

PowerWash Simulator Jump 1.1 By **LJGV**

Welcome to an endless and strange world, and maybe even worlds, filled with muck, grime, dirt, graffiti, and more. It's also filled with people desperate, and seemingly unable to clean their stuff thoroughly. Thankfully for them, in their darkest, dirtiest hour, a hero has appeared: you.

This is the world of Power Wash Simulator, a place where you'll spend the next ten years. Unless you opt to leave early once you've finished the campaign. Regardless, the inhabitants of this world will be grateful for any help you can provide. Take these points, I promise they'll be at least somewhat helpful.

1000 Power Points.

Locations:

1. The Tutorial: Picking this location plops you right into the thick of it: you have an unwashed van, a suit, a powerwasher, and all the time in the world to really go to town. The van is yours (for the duration of the jump unless you purchase it, in which case it's yours forever)! You somehow still get money for washing it. It… pays to keep up appearances? Who knows.
2. Power Wash Multiverse: This is a strange hub from which you can travel to any location in need of a good power wash.

Origins, Age, & Sex Options: There are no backgrounds here. You can choose something plausible if you want an origin. Your age, sex, and gender are all up to you, so long as you are old enough to work full-time. Functionally, just be an adult of some age and you're golden.

Perks: These cost 100 points unless otherwise stated.

Strength: At a glance, it's easy to think that a power washer might not be, or even need, all that much strength but you are deceptively strong. You are more than strong enough to move gracefully in your suit, with your power washer on your back, and can sprint while holding a ladder or even a gigantic piece of scaffolding you can use to reliably and safely traverse all sorts of settings.

Vicegrip: Your grip strength, specifically, is peak human. You can effortlessly deal with recoil from using equipment like a high-pressure nozzle on a maximum-strength power washer with ease. This is now a universal trait of yours, and with it there's a lot of mischief you can get up to, particularly revolving around weapons like guns.

Calling: You can call things you can see, that you own, to your hand from any distance and they can be beside you even in defiance of physical laws. This means you can have a gigantic ladder beside you, even if you're inside of something smaller than the ladder.

Job Finder: You have a meteoric skill at finding work. Somehow you are truly amazing at finding jobs that suit your skillset and come from flexible, fair-minded employers. If you are a business owner who owns a business that requires appointments and/or house calls, people will always want to hire you, and provided you do even the bare minimum people will be satisfied with your work. If you go above and beyond that, people will write glowing reviews of your work and recommend you to friends.

On-Job Training: You learn at explosively fast rates when it comes to work. You can learn how to safely use scaffolding, for example, on the job and skillfully use it on the same day to deftly navigate a tricky area in need of a thorough cleaning. This won't be enough to get you certified in something in a day, but these skills make passing tests related to things you do for work much easier, and give you knowledge of any paperwork you need to have to be able to legally do something.

Dirt Detector: By focusing for a split second you can detect any sort of filth in your area. It will glow in your vision, and you will automatically know where to aim any ranged cleaning tool to hit and destroy anything you're detecting.

Progress Meter: You can focus on any task and when you do for a few seconds you'll see a meter at the top of your vision that denotes how close you are to finishing the task at hand. Every time you get 20% closer to finishing a task you hear a mental ping and get some information about the task that you didn't know. For example, if you get 20% of the way through a math test you may learn something that the math teacher knows about the math you're being tested on. This won't help you finish the task, but it is a fascinating way to learn some valuable context, and can help you learn the reason why you're needed somewhere, or be of use to you in other ways such as allowing you to the answer to a mystery.

You can also use this ability to check someone's satisfaction with your work, which will focus your modified perception of reality on the stars. If you do this, the number of stars you see will differ from the stars you see denoting your overall completion of the work. This allows you to see what sort of grade you might get on an assignment, or how likely a boss is to favorably review you as an employee.

Modification Master: You are an unparalleled master at inventing things that you can attach to existing devices to make them better. If, for example, you decided to work on a power washer, you could create nozzles that tremendously alter how the water sprayed from such a device works, or even create extensions that can increase the range of your water or decrease it, in exchange for lowering or raising the pressure alternatively.

On The Job: When you're at work, issues from your personal life won't feel or even be as intense. People respect, even admire, your work ethic and when they know you're at work they realize that their stuff can wait which can give needed time for introspection. This does not make your other problems go away, mind you, but does help enforce your attempts to have a healthy separation of work and life.

