# West Wing Jumpchain 0.8

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This next jump is going to be a challenging one. You'll be surrounded by some of the brightest minds in the country, working to steer the Free World in the right direction while keeping the vision of the constitution's framers intact. You will almost certainly face failure, betrayal, and situations with no clear answer, but if you keep your heart in the right place, things will usually work out for the best. Welcome to your new life as a politician.

Why are you looking at me like that?

# Goal:

Stay in politics for ten years. You have to either have a job as a major political player or be running a major presidential campaign. Even Drop-Ins after 4 or 8 years, but they might have the President as a reference. You have a 30 day grace period if you decide to quit your current job to find a candidate to run or somewhere else to work. Is that short? Yes, but you have superpowers. Speaking of which, if enough people find out you're supernatural, you run the risk of mass hysteria and societal collapse. And I don’t know how the Secret Service will react when they find a shoggoth is working within 100 feet of the President, but they probably won’t send you flowers. Some of your subtle abilities (like endless connections, increased charisma, etc.) might not need more than an excuse here or there, but going full Doctor Manhattan probably won’t end well.

# Locations:

Only one. You start in Washingston DC in August of 1999, the beginning of the series. President Josiah Bartlet took office earlier in the year, and he just rode his bicycle into a tree. Depending on your identity, that's either the best or worst news you've heard all week.

# Identity:

Roll 2d10+20 to find your age, or pay 50 CP to choose it. You can keep your gender from your last jump or pick a new one.

Personal Aide (Drop in): You wake up sitting across from a woman you've never met, telling you she thinks you're perfect for a job you haven't applied for. You gradually recognize the room you're in to be somewhere inside the White House, and that despite your many protests, you've just been given a job as Personal Aide to the President. You'll eventually be working alongside a man named Charlie Young. He's in the same boat as you are.

+No alternate memories, and no history

+You have the ear of the President like few others in the world. Do your job well, and he'll become a trusted friend.

-Your job is demanding, difficult, and offers you little in the means of pay or direct effect on policy.

-Expect not to sleep much.

Senior Staff (100 CP): You hold a job of importance in the executive branch, with huge responsibilities and power to match. You could be a speechwriter, crafting the voice of the President himself, employed in the White House Press Office, serving as an intermediary between the government and her people, working directly with the Deputy Chief of Staff. . . Other positions, like working for the Vice President or as a White House attorney, are also available.

+You have a direct hand in policy, and will probably have a lot of face time with the president

+Respect befitting your position, and competency to help you keep it

-Even minor mistakes have the potential to become scandals

-Will probably be involved in at least one criminal conspiracy

Press Corps Member (100 CP): Whether you consider it a sacred obligation to keep the government transparent and the people informed, a promise to your readers that you'll make politics entertaining, or just an excuse to sniff out scandals and ride on Air Force One, you have one of the most coveted jobs in journalism. Just be careful not to push the Press Secretary too far, lest ye tempt the wrath of whatever from high atop the thing.

+Much less pressure than working in the Executive Branch

+You'll probably get to know most of the major players anyway

-Very little individual effect on policy, unless you get creative

-Depending on what you write, you will make enemies

Ambassador (200 CP): Thank God they sent for you! You are now a distinguished ambassador to the US, and have further reaching responsibilities than you probably know. Whether you take your job seriously and work toward improved relations, goof off and drink all the President's beer, or help as much as you offend, you're going to have an interesting time here.

+Do your job well, and you could prevent major political disasters

+People are afraid to reproach you, since you represent an entire nation

-When the White House does summon you, they probably have a major problem they're expecting you to fix

-Britain already has an ambassador, and his job is harder than he makes it look

-Seriously, don't try to be the ambassador to North Korea.

# Skills

What's Next?: Free. You can carry on highly technical conversations about policy, plan what you're going to say at a meeting, and quip to nearby colleagues without losing your train of thought. You can powerwalk without breaking a sweat.

Jack of All Trades (100 CP, free Drop In) Life in the West Wing isn't predictable. One day you're briefing the press, the next you're caring for a wild turkey. This skill gives you the ability to roll with the punches, learning enough on the go to avoid seriously messing something up until someone else can take over.

