



Novel by Ayn Rand, Jump by Aehriman

Welcome to the world of the future! As envisioned in the 1950s, but feels and looks pretty much like the 1930s. Nevermind! It's the future, where all that matters is trains! And patent laws! And probably architecture!

The once-great United States groans under the pressure of oppressive government regulation and concern for one's fellow man, little knowing that only the capitalist is the fit, the strong, the worthy to survive and thrive. One brave man, and a bunch of other people who are kinda just there, will stand up to the system, not to save the world, but to end it. By doing... nothing.

Indeed, the masterstroke of the mysterious John Galt is to create an isolated utopia to evacuate the poor, benighted millionaires of the world, leaving the teeming masses to fall to pieces as management goes on strike! See how they like it! Oh, and Hank Rearden invents a wonder metal, and we spend a lot of time unraveling this 'great mystery' with Dagny Taggart, who is supposed to be this clever, tough-minded businesswoman, but is remarkably naive and fawning. Don't ask.

The next few years will be... interesting, to say the least. Have 1,000 choice points (cp) to get by.



ORIGINS

Either may be taken as a Drop-In

“Hero” You’re a captain of industry, which coincidentally makes you one of the only people who are worthy of love and respect. You understand that a person has no value but what they do, what they produce and you are the fittest of this social Darwinist reality.

Looter You are one of the worthless human beings who blindly serve their fellow man instead of casting off the chains of morality and living as an uninhibited *ubermensch*. You are as deplorable and evil as anything to walk the Earth.



ASSOCIATES

Recruiter (-50 cp) If you want to recruit anyone here, Dagny, Franconia, Ragnar, etc. (and why would you?) It's 50 cp apiece. You can even take that Rand woman puttering around the Gulch.

No Man Is An Island (-100 cp) You'll need friends to get through this. Import as many companions as you like, with 800 cp of their own to spend. Companions cannot take drawbacks for more points.



SKILLS

Best in the World (-100 cp, free Hero) Obviously, as a hero it's not enough to be good, no. There's something out there that you are the best in the world at. It might be metallurgy, or architecture, jurisprudence, medicine or even business itself. Whatever the case, you are a prodigy, the greatest ever seen. This may be taken multiple times, at a discount for Heroes.

Honest (-100 cp, free Hero) If there is one virtue, otherwise a lie and a waste of time, that heroes can get behind, it's that of being honest and living your truth. Even if that means treating lower-class scum with all the contempt they deserve. As long as you speak the truth as you understand it, people know you to be speaking the truth. Or at the very least to sincerely believe all that you're saying.

Live For No One (-100 cp, free Hero) You live for no one, and ask no one to live for you (because you can somehow do without anyone else). You do not suffer from loneliness, nor guilt or shame or feel any particular obligation for your fellow man. This may be toggled off.

Reverse Robin Hood (-100 cp, free Hero) You are masterfully skilled in theft and sabotage. Not the evil kind, which supports charity, but the good kind where you keep the wealth for yourself or distribute it among the deserving rich.

Indispensable (-200 cp, discount Hero) You'd imagine that most companies wouldn't really notice if their CEO took a half-day. Linemen, factory workers, shift managers and engineers would all still be doing their part. But no, you have discovered the secrets to worming your way into a company or other organization,

becoming so essential the company is paralyzed and useless without you! You'll show them, you'll show them ALL!

Interoperable (-200 cp, discount Hero) An ordinary person might ask how knowing tons about metallurgy qualifies someone to design a totally new bridge every expert says should fall over, or how a jet designer knows how to build a better tractor and why any of that translates into being the world's best pig farmer. But an ordinary person isn't an objectively superior unfettered capitalist, clearly. You find the most astonishing counterintuitive uses for your talents and expertise. Why, you could BS your way into being an expert in practically anything!

The Signal is Wrong (-200 cp, discount Hero) Even experts can be wrong in their field, but never unfettered *ubermensch* heroes. When engaging with a topic you know a lot about, or relentlessly pursuing your own self-interest which is naturally a preoccupation of all heroes, You find you have an incredible intuition. In effect, you are never mistaken when insisting on flying your plane into a hill, or running a train on a track despite a warning signal because the schedule says the line is unoccupied. Nevermind that a signal could be given because the tracks were damaged or obstructed, being wrong is for peons, not Objectivist capitalists.

