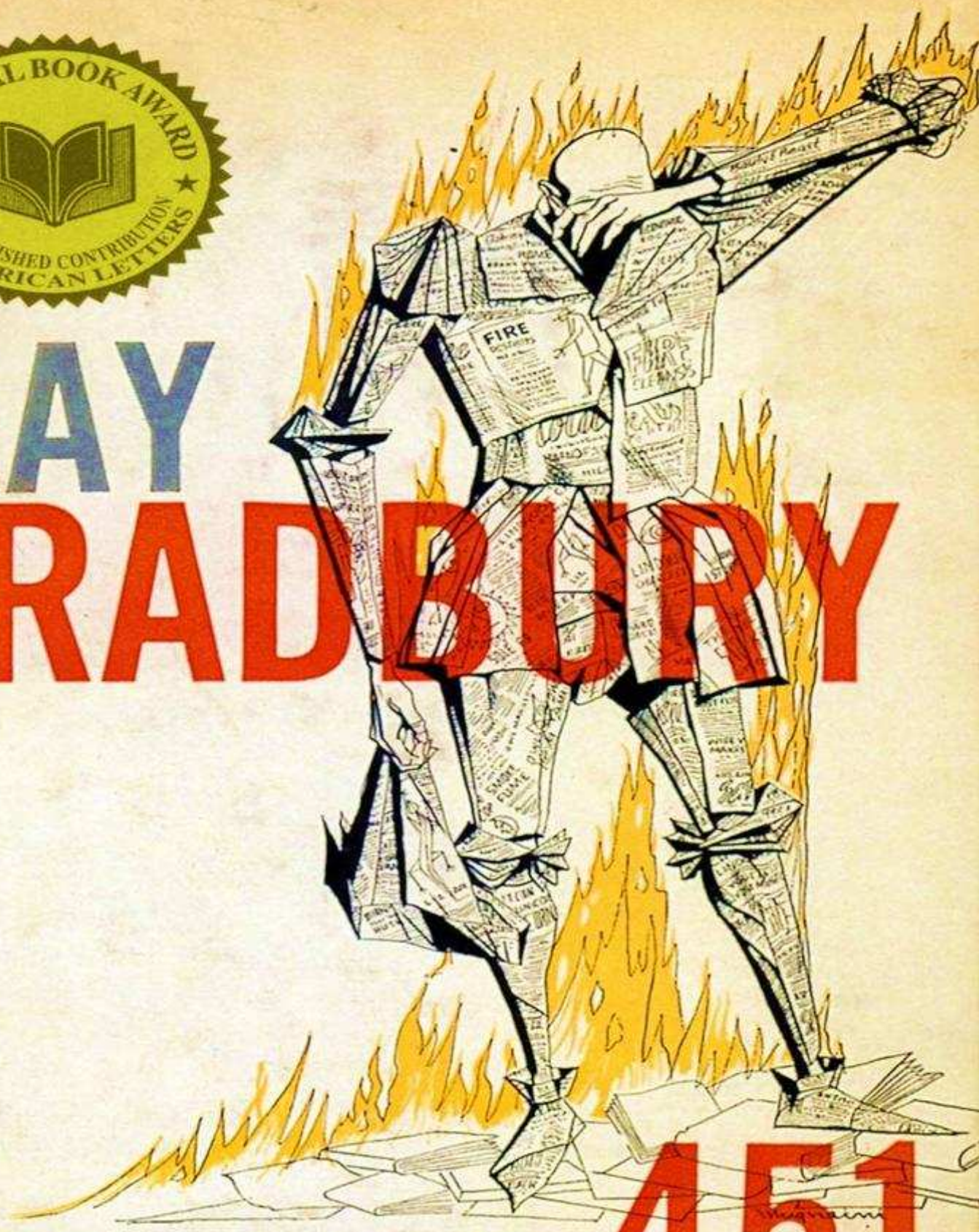
NATIONAL BOOK AWARD
DISTINGUISHED CONTRIBUTION TO AMERICAN LETTERS



RAY BRADBURY

FAHRENHEIT 451

THE 50TH ANNIVERSARY EDITION

Fahrenheit 451

1.0 - Original Edition
A Jumpchain Adaptation by EYouchen/MadaMada/Eli
1953 Novel by Ray Bradbury

"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 that are 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 - Montag, Beatty, Stoneman, and Black. It's from here that Beatty, the captain, 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[1]

You are one of the book-burners, a professional arsonist. One of those charged with burning books to keep the public's peace 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?

[1] Despite the name, this origin is not restricted by gender. They're just called Firemen in the books, so that's what I'm calling them here, too. We can't exactly call them firefighters.

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. In future jumps, you will also have conventional firefighting training.

"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 through observation.

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.

