

The Wreck of the Spaceship Todoroki Gauntlet v1.0
By Orz

As the final test before joining a lucrative space development company, John and Izumi must board a small test spacecraft and spend a few days navigating a nearby space region. Even as they're closely monitored by the test proctors, they will fulfill their responsibilities, reflecting on their tasks and dealing with any issues that might occur (including a few staged ones). A simple task and one they both know they're prepared for after all their training. Everything's ready. The needed supplies are gathered, all readouts are green, the FTL drive is engaging and then-

BANG! They suddenly crash into another ship. But not just any ship. Due to a glitch in the system, they've somehow found the lost science vessel Todoroki, deep in uncharted space. Now they must survive in a very real dangerous situation, investigating the interior of this mysterious ship, avoiding the twisted inhabitants and looking for a way to send a strong enough distress signal that they might finally go home.

And now, you're going to join them. You have **0 Choice Points**. Good luck.

Drawbacks

Self-Insert (+0): By default, you'll be a third member of the group, with the test-ship's size and stores of supplies increased to fit that fact. If you select this option, you can instead choose to replace one of the two existing crew members, be it Izumi or John.

Employee Diversity (+0): Normally, all of the former employees on the Todoroki are men, be it because of misogyny, a belief that males would be more willing to participate in shady research practices or some other reason. Whatever the actual explanation, that's no longer the case, and you'll now be able to find women on the ship as well, if in the same state as the men.

Performance Anxiety (+100): No matter your credentials or how competent you actually are, you'll likely spend most of your time here second-guessing your decisions and underestimating your abilities. While this caution can come in handy sometimes it can really get in the way when quick, decisive action is needed. Maybe your fellow survivors can give you the push you need?

Hair-Trigger (+100): Are you some kind of kissless virgin? Because just groping someone's breasts will likely have you reaching a small orgasm, to say nothing of an actual kiss or, god-forbid, actually *having sex*. As pleasant as that might seem, it can cause issues, especially if it's happening on the Todoroki instead of safe inside the confines of the test ship.

Some Assembly Required (+100): Considering the secretive nature of the Todoroki's research, it only makes sense that one would need a great variety of keys, passwords and other implements to explore every part of the vessel. Too bad someone seems to have taken a hammer to them because you'll often find that you'll need to put parts of those items together before they become a usable whole, all hidden in separate locations.



More Crew Members (+100): It seems that more members of the Todoroki's crew survived the events that turned it into a derelict wreck! That's…not really a good thing. You see, by the time you've arrived, all but one of them have devolved due to the side effects of a certain antibiotic, left as animalistic beings incapable of speech or higher thought and fully focused on satisfying their instinctual desires, especially sexual ones. They're aware enough to feed themselves…and to fuck silly anyone that even *looks* like the opposite gender they happen across. Things are about to get messy.

More Parasite Hosts (+200): Oh. Oh god. That's *really* not good. You see, the subject of the Todoroki's research was a certain parasite. Collected from a far-off world, and called the X-Parasite (no relation), this parasite not only turns its victims into mindless tentacled killing machines but is able to infect a victim with a single touch. The only known defense against the infection is a certain antibiotic and their only known weakness is a habit of disintegrating in the light. And now there's much more of them running around the ship. Better watch your step.



Dwindling Supplies (+200): It seems that there wasn't just a glitch in the navigation system of the test subject but in whatever was in charge of amassing supplies for it as well. Normally, there would be enough supplies in the test ship's storage room to last a lifetime, but now there's only enough for a week at best! Thankfully, the Todoroki should have what you need in various places around the ship so keep an eye out!

Reality Ensues (+200): Did something go wrong with your genetic treatments or something? It seems that whatever is making things convenient for sex in this setting has fled you for the duration of your stay. Having large sexual attributes will be as encumbering and inconvenient as they would be normally, to say nothing of the inability to stretch orifices enough to actually take the massive endowments that are standard around here. Naturally, this only applies to you.

Space Cadet (+200): It's not that you're stupid or anything. You just have a very specific view of how the world is and anything that goes against that view tends to blindside you. For example, the idea that the laws of society will prevent you from getting groped and molested (even if you already know that they've lost their minds) or perhaps that there's no such thing as aliens. Oops.