I work with the smartest people in the world (100 CP, free Senior Staff) Whatever your job in the White House is, you're good at it. You have around the same level of skill that a graduate from a top college would, and you'll be getting experience for better or for worse. This only applies to your specific job. Trying to give a press briefing when you work with the Deputy Chief of Staff will end in disaster, and good luck figuring out why the President is landing in DC an hour before he took off in Toyko.

Anything you want to talk about? (100 CP, free Reporter) You are a gifted journalist and political writer, able to ask the tough questions while entertaining your readers. You have about the same level of skill as a graduate from a top college, but you'll still have to learn on your feet. You become skilled at picking up bits of political news and gossip, and can call out misinformation with a reasonable degree of success.

I suppose it's possible I was drunk (100 CP, free Ambassador) Everyone treats you like a distinguished guest, whether or not you're playing the part. You can act zany, quirky, whimsical, and occasionally offensive behind closed doors, and it'll come off as charm rather than a lack of respect for the presidency. This doesn't protect you from being an asshole, but you can treat the executive branch (and any similar governmental branches in future jumps) like it's full of old college roommates and nobody will mind.

Macromanagement (300 CP, discount Drop In) There's being skilled with managing large amounts of resources, and then there's you. You can effectively command resources and staff like no one else, and can cut through red tape with a speed that borders on supernatural. The President is in three meetings in the same 75 minutes, and CJ wants to talk about something first? Nobody will notice. Organizing a military honor guard on one day's notice? Easy. Want to put a dress marine outside of every office door in the West Wing as a prank, Leo's reaction be damned? They'll be there in a snap, if you have that authority.

Take it up with the department of whimsy (300 CP, discount Senior Staff) Whether you went to law school or Clown College, your wit is as sharp as they come. You can deflect difficult questions with humor, embarrass rivals, build a rapport with both friends and enemies, and come up with clever solutions to difficult problems. If you really wanted, you could convince someone burning the flag in the White House was incredibly patriotic. Or give a spine-chilling monologue to no one in particular.

I'm sorry, Mr. President. You didn't answer the question (300 CP, discount Reporter) You don't just ask questions, you demand answers! It becomes a lot harder for anyone to dodge your questions, and you can pick apart a lie like nobody's business.

Diplomatic Immunity (300 CP, discount Ambassador) Scandals and mishaps have a way of avoiding you. You can hang around the White House, talk regularly with the President and his staff, and you'll find yourself without a subpoena when it's revealed he's been hiding a degenerative illness. It doesn't sound like much, but if you're not looking for trouble, trouble won't look for you.

Speaking Truth to Power (600 CP, discount Drop in) Most major political players can find time with senior staff, or get a few words with the President on a day when he doesn't have much scheduled. You can do better. If you come to anyone in power with an idea or opinion, they'll hear you out even if you don't have any experience in the area you're talking about. This doesn't mean they'll agree with you, and asking something offensive will still have consequences after the fact, but they might take a leap of faith if you're convincing enough or have a record of success.

It's the only thing that ever has (600 CP, discount Senior Staff) Decisions are made by those who show up, and guess what you do every morning? When you're working to further an ideology you believe in, or perusing a goal with far-reaching consequences, you find overcoming difficult obstacles to be an invigorating test of spirit rather than a soul-draining slog. What's more, this effect spreads to any close allies or companions you might have, and you find it easier to convince naysayers to support you. Will your inspiring words lead humanity to plan a mission to mars, get your candidate nominated over the Vice President, or otherwise make political history? I'd be surprised if they didn't.

Knuckleball in the dirt (600 CP, discount Reporter) Uncovering scandals is child's play for you, even if those dirty secrets don't exist. With the right combination of leading questions and follow ups, you can trick someone into admitting an embarrassing secret that isn't true, admitting to a mistake that wasn't their fault, or creating a problem for someone they know. It still takes skill to use their mistake to your advantage.

Lucid Moments (600 CP, discount Ambassador) You may not command the same respect as other major political players in a heated debate, or they may have decades of experience that you lack, but that doesn't mean you can't hold your own. You can get your point across using philosophy or history rather

than polling data and political clout, and can defeat the likes of Leo McGarry in private debate. Enjoy watching the shock on your opponent's face as you destroy his argument by waxing philosophical about the nuclear arms race.

# Gear

Rubber Ball (25 CP, free Senior Staff) It might be your imagination, but coming up with ideas seems easier when you're bouncing one of these around.