Burning Bright (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 or any supernatural book; you have memorized that book and recite it at will.

With Fire or Friendship (200cp): However, even those who have taken care to cover their tracks can get caught. If it happens to you, though, you might get lucky. If you're caught, you'll end up being found out by the one member of their organization who sympathizes with your cause if it's all possible. In other words, you'll probably be let go, or get a slap on the wrist at worst. Additionally, you can usually get away with lying low. They'll leave you alone if you don't stir the pot.

On the Tracks (400cp): Many readers have fled into the countryside, being wanted fugitives in urban areas. You may or may not be among them, but have the skills to live in exile if you need to. You can hunt, camp, and forage reasonably well, though you'll probably look terrible the longer you've been out there. Evading the authorities, or at least avoiding their wrath, is something you're good at. You can run fast and far, even when injured, and know a variety of ways to mask your scent. Even the mechanical hound won't be able to find you.

The Phoenix (600cp): You and yours will take the first steps to rebuild society after the war has taken its course, ending in the same thunderous instant in which it began. You have memorized much more than a single book; for you have a perfect, photographic memory, which shall extend backwards to cover everything that you might've once forgotten. You will remember everything from your birth to your passing, though you may forget things at will and later recover the memory. This is not inherent to you - rather, it is a skill you have learned after over twenty years of work. As such, with strenuous mental effort on the part of yourself and another person, you may pass this method on to them, and jog any buried, long-forgotten memories in their mind. No sand's going to get through *your* sieve.

Citizen

Snap Ending (100cp): Ordinarily, you might sense that something's very wrong here. That people have become shallow, screen-addicted folk unwilling to truly contemplate anything, even each other. Good thing you don't need to worry about it, as you, too, can adopt this mindset! You will no longer mentally burden yourself with caring for anything besides the modern entertainment of this world. Who needs all those things, anyways l, when you have seashells, telescreens, and jet cars?

This perk is toggleable at will, if you'd rather quibble about those silly old things like your family or the impending nuclear war. But why would you?

Mr. Noble (200cp): Looks mean a lot in our society, and doubly so in one as superficial as this. That's to your advantage, as you possess an appearance that looks good enough for you to be a movie star. Combine that with a modicum of public speaking skill, which you have, and you could probably win an election here just by being taller and more attractive than the other guy. Just remember to keep your dialogue simple, and call yourself a nice-sounding, easy-to-read name… like the name of this perk.

Silent Films (400cp): Looks like wearing seashells (the equivalent of earphones) to listen to radio shows almost 24/7 has its advantages. After all, you have to learn to understand people when you can't hear what they're saying. You have mastered the skill of lip-reading, and can easily discern what any given person is saying if you can clearly see their mouth and know what language they're speaking in. Why listen if you can understand what they're saying, anyways? Multitasking is the modern way for modern people.

"Are you happy?" (600cp): Out of all the people around, you might be the one who's really stayed yourself. There's something more genuine about you, deeper than the others. The vices that everyone in this society are nowhere to be seen in your character. They might call you anti-social, but the truth is that you're true to yourself in a way they aren't. Come hell or high water, you'll always find joy in the small things that make the world beautiful, in living, be they flowers, morning dew, or rain. Additionally, you're in touch with your desires, and will always know when you're lying to yourself to be happy, or when others are. With a little prodding, inspiring them to question their life and follow their heart would be easy.

4

Items

All items are discounted by one-half to their respective origins. If lost or damaged, they'll be fixed or replaced within twenty-four hours.

Fireproof House (free to all origins): This is a house. It is fireproof, so there's no need to worry about it burning down, even if the firemen come. They'll definitely burn down everything inside it, though. It comes with a few rooms, a tv, and enough room for four people.

Fireman

Basic Kit (100cp): Standard-issue stuff for your profession. You will be given a knee length fireproof slicker jacket, a shiny black helmet, a fireman's rulebook, a hatchet, a lighter, a limited but replenishing supply of kerosene, and most spectacularly, a flamethrower that never seems to run out of fuel. Everything you need to break into houses and burn books. In future jumps, you will get a water hose.

Salamander (200cp): An orange dragon, a fire engine. It's large enough for four to eight grown men to ride on it, tough, and naturally, fireproof. This comes with a supply of kerosene as well, the difference from the last item being that it is unlimited, and you can launch as much as you want out of its heavy hoses. It also carries multiple spare flamethrowers, and never runs out of fuel.

Mechanical Hound (400cp): You have a mechanical hound, used to track down fugitives in this society. This metal beast has sharp neon eyes and an incredibly advanced olfactory system, able to distinguish between ten thousand different smells before its database needs to be reset. When it hunts, it runs at startling speeds before delivering lethal injections via a four-inch needle, a metal fang. One of these is now yours, and you have the blueprints to make more.