Who Is Jumper? (-200 cp, discount Hero) Sure is lucky that John Galt, some nobody who walked from a job in a plant, became an enduring meme for decades. You find yourself easily cloaked in a veil of rumor and mystery, should you make any effort at such a persona.

Bleeding Edge (-400 cp, discount Hero) One thing to be an expert in your field, another to be a pioneer who is going down in the history books. Through luck or superior insight you stumble over simple, world-changing revelations in whatever field(s) you may be an expert in. Like a cure for strokes, if neurology is your thing, or a superior version of steel.

Stop The Engine of the World (-400 cp, discount Hero) You have the will and the sublime planning to carry out a decades-spanning conspiracy with an impractical number of people, and make it all work somehow.

Common Sense (-100 cp, free Looter) It's easy to get swept up by the latest craze, or persuasive speaker. You know better, it's all a puppet show. You won't be drawn in by crazy rhetoric, pie-in-the-sky promises or the warped charisma of a mad genius.

Flexible (-100 cp, free Looter) You are highly adaptable to changing circumstances, and you understand when it's important to compromise some of your principles to get results.

Logistics (-100 cp, free Looter) In these times of shortages and uncertainty, it takes a brilliant economist to manage things. You are one such, able to balance the public good against the needs of this and that company, to tell when production needs to be sped up or slowed for best results. Now if only people would just listen.

Slimy and Disheveled (-100 cp, free Looter) Most people can't tell the good people from the bad at a glance, but most people aren't you. Inevitably, you see noble and heroic figures as strong, beautiful and handsome, with sharp angular features. The ordinary person seems like a used car salesman, growing progressively uglier the worse they are. This can be toggled off if it offends your sense of aesthetics.

Postpone (-200 cp, discount Looter) The wheels of government grind slowly in a world where all legislation exists to strangle industry to no other viable purpose. You can stick those gears even further, a master of procedural delay, of testing and committees and vexatious laws and procedural notes.

Project X (-200 cp, discount Looter) You are a scientific genius, both in general and with a specific focus. You can figure out how to weaponize or exploit even the most innocuous of devices or discoveries.

Media Mogul (-200 cp, discount Looter) You know how to manipulate public perception like a master, making terrible things seem palatable, and noble things vile. Public Relations is your bread and butter.

Voice of Reason (-200 cp, discount Looter) Like Mouch, you are a moderating influence, able to talk your allies down from extreme positions and wild schemes.

Politics (-400 cp, discount Looter) You are a master at the meanest, most sinister and underhanded forms of management: democracy *shudder*. Instead of getting things done like a hero, with intimidation and bribes and occasionally hurling officials down a staircase, you work through “diplomacy” and “building consensus.” You’re very good at talking people around to your point of view, or finding compromise wherever possible. You monster.

Will John Galt Just Shut Up!? (-400 cp, discount Looter) The weak and contradictory points in any ideology stand out to you, and you are an expert at pointing them out in ways that gets people to really *think* about what they’re saying and/or agreeing with.



MEANS

Discounts and free handouts are for moochers and leeches only.

Soy Beans (-50 cp) A completely worthless crop the government is investing in for some reason. Perhaps you can find a use for a five ton stock that replaces overnight.

Fitting Wardrobe (-50 cp) A rack of expensive suits and dresses, enough for you to not duplicate one in ten years.

Capital (-50/100/200/300 cp) Hard to be a capitalist with no money. Lowest tier gets you the income of a common worker without lifting a hand (boo! hiss!) for 100 cp an income equivalent to a lawyer or doctor. 200 cp for an income like Dagny Taggart or Hank Rearden. At 300 cp, you are the world's richest person, full stop. In every world you visit, you will start as the richest person.

Home (-50/100/200 cp) You have someplace safe to hang up your hat, with a stocked fridge and paid utilities where your enemies or the law will not find you. Respectively a cramped flat, a suburban home, and a stately manor house.

