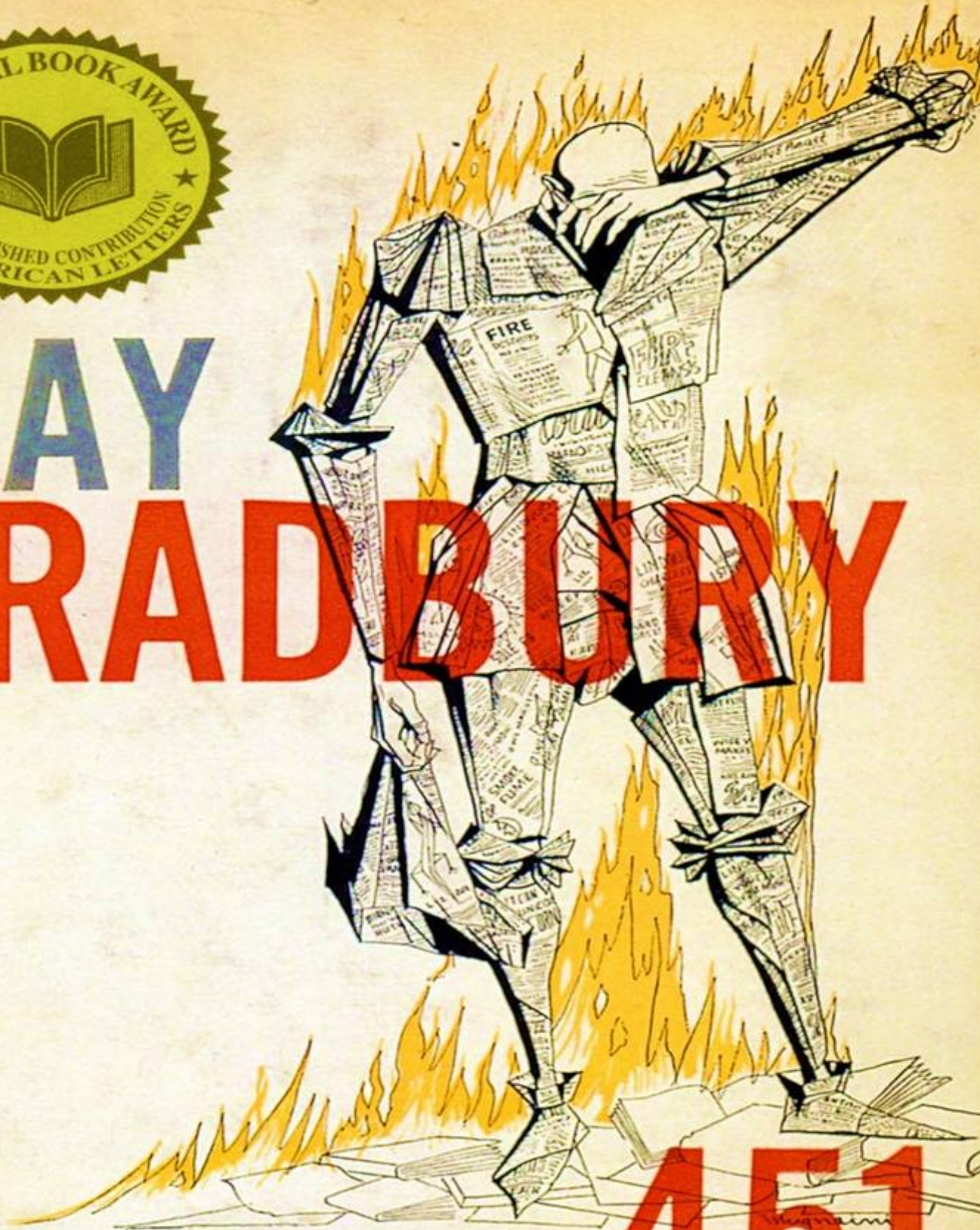




RAY BRADBURY



FAHRENHEIT 451

THE 50TH ANNIVERSARY EDITION

Fahrenheit 451

1.0.1 - Joshua Graham and the Hoover Dam Edition Jumpchain Adaptation by WitchAnon

"It was a pleasure to burn."

The temperature at which paper ignites. You have come to an Earth where society is in a bad way. It's against the law to read or even possess books now, and any found are disposed of through burning at the hands of the fire department. Here, firemen aren't charged with putting out fires, but instead setting the written word ablaze so that the silly, mushy text and imaginary people within may never poison the minds of the public. It's all about material with little to no substance nowadays – a furious whirlwind of censorship, condensations, excessive political correctness, and technology led to the decline of literature. And with it died the human intellect, in a way, or at least much of people's capacity for deep thought. It's all whoosh, boom, flick, bang, *snap ending*. And never mind that war looms over the country, and the shadows of jet bombers flit over it daily...

Amidst all this, a fireman named Guy Montag will meet his new neighbor, a young lady named Clarisse McLellan, and begin to contemplate his life...