Spare funds (50 CP) $20,000 dollars to spend however you want. Maybe you want to buy some ad time during a campaign?

Sharp-Dressed Closet (50 CP) You can have all the political capital in the world, and nobody will take you seriously if you're dressed like a wizard or magical girl. Never pay for another suit or uniform again!

The finest muffins and bagels (50 CP) You have the number of every fast food and coffee place in DC, and a federal account to put purchases on. Handy when you have to pull an all-nighter, or when you want free pizza without defrauding the government. This perk applies to future jumps, if anything like a fast food or coffee place exists there.

Armored limousine (100 CP, discount Senior Staff and Ambassador) You own a limousine built for a head of state, and either the Secret Service or your home country's intelligence service will drive you anywhere you want to go. Might be more useful than you think.

Porkbarrel money (200 CP, discount Senior Staff and Drop in) You know where to find enough money in the federal budget to build an expensive and silly sounding project, like a highway through the middle of the desert or a solar farm to study the effects of cabbage boiling. It's enough to convince one senator or two congressmen to take your side, even if they disagree with you entirely.

Untraceable laptop (200 CP, discount Reporter) A laptop registered to someone named HEROnymous. It comes with several encryption cracking tools pre loaded, and can't be detected by monitoring software once it's entered a network. Good for uncovering conspiracies (or covering them up). The battery is recharged normally.

Untraceable phone (200 CP, discount Reporter) A cell phone with the ability to make direct calls without being detected, and listen in on other forms of verbal communication. Useful for listening into calls that aren't on the White House call log, or staying under the radar. The battery is recharged normally.

Rolodex (300 CP, discount Drop in) You can get the President or the Chief of Staff on the line, but what about the leader of China or the Republican Speaker of the House when he's on vacation? The rolodex gives you a folder full of contact information and addresses to fix that, and alternate methods of contact if you want to make sure your message is heard. Or if you want to wake an annoying Congressman up by calling his pager, cell phone, home phone, talking to his office, and sending him a candygram all at once. Each jump it updates with new contact information.

Security Detail (300 CP) You have a team of highly trained security guards watching your back, comparable to having personal Secret Service protection. Unlike the President, you can coordinate your agents, equip them as you see fit, and turn their protecting off if it starts to get annoying. Agents killed in the line of duty are replaced with a week's time, but they lack the experience that comes with a long life. This protection carries over to future jumps, in the form of a legal contract with a private contractor.

Incriminating evidence (300 CP, discount Senior Staff). Pick one character from the West Wing universe. You now have enough incriminating evidence against them to place them in serious trouble, whether or not they've done anything incriminating. This can help get political opponents off your back, or cause your rivals serious trouble at election time. Leaking the information secretly is still difficult without something like the untraceable laptop.

# Drawbacks

Big Block of Cheese Day (0 CP) Every year, the Chief of Staff opens the doors of the White House to groups that may otherwise have trouble being heard. Occasionally these meetings can be enlightening,

but mostly they're pointless and vaguely amusing. If you take this drawback, Leo will find a way to include you no matter what your job is. Yes, even if you don't work for the White House at all.

I had woot canal (100 CP) At least once a year, you will be faced with an annoying family or medical emergency that will make doing your job very difficult for three or four days. During this time, your co-workers will helpfully and overconfidently offer to do your job for you. Nothing they do will tank the administration, but it won't be fun cleaning up their mess.

Appleanon.com: (100 CP) You have your own fan club! They praise you incessantly and try to contact you regularly, but talking with them will usually lead to a disaster. The press office in particular will be pissed that you're encouraging them.

Conspirator: (200 CP) Whether you know it or not, you've been involved in a criminal conspiracy. You're going to be subpoenaed, dragged before Congress, and thoroughly investigated until a verdict is reached. You may be more guilty than you know. If you have Diplomatic Immunity, it doesn't work during this investigation.

Guilty by Association (200 CP) Rather than you being the one in hot water, everyone you associate with will eventually become part of a major scandal. Expect your co-workers, companions, and any presidential candidates you think of running to be caught with call girls, hiding addictions, or something else career ending. You're the only one who can clean up the mess, and it's not going to be easy or pretty. Some might resent you trying to help them.

The other side of the coin (300 CP) Someone in DC was up for your position, and your appearance meant he didn't get the job. You have no idea who this person is, but they know who you are. They're not going to rest until you're out of the picture.