Rearden Metal (-100 cp) A new form of... steel? Whatever, a metal that is far lighter and stronger than steel... is this titanium? When was titanium discovered? Okay... discovered in 1791, industrial production in the late 1940s, so Rand likely knew all about it at the time of writing. So, lighter and stronger than titanium, probably. Anyways, you get a crate full of ingots that refills nightly and the secret to making more.

Train (-100 cp) Your own high-speed train that can deliver you to any city in the world in a few hours.

Atmospheric Static Engine (-200 cp) A magic engine that runs with no fuel, harnessing electricity from the very air and providing limitless clean power with no downsides whatsoever! This technology could save the world, if only you felt like sharing.

Sonic Weapon (-200 cp) The secret weapon developed by the government. Kind of vague in the details, but this is a doomsday weapon no less game-changing than the atom bomb.

Cabinet Post (-400 cp) You're part of the aristocracy of pull now, with a high-ranking government position that lets you pretty much go anywhere and do anything unquestioned. Plus a seat at the table where major decisions about the country are made.

Corporation (-400 cp) A company you started yourself, or inherited, or started at the bottom and worked your way up like a good capitalist should. But this is all yours, with a supermajority of shares you have full control, and can bring your dream product to market.

Gulch (-400 cp) A seemingly magical valley, hidden by a hologram and with all the raw materials needed to be entirely self-sufficient even if you develop heavy industry, and restart the world.



PROBLEMS

The Cobra Commander Dialogues (+0 cp) You emerge in a slight variation on this world, one where Cobra exists and their feared Commander, the height of Saturday morning cartoon villainy, is astonished at the evil nonsense the so-called 'heroes' of this book get up to.

On and On... (+50 cp) Some things are over too quickly. Others, like Galt's supervillain speech, drag on seemingly forever. You are condemned to spend an extra five years in this world. This may be taken up to six times.

Bad PR (+100 cp) You have a terrible reputation, and widespread. You must work very hard to overcome this.

Immigrant (+100 cp) You come from someplace else, like Mexico, or Russia. You are somewhat disdained and distrusted.

Stilted Speech (+100 cp) Naturally, objectively, rationally, your speech shall have a robotic affect even as you tend to long explanations and circumlocutions, like someone aping intelligence while absent it.

After the End (+200 cp) You start after the fall of civilization, in the chaos and anarchy of a world without the hyper-rich.

Incomprehension (+200 cp) You find human nature difficult to understand. What motivates people, if not the love of their work and the earning of money? Is everyone else just an irrational simpleton? Do all your enemies just envy your greatness?

Thousand Enemies (+200 cp) You have made serious enemies among the government bureaucrats, the aristocracy of pull, and/or the strikers. There is an active conspiracy to destroy your life and then end it.

Intensely Problematic (+300 cp) You got some wires crossed and can't really tell sexual desire from aggression. You behave aggressively towards people you desire, and long for someone to forcefully take you and use you as an object. Prepare to make some really bad decisions.

Under the Sea (+300 cp) The Gulch is one thing, but nowhere are the consequences of Objectivism better explored than in Rapture (Bioshock), an undersea city with no gods or kings, only ruthless businessmen. Have fun in this crumbling metropolis full of splicers!

Fafnir Rules (+400 cp) It turns out, all this malarkey about virtue and self-sacrifice did have a point. Like in the myths of the old world, a sufficiently greedy person will transform into a mighty dragon! Between the villains and "heroes" of this story, this place is gonna make Reign of Fire look tame.

Start From Nothing (+400 cp) If Taggart and Rearden can start at the bottom and work their way up to CEO, you've got no excuse. Your special powers and perks and items are unavailable to you. Not your skills though, working for the experience is a thing, after all. You can even sleep in your Warehouse if you need someplace to keep the rain off, just no taking stuff from it.



END

Return: Go home to your own world.

Press On: Find another setting to visit.

Remain: Make your home in this world.

Notes: Original novel by Ayn Rand, Jump by Aehriman, special thanks to ZealousChristian24 & Itmauve.