Firehouse (600cp): Moving up, I see. A recent promotion has seen you be assigned your own fire station now, which you are the captain of. You are in charge of a squad of three or four other firemen. You have additional living quarters besides the **Fireproof House**, and it is furnished with alarm bells that will go off the instant notice is received of any potential book-hoarding dissidents. The firehouse has the supplies you need to do your job, but none of them are as good as the point-bought options and they won't be fixed/replaced when damaged/lost. In future jumps, this can be converted into a conventional fire station for putting out fires.

Intellectual

Green Bullet (100cp): Not an actual bullet, mind you. This is a pair of two-way radio earpieces the size of a .22 round, hence the name. A little ahead of the times. It'll never run out of battery. The earpieces can easily catch sound surrounding them, meaning that you can eavesdrop on conversations they're having with the person your counterpart is speaking to none the wiser.

Bottoms Up (200cp): A set of drinks. The first is a bottle of good-aged whiskey; you'll enjoy drinking it. Maybe share with a friend. The second, more important concoction is one that masks the scent of the drinker - their personal odor will be altered to that of multiple other people. Drinking it won't make you smell good. You'll stink, but any creatures that hunt by scent won't be able to pinpoint you using those sensitive noses of theirs. It takes thirty minutes to start working. Both drinks will refill every two weeks.

Library (400cp): If knowledge is power, you have a lot. You have a large trove of books, enough to warrant a large room with shelves to store them - which you also have. This room is hidden in your **Fireproof House;** and nobody will find it even in the event that the firemen come to inspect your house. If it gets rooted out, it'll be due to a mistake on your part. This library has over 1000 books, and of course comes with the complete works of Ray Bradbury, Fahrenheit 451 included. And both movies, and the video game. Yes, there's actually a Fahrenheit 451 video game.

Omnis (600cp): This doesn't appear in the book, but in the 2018 HBO movie starring Michael B. Jordan. It took some very sophisticated knowledge to make this - a genetic archive of every single book circa 2000 (for simplicity's sake) encoded into the deoxyribonucleic acid of a starling, or a single animal of your choice if you feel like it. DNA can store a lot. In this case, a digital archive has been stripped down to binary code, which has been translated into nitrogenous bases. You have an immortal cell line and a DNA sequencer to read the genes, and the archive will proliferate as long as your selected animal breeds.

Citizen

Seashells (100cp): These thimble-like devices are the retrofuturistic earbuds of this world. But instead of hearing the calming rhythm of waves when you put them to your ears, you hear the buzzing of radio stations. Unlike the Green Bullets, the Seashells only speak. They don't listen. But they'll always be broadcasting radio shows and podcasts you'll be sure to enjoy. They just won't have much depth to them.

Sleeping Pills (200cp): You've got a replenishing supply of thirty of them in a bottle. If you're ever having trouble sleeping, take one. It'll put you right out. Just make sure you take one at a time. Don't be like Mildred and down thirty. If that happens, you have a pair of machines to fix it. A special visor, and a stomach pump that sucks all the gunk out of the blood before recirculating it. It's easy to use and requires almost no expertise; it'd have to be when they have ten cases of this happening a night.

TV Parlor (400cp): Walls, walls, TV walls! The must-have items of the century, that's for sure. Don't mind that they had this kind of thing in *1984*, too, not that many people have heard about it here. Fortunately, these things don't watch you. You watch them. These things are larger than 90-inch plasma screens - they take up an entire wall each, and you can have up to four of them. There's all sorts of things on there! TV skits, TV shows, and more! What're they about? We don't know! There are also ads featuring Jesus shilling must-have products, and occasionally, fugitives being hunted on live TV.

Gizmos and Doodads (600cp): But why miss out on the rest of what a modern society has to offer? With this, you get a whole load of stuff. Automatic toasters that butter your bread for you? Sure! It'll do so using a little metal hand. A jet car that can hit 120 miles per hour, legally? Sure! You might even be able to get away with hitting someone going at those speeds. Most importantly, you even have a television and radio station, so you can get rich by catering to everybody's media addiction with your broadcasts! And one of those jet bombers that usually fly by the city, because why not? I'm sure that's not ominous or anything.

5

Companions

Import (free): Want to bring friends? Sure. Bring up to eight. They each get up to 800cp to spend, but may not take drawbacks or access the companions section.

Canon (free/100cp): If you'd like to take somebody with you, you're free to. Montag? Faber? Clarisse? Beatty? Mildred (why)? They're all fair game, as long as you convince them to come without undue influence. For 100cp, fate will be arranged so you make a positive first impression and quickly become close friends with them.

6

Drawbacks

No drawback limit.