Occupied (+200): Considering the nature of the creatures stalking the halls of the spaceship, it shouldn't come as a surprise that you'll need to find somewhere to hide on more than a few occasions. Too bad that the crew mates already have the same idea. Thankfully, Parasite Hosts don't seem to be cognizant enough to do the same but you'll have to suffer more than a little bit of touching if you want to use most of the hiding places on the ship. Still better than dying.

Unfit For Duty (+300): Seriously? How did you make it to this point in your training? Unlike the other members of the test-ship's crew, no one would ever mistake you for being physically fit. You're not necessarily *fat*, and might even be attractive, but you can still expect to run out of breath after half a minute of running and to find carrying heavy objects to be a trying ordeal. Not something you want in a survival situation.

Company Agent (+300/500): It seems that the glitch wasn't an accident after all. Your training was bankrolled by one of many research companies, possibly even the one that created the Todoroki in the first place. In return, you've been tasked to get your hands on the X-Eggs created from conception with a parasite-infected subject. Whether you create them yourselves or leave the task to your unsuspecting crewmates is, of course, up to you. You'll need to get your hands on a dozen for the first rank of this drawback, or three dozen for the second rank.

Perks

Porn Logic (Free!): Wow, the future sure is something. Be it through genetic manipulation or some other reason, you'll find that just about everyone here has fit, attractive bodies that would normally only be seen in porn back on modern Earth. Bodies that stretch the edges of realism (and a couple other things), with such things as breasts the size of their owner's head and foot-long dicks as thick as their owner's wrist being seen as normal, if uncommon.

Handyman (100): You have a knack for repairing things, even the advanced equipment you'll find in a science ship like the Todoroki. Just studying a damaged object for a few moments will tell you what you need to fix it, as well as the actual steps required. Of course, actually getting your hands on the needed parts as well so you can do the needed repairs is up to you.

Honeypot Technique (100): You're attractive and you know it…and so do *they*. You're talented at using your body to tempt, distract and lure others to where you want them. Be it convincing a certain crew member to move out of a doorway or to ignore your crewmate as he hacks a computer, the farther you're willing to go to take their minds off of things the stronger the effect. Be careful who you use this on. Parasites may want your body too but you likely won't enjoy it.

Relief Duties (200): A common excuse used to justify an intimate encounter during a survival situation is that being pent-up can be very distracting. Whatever the wisdom of this method of *relief* might be normally, you'll find that for you this is actually true! Having a sexual encounter will temporarily boost your focus and attention span, allowing you to get more done in a shorter length of time. The harder you and any partner you have gets off, the better the effect.

Computer Expert (400): The computer systems of the future are far ahead of anything an earthbound society might imagine, yet in other ways they're pretty much the same. You have the training to work with any of these varied systems found on the test ship or the Todoroki, from sensors to administration to piloting. You're even able to hack into secured systems, although this can take some time to accomplish.

Femme Fatale (400): Whether due to training or natural talent, you have found yourself quite skilled in spy-related activities. From stealth, to seduction and codebreaking, it's like you walked off the holoscreen of the latest thriller. Naturally, all of these skills will be quite useful for you in your current situation, whether you'll be working to escape with your crewmates or with any *other* objectives you may or may not happen to have…

Space CQC (600): Wow! It seems you weren't just training to be a normal crew member or technician but as the head of security on a ship of your own! While the training in handling space-age weaponry might go unused given the lack of the weapons in question, your schooling in tactics, close-quarters fighting and generally increased level of fitness will bring you far, to say nothing of the extra classes you took in the use of *improvised* weaponry.

Sexual Dynamo (600): Are they done already? It's like your body has been purposely built for long sessions of wild, vigorous sex. Both your stamina and sexual skill has gone through the roof, to the point where you'll be able to walk off getting gangbanged by an entire horde of frenzied crew members where a lesser survivor might pass out in a puddle of their own juices.

Items

Space's Suit (Free!): This high-tech body suit is somehow able to allow its wearer to survive in the vacuum of space, even without a helmet. It's also incredibly durable despite its equally incredible thinness, and so tight that any onlookers would be able to freely make out the shape of the wearer's nipples, areolas and/or erection. Seriously, this thing is so thin that you can fuck through the suit and not only not feel any loss of sensation but still conceive!

