Team Tactics course. Their first 'pop quiz' is against robots and mechanical weapons. Their big 'invading the supervillain lair' simulation includes an armada of Mecha-Mooks. In neither of these are there tons of exploding robots, except where Tennyo and Fey unleash their powers.
* Whateley Universe example: in one Chaka story, Chaka's ring gets coated with mithril (there's a mithril-secreting mutant at Whateley too) so she can't wear the ring. The mutant gives her a mithril bracelet, and Chaka gives the ring to Generator as a gift, in part because Generator is the only one small enough to wear the ring now. Both of these Chekhov's Gifts turn out to be lifesavers in later stories.
* Whateley Universe example: Peeper and Greasy. Peeper shares a room with Greasy. Peeper beats Greasy if someone humiliates Peeper or hits Peeper, and he may hit Greasy for other reasons too. Peeper seems to only care that Greasy will do anything for him, and will work insane hours trying to build whatever Peeper wants to misuse. Peeper isolates Greasy from friends and fellow inventors and reminds Greasy that Peeper is the only person Greasy has. It looks like the most abusive relationship in all of Whateley Academy. If Greasy isn't a Love Martyr, he's got to be really, really close.
* Whateley Universe examples: Fey has a glamour that does this even when she doesn't want it to. Carmilla can evoke a lust aura that's overwhelming. And Cytherea likes to use her lust aura to get her way, since she's really the avatar (or something) of Aphrodite.
* Whateley Universe examples: Riptide, the girlfriend of protagonist Chaka, and Aquamaster of the West Coast League.
* Whateley Universe examples: the superheroes the Mystic Six were three Battle Couples, until Cirque died. The other two couples are still together, although nominally retired. Then there's Pendragon and Gloriana, the leaders of the Future Superheroes of America at the school.
* Whateley Universe experience. And probably Phase's mother, whose horrific trauma was when she was only six, and she's never really recovered from it.
* Whateley Universe. Famous horror writer Michael Waite's best known book, "Incongruity", was a huge success. Michael Waite died. Sort of. He became 'Carmilla' who is prophesied to evolve into The Kellith and sweep humanity off the planet and replace humanity with its spawn. It turns out that "Incongruity" is really The First Book of The Kellith.
* Whateley Universe featuring Miasma. His superpower? Farts. It's inevitable.
* Whateley Universe finally explained it: Dash is some kind of Energizer and can focus to make his body stronger and tougher and faster, but it only holds up for ten minutes or so, and it takes about that long for him to power up. After, he needs hours before he can do it again.
* Whateley Universe, Fireball. And Sparkler, after she gets her power gauntlets in the first Ayla story.
* Whateley Universe for any length of time and not get involved in a fight or battle.
* Whateley Universe. Formerly female, s/he is now a intersex due to his/her powers, and looks and dresses very androgynously. This is made worse because Heyoka can gain the powers of spirits, and then physically shifts to look like that spirit, so Jamie has been extremely male (after getting the power of the bear spirit), and extremely female (after getting the power of a female earth spirit). Jamie has been beaten up because of this too, so it's not a good thing.
* Whateley Universe for the sake of isolation and security), and the Whateley students themselves come from around the globe.

* Whateley Universe. Generator's mom died when she was 11, and Generator hasn't physically aged since then.
* Whateley Universe: Generator tries teaching herself using her roommate's nunchuks and clocks herself. Even after she uses her powers and 'possesses' the nunchuks, she still gets hit. By possessed nunchuks that are trying to tell her something.
* Whateley Universe gets into it with Hippolyta, a six-foot tall amazon. Chaka lays the smackdown with a mammoth punch to Hippolyta's gut. Nothing. A little too late, Chaka realizes she's trying to punch someone who could probably stop a LAWS rocket with her abs.
* Whateley Universe gets this a lot, because she's a petite, pretty teenager who looks like a ten-year-old Japanese girl. When she is attacked by Bloodwolf and Maggot and Killstench simultaneously, she knocks two out (breaking one's jaw) and takes out the unstoppable Bloodwolf (who can heal from any injury) by nailing him to a tree. With railroad spikes.
* Whateley Universe had this happen to them. Special note goes to the following:
* Whateley Universe hard at the finer points of the 'science' behind it all.
* Whateley Universe has apparently lived for thousands of years, and claims to be the original Circe of Greek mythology.
* Whateley Universe, has been described several times as having disproportionately long legs given her 5'3" height.
* Whateley Universe has it that some of them got the powers from a magical source, so rules of physics need not apply.