+1000cp (Choice Points)

1

Location

One way or another, you're going to start in the same city that Guy Montag lives in. Where is it? Somewhere within the continental United States. It's never said for certain, but it's not Chicago. Roll 1d4 for the area where you begin, not that it matters much, or pay a fee of 100 points to decide for yourself.

1. Montag's Neighborhood

Exactly what it's described as. This is the neighborhood where Guy Montag lives with his wife, Mildred, who's addicted to TV parlors and sleeping pills. The McLellans are going to be moving in soon. Montag's hiding books in the vents, and eventually the fire department's going to catch on.

2. The Fire Station

The headquarters of the local firemen. It's from here that Captain Beatty leads his subordinates to race out into the night in their salamander (fire truck) to burn down whatever books have been found, and often the homes of the owners.

3. The Home of an Intellectual

"Play the man, Master Ridley; we shall this day light a candle, by God's grace, in England, as I trust never shall be put out." You can either start at the former professor Faber's home or the house where the old woman's going to refuse to leave and burn herself alive when caught by the firemen.

4. The Wilderness

This isn't in town, if you haven't guessed from the name. No, you're starting by the shore of the local river, downstream from where it intersects with the city. There's a forest and an abandoned railway line. You'll find a band of roving intellectuals in exile if you go looking. Montag will show up soon.

2

Backgrounds

All backgrounds may be taken as a drop-in, if you wish to avoid a history in this world.

Fireman

You are one of the book-burners, a professional arsonist. One of the those charged with burning books to keep the public's piece of mind. It is your job to burn them and their mumbled, contradictory ideas when they've crawled out of the woodwork. Burn 'em to ashes, then burn the ashes.

Intellectual

You're on the other side of the spectrum – one of the few dedicated to preserving literature. You've made your way through this modern society for a long time, but once upon a time, you were dedicated to that now-shunned field known as the Humanities and still harbor deep thought in your mind.

Citizen

Why involve yourself in any of that literary nonsense? You're just another person on the street or in the train. You enjoy the tv parlor shows on the walls, drive around in jet cars, and live a life of leisure. You're the average person endemic to the world... or perhaps you're considered anti-social?

3

Perks

All perks are discounted by one-half to their respective origins.

Fireman

The Hearth and the Salamander (100cp): Monday burn Millay, Wednesday Whitman, Friday Faulkner. You are a fireman, and you have the requisite training to do your job well. You're able to handle kerosene, operate a flamethrower, drive the salamander (fire truck), break down doors, and have the requisite physical fitness one would expect a fireman to have.

"How'd you guess?" (200cp): You're something of a gumshoe, though it is less because you've worked in an investigative capacity and more due to the fact of experience at your job. You've been at it long enough to see the telltale signs of a budding interest in books, which'll allow you to stop it in its tracks before it sinks its hooks into someone's mind. You'll usually be notified of a place with books to burn by an alarm, but this perk will also help you discern who might be hiding them.

A Lesson in Ballistics (400cp): The firemen use a wide variety of equipment to do their jobs, from fire engines to kerosene hoses to flamethrowers. And obviously, they need technicians with the expertise to maintain them, expertise you now have. You are knowledgeable on how all these things work, and can even assemble and maintain the robotic, insectoid, eight-legged mechanical hounds used to hunt down fugitives. The hound does this by being attuned to someone's scent, their chemical signature, before seeking them out to deliver a lethal injection.

Fire-Chief Jumper (600cp): You are no mere fireman; you are the captain. Or perhaps you might be. You've got a wealth of expertise in book-burning; enough to be appointed as the leader of your local department. Why, you might even be a decent replacement for Captain Beatty! Anyways, this means that you're experiencing commanding small squads of men in coordinated operations, drilling them up to standard, and having the force of personality to lead them through intimidation and charisma. In other worlds, this leadership might have military applications. Lastly, your superiors will tolerate some shirking of the rules; you might not be allowed to *read* books, but you could get away with openly keeping them.

Intellectual

Book of Ecclesiastes (100cp): The exiled booklovers are in fact book-burners too; it's just that they've memorized the contents of each book to preserve the knowledge for future generations. So it is with you as well. Choose any one book barring nonfiction; you have memorized that book and recite it at any time you wish.

Survival in wilderness exile (200cp):

Authorities may be lenient (400cp):

Photographic memory and the means of instilling it in others (600cp):

Citizen

Can be cavalier, careless about everything

Noble and Hoag, you're handsome enough to get idiots like Mrs. Bowles to vote for you?

Expert Lip-reading

Clarisse's thought-provoking mannerisms

4

Items

Fireproof House

Fireman

Uniform and equipment

Salamander

Mechanical Hound

Fire Station

Intellectual

Green Bullet

Smell-changing liquid

Library

Omnis from the movie

Citizen

Seashells

Sleeping Pills

TV Parlor

Radio Station

5

Companions

Canon

Import

6

Drawbacks

The smell of Kerosene

Denham's dentifrice

Car accident

Mildred's playroom fixation

Sleeping pill addiction

Cowardice

Generic Powerloss

Hunted by the government

The war, the bombers

7

Ending

Go Home

Stay Here

Move On

Made on September 13th, 2023

Started on December 17th, 2024