Cleanliness Is Next To Godliness: And timeliness is far, far behind the two of them. What matters is that you do a job well, not that you do it quickly. People are incredibly, hilariously lax when it comes to you and timeliness. So long as you are both willing and able to prove you're getting a (legal) job done, people will not harass you about deadlines. This is a supernatural effect, able to be used in hilarious ways such that even if you accepted an "Urgent" request to get something done in a few hours, you could turn it in weeks later and there'd be no negative consequences, nor would people complain.

Hard Work Pays: If someone offers you a job and you complete it you will get your due. It doesn't matter if the person who offers you the job is a notoriously corrupt businessman or politician, if you accept a gig from someone and actually do the work you're going to get paid the agreed-upon amount, at least.

Chief Cleaner (200 PP): You are a master at the power washing arts. Something about you infuses any water or other cleaning liquids you use with nearly supernatural cleanliness properties and allows you to just shred through dirt, grime, muck, and any other unclean

substances. When you clean something, even large objects, you only need a few seconds and a small amount of water to get things to shine and glimmer.

Payday (200 PP): Your work is partitioned into segments, or steps depending on the nature of the work. Each time you get a job you instantly know where or what constitutes each segment or step. When you complete a segment or step, in any applicable form, you get paid the value of the work you've done. Additionally, you can instantly, and accurately, figure out how much a segment or step is worth. This amount can be minuscule, depending on the nature of the work and how valuable the segment or step you're doing is, but this means you can easily find motivation to do your work since you get paid for your work instantly.

No Accidents (300 PP): When you're working as a cleaner, or any other sort of physical, nonviolent work, you will find yourself immune to workplace accidents. You will not take fall damage, and other accidents will not befall you. You will also gain immunity to environmental damages, or harm, so you won't have heatstroke, or drown, so long as you are someplace in a purely work-related context. Additionally, you do not cause harm to things you are cleaning or moving, unless you intend to harm them.

Co-Op (300 PP): You can summon one generic cleaner to accompany you and clean alongside you. This individual is just another power washer, and they have their own power washer, their own uniform, and are ready and eager to get to scrubbing. These generic scrubbers are active for an hour, and are only interested in, and able, to clean alongside you. These fellows, dressed in generic uniforms and wielding power washers of their own, are able to be summoned repeatedly, but despawn if you go more than a few miles from them.

Items:

Power Washer (Free): Your power washer! This is a modular device that you can affix various nozzles to, and can modify in a range of ways. This has unlimited water, needs no maintenance, and is incredibly lightweight. Also, no one seems to mind you having this on you, no matter the situation. Things you clean with this dry instantly.

Gnomes (Free): These little guys are just everywhere! You can find gnomes in all sorts of locations from here on out along your journey. These little statues can be moved around by you at will. They can be found in your warehouse. Others do not notice them unless you point them out.

Air Freshers: A problem with being a power washer, professionally, is that when you first visit work sites you will have to deal with filth. It is unavoidable. A critical component of that is often the disgusting smells that accompany the buildup of muck, grime, and more you'll come across in your chosen profession. No more. With this, you have a limitless quantity of air freshers, which are guaranteed to rid a place of any disgusting smells.

Uniform: This is a stylish, monocolored outfit that is immune to any sort of dirtiness. It completely covers your body, but is also supernaturally comfortable, and protects you from passive environmental effects such as overheating or freezing. When you take this off, any scents clinging to the uniforms fade.instantly.

Van: This is a simple van that has unlimited fuel, slowly self-repairs, costs you nothing (literally) to maintain, and will never have any sort of taxes on it. When you are using this to go to and from a job you will have tremendously enhanced luck, hitting no red lights, stop signs, and accidents won't happen. You can still hit someone or they can still hit you, but it won't be by accident. If you want this item can be emblazoned with any symbol associated with you, such as your company's logo, which will fill anyone who sees it with certainty as to the owner.

Access Equipment: You have an infinite number of stools, ladders, and scaffolding you can call to yourself from behind any corner. This equipment is supernaturally light, to you, is steady, impossible to move without your will, and can allow you to reach all sorts of new places.

Tablet: This electric device is synced to any cell phone, laptop, or any other computer-like device you may own and comes with several functions preinstalled. It can allow you to send or receive text messages, make or receive calls, check your emails, and allows you to track progress on any jobs you've begun so far as well as fast travel between them (and take your van or any other fiat-backed and/or personally owned vehicles with you) at will. If you happen to have a website for any business or businesses you own, when you attempt to surf the web with it it will automatically open up to them and let you see traffic data on them. This device is waterproof, pressure-proof, and is also immune to fall damage. If you are on the job it has a checklist of steps you need to complete before you finish your job. If it is somehow damaged it will repair itself, even from complete destruction, over the course of half an hour. If you wish to continue to clean for cash in future settings, you will also get, at least, a few jobs a month with this tablet and if you regularly clean you can get many more than just a handful.