Antibiotic X (100 for one dose/200 for two doses/400 for three doses): The substance in this syringe is the only known thing that can protect against X-Parasite infection. Once exposed to the parasite, this antibiotic must be applied within one minute to avoid becoming a Parasite Host. After which, you'll be safe from infection but two other doses must be applied within one month to avoid degenerating like the rest of the Todoroki's crew. Side effects include increase of libido and bodily sensitivity, lack of sexual reasoning and disruption of personal and work life. Once the jump is over, you'll get a new set every week, as well as expanding the effect to work on other parasites, viruses and diseases.

Rubber Toy (100): Where did you get your hands on this? This object is, quite frankly, a sex toy and one that just so happens to perfectly take the form of your own genitals at that, be it a dildo or onahole. Considering the instinct-driven nature of the remaining crew members on board the Todoroki, it can likely be used as a distraction but you and I both know that's not what you'll do.

Adjustable Wrench (200): Some things remain the same even in the future, and this tool is one of them. Also called a Monkey Wrench, it's useful for loosening and tightening bolts, and is hefty enough that it would make a decent improvised weapon in a pinch.

Heatblade Cutter (200): Using advanced temperature-regulating tech, this knife-like device can generate a blade capable of cutting through even the metal alloys used in spaceship construction. It has a safety measure built-in, that will prevent it from being used to harm living matter, for better or worse. It was discontinued soon after its release, making it quite the rare piece of hardware, but it's a space age cutting implement all the same and very useful indeed.

Fertility Controller (400): This tool unavailable to the general public is used by researchers to induce fertilization in females. In reality, it can affect anything with a womb, able to dial the fertility of the subject anywhere from zero to one-hundred percent with the push of a button. It's as skeevy as it is useful, especially in a situation like this one.

Space Camera (600): A highly advanced camera suitable for research ventures. Even more advanced than the sensors found on most space ships, it is capable of gathering all manner of data through infrared, night-vision, telescopic and a whole host of other modes and options. Naturally, it can also take really good pictures, even able to take ones that ignore thin coverings like exoskeleton and carapace…or clothing for that matter. It also never runs out of power, and has a variable strength flash…which might end up being the most useful function of all.

Companions

Izumi (100 CP): Izumi is a proud, competent and *highly* attractive woman, determined to conquer and goals she sets herself and willing to do what it takes to get to the top. She's trained in a judo-like unarmed fighting style, is quite knowledgeable when it comes to stealth and misdirection and is intelligent and driven enough that she can easily learn other useful skills as well. She's also quite the pervert, although she won't even admit it to herself and without intervention the events on board the Todoroki slowly bring that portion of herself into the limelight.

John (100 CP): John is an awkward, somewhat cowardly man who seems to have gotten this far in his training through sheer talent rather than any applicable temperament. He's skilled in spaceship piloting, computer system management and even hacking. He's also quite weak to women, any attention from an attractive female liable to get his motor running something fierce.

Crew Members (50 CP each): Oh? Have you taken pity on these poor souls? Each purchase will give you five crewmates, still reduced to the same level as you found them on the ship but modified so that they'll follow your orders. Maybe with enough hard work you can change them back to how they used to be! Or maybe you just want your own personal gangbang on demand.

X-Parasites (100 CP each): Seriously!? You want to bring these things *with* you!? Well, ok then. Each purchase will give you three of these terrifying creatures, modified so that they and any other Hosts they end up creating will follow your orders. That said, you'll still only get the three at the start of the jump without outside help so don't go *too* crazy please.

VICTORY AND ENDING

Successfully activating the secondary power generator hidden deep within the ship and sending off a distress signal to attract rescuers to your location will count as victory for you in this Scenario, whether you end up taking the shuttle back to inhabited space or decide to celebrate your success with a giant orgy consisting of as many Crew Members as you can get ahold of.

Either way, your victory has granted you the rights to **The Todoroki** itself, free of any and all damage, decay and parasite infestation. It has a staff of mindless dolls to keep everything running, but maybe you can stock it with a more capable crew over time? In any case, the Todoroki is a spaceship built to be the cutting edge in shady space age research ventures, specialized in finding oddities in the cosmos and doing experiments on them all without being caught by the authorities all the while keeping its crew in relative comfort and luxury.

Whether you choose to **Go Home** to your original world, **Stay Here** in this one, or **Move On** to your next Jump, I'm sure that you'll put the ship to good use.