https://www.reddit.com/r/Leadership/comments/17m9qhk/this_is_something_i_have_thought_up_as_the/
https://www.reddit.com/r/intj/comments/17m65v4/how_shall_a_leader_lead_i_give_a_layout_for_the/

First. You gotta have a presence. Always, with trouble arguments, or general treacherous paths in life you and your posse go down. Be a present force. You're their savior.

Alright here it is.

- **Abstract**
    - I always choose and take position to lead. If I'm not the one doing it, I will not risk anything by not leading and letting someone who I know can't do it like I, it's irresponsible, and it's frightening. You gotta express the will of the reason, and make sure things get done, even if track lost.
    - Ironically, I got a good test from the wiki that lets me pay for quality psychology. I always choose and take position to lead. If I'm not the one doing it, I will not risk anything by not leading and letting someone who I know can't do it like I, it's irresponsible, and it's frightening. You gotta express the will of the reason, and make sure things get done, even if track lost.

Topics to discuss and debate.

- **Leading**
    - I believe in leadership as a concept, is a beautiful, important, and rare quality and duty. A Leader must show his people that he can and will do what needs doing. Most feel like they want direction. The "burden" they will not feel, they will be in bliss. and as it where, confidence and fear subside. You know what to do.

    - A man shall not doubt himself not while leading anything believed righteous or unbreakable. So, Even an incompetent leader needs believe he is unable to be wrong in his judgement. That is preferable to a doubtful genius. Doubt will destroy all. Especially doubt in oneself, it can reek, like all feelings. It will rub off and no one will follow that which can't follow itself. There are no supermen but in ones mind, a leader must feel his exception of those former words. Believing the only exception in fact.

    - Make your enemy and followers think your capable of eating a baby whole. I'm a good man and helping these folks but this is another presence. Reputation and terrorising any would be assailants. Insuring my people are safe. Till my death I

will stay resolve in their welfare.

- **Garnering prospects.**
    - People who are down or in want of a cause or company or simply notable to you and convenient, there is ways to make them follow, and it must be subtle. This is a delicate part.

    - Some are born followers. You know them when you see them. They are usually not smart, or otherwise not confident. This is the easiest kind. These are weak people you can build to have a confidence, and love in you for it. Then they are useful to you. That's patience, paying off. Others are people who are just not doing good. You befriend them. Sit on the dirt, and ask them how are you, look them in the eye and make them feel like the man you know they can be. A broken person is opportunity to build. Otherwise, they will not understand what they would have missed in your absence.

    - Children are not recommended, unless of course it's a civilization in need of Lead. They will be key to keeping reign if you are a conqueror, and you will get a strong Cult of Personality included. If that's your thing. I believe it's for the best.

- **Opportunity**
    - It can be found everywhere. Tragedy is a trove for it. Death leaves empty slots. Homes, shelter, food, survival and comfort. You must be weary as people who attempt this ideology early can run risk of a prospect feeling as you are scummy.

    - This is another touch needing patience. You have to show that opportunity is everywhere, and demonstrate. That's key. Demonstrate why tragedy is the best way to find opportunity. They will pick it up, so long as they have listened and believe in your ways, and have a feeling of security and admiration for your messianic actions for them.

    - A leader doing his righteous duty will see eventually the stronger of your once feeble people take advantage of things, and can eventually become people you can share responsibility. They will have a hierarchy and a feeling never felt, second to the man who saved all of us. You will get rewards and see wealth and most important, ambition light their eyes.

- **The Prospects as it were**
    - They must see you as gentle, but strong. This is arguably the most important thing. Fact is. You need them to love you but we just spoke of ambition, well, that can get you dead quick. So you are a giver of credit.

    - When they do, they are credited. If they do good, you praise, and pride them. If they do bad, you give them the credit of their mistake, publically, not obvious if to

humiliate, but it will help, make everyone see what tragedy befell us because of their action? They will feel a shame, like a father scolding his child will make feel. The rest won't want to be seen like a failure.

    - This is a fine dichotomy. They have to have a healthy fear of you, and love of you. You must do bad, so they can do good. You must be their god in a way, as fear of you will keep loyalty, inspire them to overachieve. Want you see them in pride. Don't give pride away so much at this point. This is their and your life now. No more games, or bullshit with these people. You are their Daddy, and they are your children and you are all they can hope to do right by. You made them strong. You earned this.

- **Benefits and such**
    - You can step back and with their emboldened minds, you gain the feeling of security, like you gave them, now you know you made competent people to help. Don't hand over the reigns but do allow delegation. Especially with certain people whom you will recognize as you live this life.

    - You will not die, unless you fuck up. Because they will kill anyone and die for you by anyone to make your pulse still beat.

    - Dead be treated as martyrs. If they did right, and appropriate, vindicate them.

    - Cowards are destedable and not worthy of your lead, however. A smart coward with a skill, exceptions can be made, but you cannot martyr a coward unless they die unseen by the other following. If death seen, you are to recognize what he served the good you strive for, and his cowardice if of no issue in life, don't mention it in death.

- **Finalizing the point on children.**
    - Children's only use in any way would be to replace people of a conquered land if such the situation be, established a presence, by your people, inspire birth. The people who submit will die, and your glory can live on even past you, but you must make sure the population is lead a certain way. Cult of personality, with non-ridiculous myths about yourself will come from memories of people who were loyal. You may even enjoy it before death.

    - Do not let blame be placed on your head if you turn bad. Scapegoat is a must. It has it a benefit of you if so desired (recommended) blast and rebuke the actions of said scapegoat after his death by the people who think he did it, or by you saving them. Otherwise, that is a bad stain. This is an important rule for living forever in form of legacy and CoP.

- **Important Notes**

- You must name someone to take your place, and let it be known. Otherwise, like Alexander, your entire livelihood will fall into despair of power vacuum.

- Recommend naming heirs as you see them and their potential in-case of sudden death, this also keeps competition to be favourable and strong amongst the followers inspired and ongoing.

- If you go to a place that hates you, make it home. Children will help them be unable to deny you. Go personally, otherwise it will be useless. Cause no trouble to people there, not that generation at least. I would not do wrong. But if some sadist amongst us is reading, do wrong only in secret or if beneficial and make sure you got a generation to live on, the people who might hate you, their kids will grow up loving your concept. The idea of you will be glory like god, if played right.

- If you are in new lands, do as Peter did. Act in accordance to the place you are in. You an atheist? The town is a Methodist peoples? You will make sure Methodism is given good light in public. Religion is a risk too big to defy. Even if you amassed larger population of people on your side.

- Be tender, and be dangerous. Be a sheepdog. White and resemblance of the sheep of the field but the danger will find their demise at your violence. This is important at all stages of the moment you take leadership.

- Finally, as Jesus did. Be humble enough that they may look at you like someone who has no ego. Let someone get the big seat at a dinner, you sit on the ground, show. Go to the end with the same view you always knew. You are doing it for them. You sacrificed for their betterment. You will always be loved even when eventually after death and centuries past, if you made it far enough to do a conquer of even a town, you will be loved by whichever side arises from generational shifts.

This is obviously, a hypothetical. How a leader need be. Do you agree? Do you disagree? Tell me, and share your leadership ideologies.

A great leader will listen to his advisers, but will not bend to anyone for kindness. Pragmatism is second only to Loyalty in the grand scheme.

Thank you for reading if you did, if not, I recommend you do. I feel this is the best method. Maybe you might learn something, to do right some things must be not nice, but you do it because you are the man who is brave. Take that burden and deny fright. Do what's best. That's my view, and I'm stickin' true.

Thank you all. I hope my joining is welcome.