Drone: You have a supply of drones that automatically begin to record you whenever you go to work, or otherwise whenever you would want them to (including not recording you when you are working if you'd not them to record you). These drones are synced to any electric device of yours that could receive video footage. These drones automatically capture high-definition footage of you cleaning your job sites and can send this footage to your customers if you want. No one can notice these drones unless they are engaging in actively criminal activity, such as spying on someone or being used to case a location.

Aid (200 PP): This item is a fiat-backed package of all of the optional accessories you can buy in the game, nozzles, extensions, soaps, and all of that. This includes an unlimited supply of soap, as well as different types of power washers.

Collection Of Vehicles (200 PP): You get fiat-backed copies of the vehicles you clean during the campaign, from the dirt bike to the stunt plane. These vehicles all gain fairly common properties of fiat-backing for vehicles, such as unlimited fuel, self-repair, and zero-cost maintenance. These vehicles can also be emblazoned with your logo.

The Carnival (200 PP): You gain a copy of the Wengerloof Carnival and in future jumps you can import it into future settings. It will operate year-round and you will gain the profits. Additionally, it can supply you with a range of well-paying cleaning jobs even in future settings.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Template Drawback: This is a template drawback. The font size is set to 13 for the name of the drawback, and it's bolded. That makes it pop out to the eyes and easily differentiates where one drawback starts and another begins.

Longer Stay: You'll spend 10 more years here. **This is mutually exclusive with Leave When The Story Ends.**

Item Lockout: You can't use items from outside this jump in this jump. Or access your warehouse.

Power Lockout: You can't use powers from outside of this jump in this jump.

Scaling Rival: You have an enemy with as many template points to construct their build as you spent. They don't like you and seek to become a more successful power washer than you are or will b.

Leave When The Story Finishes: Free! You can leave when the story of the world is over. If taken with drawbacks other than the DLC and campaign one, you need to complete all

of the missions and keep them clean for a day before you can leave. **This is mutually exclusive with Longer Stay.**

Continuity Toggle: Free! You can choose to make another similar property made by the company that makes this game or whatever canon to this jump's universe.

Muckraking: The dirt and grime in this world is resistant to efforts to clean it, and can slowly regenerate if not cleaned completely. This makes dirt difficult to remove even with advanced cleaning perks.

D.L.C. (200 Points): You cannot leave until you complete all of the DLC missions.

Campaign Mode (200 Points): You cannot leave until you complete every mission in the base campaign of the game.

Politics As Usual (200 Points): The mayor of Muckingham has it in for you and is working to keep the city filthy. This may not sound like an issue, but he will send goons to reset your progress on missions if you opt to leave, and will happily deploy gangsters throughout the town. The only way to keep him somewhat reasonable is if you keep his property spotless, for free. If killed he will respawn some days later, even if destroyed in such a way that he shouldn't be able to come back from.

Hooligans (200 Points): Youngsters in Muckingham have learned of a new trend on social media: vandalism. It's probably not called vandalism, but it's vandalism by some other name. They will constantly commit minor crimes and ruin clean spaces, taking strange glee in defiling things you're cleaning or have cleaned already.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

-There is not much to this game, so this is a simpler project. I am still happy to have gotten it done and to be creating something for this game.
-I used the Nintendo Switch version as my reference, and have completed the base campaign as it exists in mid-March 2024.
-Many perks and items are based on gimmicks and quirks, such as your ability to just up and leave a job consequence-free, and the ability to summon access equipment from anywhere so long as you can physically see it even if you are on the other side of the map.

-It is possible I may update this in the future, but as the game exists right now I doubt I'll do that anytime soon.

Changelog:

1.1:
-Removed and/or edited text referring to tokens. Originally this jump had them but the decision was made to scrap them, due to both the ease of this setting as a jump and the ease with which even mildly challenging drawbacks could be tackled.
-Added Air Fresher Item
-Added Payday Perk
-Clarified interactions between Longer Stay & Leave When The Story Ends
-Added a section to No Accidents that outlines that it protects items from damage when you're cleaning them, unless you intend to damage them
-Edited minor flavor text
-Further described the generic cleaners that Co-Op summons.
-Added Drone Item
-Added Gnome Item