Co-written by Greg Daniels (300 CP) Normally you can run almost whoever you want for president, even a companion if they look and act human enough. With this drawback, you have to go through the same process Josh did to find Matt Santos. Even convincing your nominee to leave her home city will be extremely difficult, to say nothing of the monstrous, bizarrely well liked caricatures she'll be running against. Oh, did I mention it isn't Santos you're running? And if she loses the election, you lose the jump?

Cabinet of Crazy (600 CP) What the hell? You haven't watched the West Wing in a while, but you're pretty sure Mike Haggar wasn't president, Steven Armstrong wasn't Senate Pro Tempore, and Josiah Bartlet didn't appear to people in dreams as "the God of Political Integrity." The executive branch, the American government, and most of the world is now run by fictional politicians and their allies. Remaining relevant in politics for 10 years will now mean keeping Cyborg Ninjas from kidnapping the President, convincing foreign leader Vetinari that getting back at former President Luthor isn't worth destroying the US, and stopping Jack Bauer from assassinating the Foreign Minister to Tropico. Are you a bad enough dude to keep idealism in politics?

# The Future

After 10 years, and the dedication of Josiah Bartlet's presidential library, you'll have a choice to make. All your drawbacks will vanish and your skills will remain.

**Go home.** Maybe a little superpowered campaigning is all it takes to change real politics for the better? You return home, with all your powers, items, and companions from previous jumps.

**I serve at the pleasure of the President.** You remain in the world of the West Wing, and your affairs at home are placed in order. In your home universe, politics may become imperceptibly more idealistic.

**Post hoc, ergo propter hoc.** You move on to the next universe, leaving whoever you elected to continue running the country. Or maybe you left Washington as a ruin, and set up Matt Santos as leader of the post-apocalyptic America? I don't judge.

# Notes

The other side of the coin puts you up against Frank Underwood, but you have no idea who he is. He probably has allies in congress, his wife, and a few people in the administration on his side. The West Wing universe is full of characters with significant weaknesses he can exploit, like Bartlet's MS, CJ's

family, Josh's attraction to Donna, and any scandals that may come up. He's not invincible if you can find him, but it won't be easy.

Co-written by Greg Daniels means you have to elect Leslie Knope from Parks and Recreation as President, which means convincing her to leave a job at the National Parks Service and Pawnee. The people running against her will be less like West Wing politicians and more like Bobby Newport or Jeremy Jamm from the show, and it'll be hard to use the ideology skill because all of her friends have different political viewpoints. This isn't a 600 drawback because she's an extremely good civil servant, and one of the nicest bureaucrats in fiction. If you elect her by more than a 75% margin, there's a small chance she'll lead the world into a political golden age.

Before you take conspirator or guilty by association, there are already three massive criminal conspiracies in the show.

You can't use Incriminating Evidence or Rolodex on Frank Underwood unless you know who he is. He won't look the same as he does on the show, and his name and history will be different. They might not defeat him entirely.

The security detail is like a squad of AI secret service. You can equip them and order them around, but they're not interactive enough to be companions, and you can't have them fly spaceships for you or anything more than keeping other people from killing you. They can drive 21st vehicles around, like the armored limousine. They get better if they live long enough. That experience transfers between jumps, but how they look and dress doesn't.

You can use all your powers without a problem as long as nobody notices you're superhuman. Just being really charismatic, using subtle powers like mind reading, and opening portals to the Warehouse without anyone around won't mean you'll cause the world to panic.

Powers that specifically make people think they didn't see something weird (like 9-5's "Well that was weird..." skill) do make limited use of your powers possible without rising discovery. I say limited because as the big scandals of the series get revealed people are going to be searching phone records, interrogating people for hours, and looking over everything with a fine-toothed comb. Depending on how the skill works, it might not hold up to more than a quick glance at someone using their powers.

If you have an embassy populated with supernatural creatures which anyone in another universe will think is normal, that doesn't count as supernatural and doesn't panic society. You could be the ambassador to that embassy.

If you take Cabinet of Crazy, Frank Underwood and Leslie Knope still exist. They don’t have anything to do with you in particular, and without Walker to snub him Frank might not dedicate his life to taking anyone down. CJ, Toby, Josh, and the other Senior Staff of the West Wing still exist, but everyone else has been replaced. That includes Bartlet.