

DEPUTY THATCHER

HBC

The Bureaucrat

Your job is to take all the harebrained schemes that the politicians come up with and turn them into something that actually has a chance of working. You have worked in the Department of Agriculture, the Department of Education, and now the Department of Defense. It doesn't matter very much where you're working or who you're working for, the basic job is the same. You take ideas from the people above you and turn them into precise 10-point plans to be implemented by the people below you.

You started out as one of those low-level bureaucrats, and slowly worked your way up the line through well-organized implementation and not making waves. You have worked for Democrats, Republicans and Libertyites. Who is in charge has very little effect on your job. At this point, your major plan is to go up one more grade so that, when you retire in 8 years you'll have a little bit more coming to you each month. The house is long-since paid off, but the extra money would let you take more trips to visit your grandchildren.

President Carroll currently has you organizing plans for funding non-lethal weapons research. You don't really know much about the research projects, but you read all the reports diligently, and you have hired two new underlings with science backgrounds. On the basis of this, you fulfill grant budgets and address special requests. Currently the project that is getting the most funding is the Resonance Project, an anti-riot virus. Your biology expert tells you that they are nearing exciting breakthroughs.

Director Mercer, the director of the FBI, is one of the best organizational directors you have worked with. Mercer knows exactly how everything should work, and goes into everything with a clear plan. Such a pleasant change from nearly everyone in the Department of Education.

Secretary Highmore doesn't really know much about defense, but that's okay. You prepare good briefings, and, as long as Highmore follows the same patterns as other department leaders, everything goes fine. Every once in a while Highmore gets Ideas though. Some of those ideas could work, but most of the are just trouble.

Director Sullivan is the director of the National Security Administration. If Mercer is everything you could want in the director of an organization you have to work with, Sullivan is the opposite. Sullivan leaps before looking, and then relies on organizations like yours to pull things out of the fire.

Secretary Moorland is in charge of Health and Human Services. You've worked for Moorland in the past, and it was nice to have a boss that didn't expect you to make money appear out of thin air. The secretary understands that you can't take care of everything all the time, so you have to focus on the important matters.

Undersecretary Bourne is too young for such a responsible job. You should have gotten an undersecretary position by now, purely from seniority, and then Carroll puts this kid in instead. You understand that politics are important, but Bourne is not ready for that sort of responsibility.