* Whateley Universe has Jadis' lawyer pull an epic one, made even more epic by going on for a good fifteen minutes, most of which is brushed over, but described as an epic battle, allowing the user to imagine it. Jadis got off.
* Whateley Universe has Jadis' lawyer, who works for a super-villain. In a minor subversion, he's basically helping the good guys, if only because Jadis tends to get wrongfully accused. A LOT!
* Whateley Universe has Loophole getting warned by her advisor that Kodiak isn't going to be susceptible to being changed by her love, and most bad boys aren't. She eventually doesn't try it.
* Whateley Universe has said that the current suspect is the right one, but we are still waiting to find out for sure.
* Whateley Universe has several "weres" that draw from numerous different archetypes.
* Whateley Universe has speculated on what might happen at Halloween 2007.
* Whateley Universe has spent several years seducing any mutant (male or female) with the right powers, so she can copy their best psychic traits. Even the campus Alphas and Intelligence Cadet Corps fear her.
* Whateley Universe has "Subliminals in the [Public Safety] seminar, video and audio.":
* Whateley Universe has the Lit Chix, who are a group composed entirely of Author Avatars. Unusually perhaps, most if not all of them are fairly well-rounded, fun-to-read characters. They come a lot further down on the scale of Sue-ish-ness than the main characters, for the most part.
* Whateley Universe has this, among other powers. She can't see normal light, but she can see the emotions people have, along with being able to 'see' magic and some mutant powers.
* Whateley Universe has Wallachia (Vlad Tepes Bessarab was Prince of Wallachia and Moldavia), which since the Iron Curtain fell has been ruled by a powerful mutant now known as Lord Paramount.
* Whateley Universe have a one-on-one magical battle in the middle of Boston, complete with calling their attacks.
* Whateley Universe have done this several times, to themselves or others.
* Whateley Universe have genetic changes in a host of different genes, labeled the 'meta gene complex', and gain the ability to use some sort of extra-dimensional energy that's supposed to be the power source for the various impossible powers.
* Whateley Universe having a normal life once they get released from the psych ward would be ruined.

* Whateley Universe he built himself. He has a robot horse he rides too. It still breaks down a lot. He is only in high school.
* Whateley Universe. He can change his shape into pretty much anything and anyone. By the end of Halloween, he has a boyfriend/girlfriend who changes regularly from one sex to the other. Which means...
* Whateley Universe. He cheerfully chats with another super, while really setting the guy up to be hunted forever by Mafia hitmen.
* Whateley Universe. He doesn't like hitting people, but he has no qualms about hitting a girl if he needs to, because there are lots of girls who are far stronger than he is, including some of his team.
* Whateley Universe, he gets the Three of Wands. Because the deck is alive and magical too.
* Whateley Universe. He looks so much like a girl (because of his mutation) that he can shower in the girls' bathroom... and look at everyone else in there. On the other hand, he's really considerate of his girlfriend and his female friends, even if he's only about fifteen. And the girls in the bathroom haven't asked him to leave (yet).
* Whateley Universe. He's been rebuilt so many times the only human part of him is his head. Supposedly, his first rebuild was after his parents stuffed him into a trash compactor, decades ago.
* Whateley Universe. He's Exemplar hot, he has a gorgeous girlfriend, he's made himself a fortune in the past year, he speaks multiple languages, he has superpowers that make him a threat against most mutants, he's a gourmet... and he is tortured by the fact that his family hates him because he turned into a mutant.
* Whateley Universe. He's the head of The Syndicate and is a shadowy director from behind the scenes. Chessmaster might count as well, even if he was actually in the vicinity during the Halloween invasion, hidden away in his flying command base, surrounded by mooks, while his lover Deathlist led the assault.
* Whateley Universe. He's working on power armor. But his power armor is for medics and EMTs to wear so they can help people in the middle of wars or superhero fights.
* Whateley Universe. He was brought up in a filthy rich family where the motto is 'Goodkinds don't complain, they fix things'. And even though he has been kicked out of the family for turning into a mutant, he still tries to fix things for everyone around him. Even if some of them tell him to stop it.
* Whateley Universe, he was indirectly sponsoring the murder of innocents. While a lot of his friends tell him that it's not his fault and he couldn't have known, the principal tells him that even though sponsoring a legal organisation isn't illegal, by her estimate, the MCO are guilty of 90% of the disappearances, and what happened to the other 10% of the children is probably even worse.
* Whateley Universe. His dad is the supervillain Gizmatic, who only approves of deviser stuff that's mechanical, so lots of luck on that one.