

Jump by Aehriman

The year is 1980, the place, Whitehall, London. After years spent in the Opposition, a general election has put a new Government into power, and idealistic reformer Jim Hacker into a cabinet post as Minister of Administrative Affairs. With 23,000 clerks devoted to finding and eliminating government waste.

He is met by his Permanent Undersecretary, over-bred, over-educated Sir Humphrey Appleby, on a mission to ensure his nominal master doesn't upset the apple cart. And Principal Private Secretary, Bernard Wooley, the straight man caught in the middle.

In four years, a leadership crisis and manufactured outrage over the British sausage will catapult Hacker into the most senior role in Government- that of Prime Minister.

Often called more documentary than political satire, buckle up, Jumper, you're in for an eight-year turn in British Government. God have mercy on you, and have **1,000 constituent points** *(cp) to see you through and never forget: In Government you must always try to do the right thing, but don't let anyone catch you trying to do it.*

AGE, RACE & GENDER

In principle, the Government is naturally fully committed to equality between all races and sexes and seeing more diversity at the highest levels. In practice, *it so happens that each department has a number of special requirements prohibiting such. Defense can't see generals or admirals saluting a lady, the Foreign Office can't send them abroad to certain places- and really, women with families never commit and women without aren't quite… complete. It's all something of a Catch 22 (paragraph 1 subsection B). But they support the principle!*

Then again, this was the time of Maggie Thatcher in our timeline, so have at. Keep or change any of the above as you see fit.

ORIGIN

Politician You're freshly in office, on the will of the people. Of course, this means you have to pay a great deal of attention to polls and newspapers and public opinion.

Civil Service You are a professional civil servant, a humble functionary. The pay is relatively modest, but the benefits are stellar and the retirement plan is usually a seat on the board of some university or multinational corporation.

Only Sane Man The politician is technically your boss, but ministers come and go, it's the civil servant who will have the most influence over your career. Have fun!

Political Advisor You really have two jobs. Keep the minister looking good for the public, and make sure they never lose their idealistic goals in the incredibly cynical office-space they now work in.

PERKS

Dry Wit (FREE all) It *is* a British comedy, after all. Now you can subtly snark with the best of them.

Transport Supremo (-100 cp, free Politician) You can make up titles and no matter how ridiculous, people will take them seriously and be flattered to be named the Grand Poobah or suchlike.

Salami Strategy (-200 cp, discount Politician) It can be so hard to get the reforms you want through with a hostile civil service. So, you adopt the salami strategy. Propose a small change, harmless enough they'll let you get your way. Then another. And another. You are the master of incremental change, slowly raising the temperature of the pot until your peers look around and notice you've quite gotten everything you wanted. Patience is a virtue.

Old Boys Network (-400 cp, discount Politician) What are the odds that your college roommate would lead a coup and become a world leader? As it turns out, actually pretty good. You have or quickly develop a personal connection to all sorts of powerful people, at home and abroad.

Save The British Sausage! (-600 cp, discount Politician) Among the three classical tools of rhetoric- credibility, logic and emotion, the last is most important and the politician's tool of trade. Nobody can get voters fired up and passionate like you can, especially over silly trivialities and diversions. With a little work, you can turn just about anything into a point of national pride.

Sesquipedalian Loquaciousness (-100 cp, FREE Civil Servant) Why use one word when thirty can better obscure your meaning? It would appear, *prima facie*, that this perk or benefit confers a certain refined vocabulary, suited to such obfuscations and circumlocutions as might rightly be expected of those well-acquainted with government service and, on sober and mature reflection, would certainly appear to be of somewhat greater than average utility in communicating certain facts in such a manner as to evade responsibility for claiming certain untruths while leaving the listener with selected desired yet erroneous impressions, without once speaking a vulgar falsehood.

Can Do Attitude (-200 cp, discount Civil Servant) Once a decision is made, that's final. Provided, of course, it's the decision you want. Otherwise it's just a temporary setback. You know not to let failure get to you, and also when to try a different approach.