Continuity (+0cp): If you don't wish to show up in the book continuity, that's fine. You may appear in either of the film continuities, which have their differences. The first movie is largely the same, but Clarisse lives and Mildred is named Linda. The second has everything go digital and Beatty incinerates Montag. I'd recommend it, actually. The city doesn't do well in the books.

The Smell of Kerosene (+100cp): One thing every experienced fireman will learn is that it never really washes off when you get into the burning business. Realistically, it probably does if you quit for you, but such isn't the case with you. For the duration of the jump, you will always smell faintly of it. Kerosene might be like perfume to you, but a lot of people wouldn't agree.

Denham's Dentifrice (+100cp): There's a lot of commercials that get on the airwaves, and they have very catchy, repetitive tunes. Denhams. Denhams. Denhams. You will be constantly bothered by loud, annoying advertisements on TVs when all you really want to do is think in quiet and read, contemplating the lilies of the field. These tunes will bother you whenever you're in proximity to a TV, which is often in the city.

The Sieve and the Sand (+100cp): You can read, sure, but you have a hard time thinking for yourself. You're aware of this, and feel like you struggle to comprehend the meaning of the material, no matter how fast or how much you read. It all seeps out. However, with practice and contemplation, you can overcome this, and learn to interpret text for yourself.

We Met in Chicago (+200cp): The problems ubiquitous to this society have appeared in you, too. You are no different, now addicted to the tv parlors. You're glued to it, mind and soul, that you no longer take time to listen to anyone or think beyond surface-level thoughts. It's unlikely that you even get what's going on in your shows. You're just mentally vacant most of the time, and you've put things like family, your companions, and impending doom out of your mind. They're of little to no importance to you. Also, you have a sleeping pill addiction. Alternatively, you may have this apply to your companions.

A Cowardly Old Fool (+200cp): That's you. You have the same problem as Faber; you lack strength of heart. You are unwilling to act decisively, to get moving and achieve things even when you know you should. Instead, you'll just hide away and passively hope for things to pan out well. But they won't, since you won't take any action to ensure they do. It'll take someone else to snap you out of this. Alone, you'll stay still. You won't move forwards.

Hit and Run (+200/400): Unlike what one might think, Clarisse McLellan wasn't killed by the dystopian government regime. They had her and her family on their radar, sure, but she ultimately was killed by some rabid teenagers in a speeding jet car. Just one of many of the youth victims of gun violence and car violence, all under 18. You'll have a close encounter with this, too. At some point in the jump, and you

won't know where or when, you will be taken by surprise by a car going at speeds fast enough to kill you if it collides with you. And the driver will be looking to do that. No matter how fast, strong, or tough you are, this car will pose a serious threat to your life. It scales above you.

For an additional 200cp, it is no longer a car. No, it's far more destructive than that. If you've been paying attention, you would've seen passing talk of jet bombers. Those bombers will be coming for you, and like the car, they will scale you - but there's still a chance of escaping. As soon as you escape from or die to either tier of this drawback, it will never trouble you again.

A Man (+400cp): You must've been reading too much fantasy rubbish and those good-for-nothing comic books. Who would delude themselves into thinking that they're some sort of interdimensional adventurer who hops between universes every decade, armed with powers and treasures strange and wonderful from a thousand realities and blessed by an omnipotent god-being? Not you, that's for sure. No, you're just a regular person, with regular capabilities. If an ordinary person can't do something, neither can you, because that's what you are. Ordinary, just like any pedestrian on the street.

The Running Man (+400cp): You're wanted for murder, Jumper, whether you've committed it or not. Maybe you just look similar to the actual culprit. Regardless, the police and fire department are after you, and you're a fugitive known nationwide. The manhunt for you will be televised all over the nation; and they will send large amounts of men and equipment to execute you. If they catch you, they will pose a serious threat to your life, scaling to your capabilities. The worst of these is a mechanical hound, which will trail you unerringly for the duration of the jump until evaded or destroyed, or until it destroys you. If the authorities are unable to hunt you down, they will find an innocent that looks like you and kill them instead.

7

Ending

Go Home

Stay Here

Move On

8

NOTES

Jump #28.

Book of Ecclesiastes: It's for one specific book in our world. You can memorize anything mundane, such as the works of Plato, 1984, Dracula, that kind of thing. You cannot use it to memorize anything supernatural, such as the Necronomicon or the Death Note. Not that the last one would do much, as you don't have the notebook.

The main categories (location/background/perks, etc.) are numbered and on the left side for stylistic purposes.

The citizen background didn't have much that could be used as items, so by its end it was random bullshit go!

Changelog:

- Made on September 13th, 2023
- Started on December 17th, 2024
- WIP 0.1, mislabeled as 1.0.1, posted to /tg thread #6333 on December 29, 2024.
- 1.0 posted to /tg thread #6336 on January 2, 2025.