Proper Function (-400 cp, discount Civil Servant) The function of government is not to do good, but to provide security, stability. To let people know civilization will still be there tomorrow and they can get on with their lives. You are very good at reassuring the public that all is well, there is no internal dissent in the cabinet and they can carry on. Especially when nothing could be further from the truth.

Frightfully Well Carried Out (-600 cp, discount Civil Servant) Somebody maxed out their skill in bureaucracy. When needed, you can cut right through the red tape and get important decisions enacted in one meeting (anarchy!) or alternatively throw the brakes on and tie up a decision with months or years of committee meetings, drafts, redrafts, etc, profitably employing thousands of people. If ever hauled in front of an inquiry board you could tie them up all day discussing whether they are asking after the policy of administration or the administration of policy and which is or isn't your responsibility. All government policy is wrong, but frightfully well carried out.

A Clear Conscience (-100 cp, free Only Sane Man) Wherever did you acquire this taste for luxury? You have a clear understanding at all times of precisely what is and is

not your fault or responsibility. Sometimes you really are just the instrument of your Minister's policies.

The Rhodesia Solution (-200 cp, discount Only Sane Man) You are very good at obfuscating responsibility. Perhaps you informed the PM of a potential crisis brewing, but did so in a roundabout memo, delivered the day the PM left on a foreign trip, so it is easy to understand how it could have been lost in the shuffle or misinterpreted. Yet any inquiry would show you did inform the PM.

Both Sides of the Center (-400 cp, discount Only Sane Man) It's the strangest thing, but if you make no strong statement otherwise, both sides of the political spectrum will feel you're really inclined towards them, and trust you with sensitive political information.

The Six Diplomatic Options (-600 cp, discount Only Sane Man) There are six options you have when things don't go your way, internationally. One, do nothing. Two, issue a statement. Three lodge a formal protest. Four, withdraw aid. Five break off diplomatic ties. Six, declare war. Plus the unspoken seventh, ask what they want and see if you can work out a deal. Whenever you break things down into these options or their nearest applicable equivalents in the

situation, you can tell immediately which are infeasible, which are marginal, and which could really work.

Looking Good (-100 cp, free Political Advisor) The most important skill in politics, for without it you can't get elected. You know how to present things, how to make your candidate look good, both personally and in policy, how to trumpet your achievements without appearing boastful, and minimize flaws. As long as the public's standard remains "would you buy a used car from this man" you're golden.

Sounding Board (-200 cp, discount Political Advisor) Often the people in charge already know the right thing to do, they just need to say it or maybe hear it from someone else. You are very good at getting people to want to talk to you about difficult subjects, and have at least a vague sense of what they need to hear.

By The Men's Loo (-400 cp, discount Political Advisor) They thought they could get rid of you by sticking you somewhere inconvenient, but it happened to put you in the perfect spot. You have a strange sort of exceptional luck, you or people in your service just happen to constantly overhear the private plots and schemes of your enemies, or whatever they least wish for you to hear.

Hush It Up (-600 cp, discount Political Advisor) You have the great fortune to be incredibly uninteresting to the general public. Even if you rose to the highest political office, people would be overall quite unwilling to pry into your personal life, much less investigate you for any wrongdoing without ironclad proof. Your ability to dodge responsibility for your actions and quiet any whisper of scandal is unreal. Just… try and use this for good. Please?

CABINET

Staff (-100 cp) Up to ten people can come along and get 800 cp of their own to spend.

Tagalong? (-100 cp) Ever wanted to see Sir Humphrey turned loose on the Ministry of Magic or the Administratum? For 100 cp you can recruit any character from the series in any number.

ITEMS

Caricature (free) A set of cartoonishly exaggerated portraits of yourself and your companions, as drawn by Gerald Scarfe.

Manifesto (free) A list of the stated goals, policies and priorities of the reigning Government. Updates with each Jump and each election. May or may not bear any particular resemblance to actual policy.

Silver Badge (-100 cp, free Minister) A little badge marking you as a cabinet minister. Allows you to park wherever you like, cross police lines and otherwise represent yourself as a ranking member of the government. Be careful not to abuse it too much, or it may be confiscated.

Damaging Reports (-100 cp, free Civil Servant) Oh my, these reports suggest a great deal of government corruption, inefficiency and absurdity. Up to you whether you leak them, bury them or make… use of them.

Maps and Demographics Data (-100 cp, free Only Sane Man) A filing cabinet in which you can easily look up the latest maps and accurate demographics for any particular borough, county, village or city in your starting country. You'd be surprised how useful this information can prove.

Early Programme (-100 cp, free Political Advisor) You've got some serious sources, and manage to get all the

newspapers delivered hours before anyone else sees them, as well as the planned stories for the evening news sometime around mid-afternoon.

The Napoleon Award (-200 cp) An annual award to the person who has done the most to unite Europe since Napoleon Bonaparte, discounting Adolf Hitler. In future Jumps you come with a pre-made reputation as a great statesman and peacemaker. Assuming you wish to, otherwise, just leave the placard in the Warehouse and it won't trouble you any.

Trident (-800 cp) A series of ballistic missiles with multiple independent reentry vehicles (MIRV) and nuclear warheads. Enough to turn Eastern Europe into a series of smoking, radioactive craters, these are the missiles Harrods would sell you. Refills at the start of each Jump, and not a moment before.

DRAWBACKS

Take these for more points, no more than +800 cp.

Revived Series (+0 cp) Nothing wrong with the original series, but there are comforts and interesting things

happening later on. Move your start date from 1980 to 2013.

Indiscreet Interview (+100 cp) Perhaps you spoke truth into a live mic, or ranted about the unions to a union rep, or were caught drunk driving. However it works, you start with a serious black mark, having caused the new Government some significant embarrassment. People are less likely to entrust you with important tasks and information for some time.

Weasel (+100 cp) Your name happens to resemble an animal's, like weasel, ferret or badger. Hardly anyone is going to use your real name in your entire time here.

Ship of State (+200 cp) Alas, but the ship of the state is the only one that leaks from the top. Someone, probably several someones, in the PM's office really dislikes you, and will leak to the press whatever information is needed to spike your pet projects and ruin your reputation.

Pinocchio Syndrome (+200 cp) You have a very obvious tell when you're lying, and your co-workers and the press will figure it out pretty quickly.

Lordly (+300 cp) He was drunk as a lord, so I trust after a discreet interval he'll be made one. You just don't function well before your first drink of the day. Of course, then he needs friends, and you're pretty useless after the eighth. Why, if they sent you to a dry nation, you'd need to set up a bar in the communications room just to get through the day.

This is a *British* Democracy! (+300 cp) I much prefer to live in England, where no one would *dare* go out in a cape with their underwear on the outside, whether they could leap tall buildings or not. All your supernatural powers are disabled for this Jump, but you keep knowledge, skills and Warehouse access.

Bed of Nails (+400 cp) Somehow, the most onerous, tedious and unpopular jobs in the office always devolve to you. If there's any stretch of the imagination that could make building straight roads in Northern Ireland or budget cuts to the NHS your problem, it will be so. Expect to work very hard for the next ten years and see very little thanks.

Earn Your Honors (+600 cp) This is a Jump largely absent physical danger, so there is little opportunity to fail. Well, we can certainly fix that. To move on, you must spend the

entire Jump duration in Government, and effect some change so that, on close consideration, the lot of the Englishmen is markedly improved compared to the base timeline from which you hail. Best of luck.

Yes, Prime Minister: The Game (+800 cp) The really hard mode. You are now the Prime Minister of Great Britain, elected by a razor thin margin. Should you leave office with an approval rating equal or lower than 50%, you chain-fail.

FINIS

Go Home: Time to head back, and put these skills to good use.

Remain: Well, the 80s are almost over, but the 90s were a pretty cool time. Maybe get around to those memoirs.

Move On: Adventure awaits. You'll always have your memories of this world, but time to shake the dust from your feet.