

MOUTHWASHING

V 10 By Apocbox



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Pony Express Long-Haul Space Freighter – Tulpar.
Crew – 5(6).
Planned Shipment Duration – 382 Days.
Elapsed Transit Time – 147 Days.

o Days before the crash.

An orbital body has been detected 21 AU ahead of the vessel.

Warning!

Direct collision course with orbital body 1.9 AU away.

Extreme Warning!

CRASH
IMMINENT

You come to your senses moments after the collision.
Take this 1000 points to spend, you'll need them.
Survive for 10 years.

I HOPE THIS HURTS
I HOPE THIS HURTS
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I HOPE THIS
HURTS

ORIGINS

Choose your age and sex for free

Drop In

Unless you want to spend your time here avoiding other people on the ship, you might have some explaining to do, since you just suddenly appeared out of thin air with no prior history or memories of this world.

Mechanic

Well, this is strange. Swansea already has a backup, so why are you here? Well, it seems that Pony Express sent you here with Daisuke as a second intern, or maybe there were two mechanics, with you and the Swansea trying to keep Tulpar functioning. It's a big ship after all.

Nurse

Don't worry, even if you didn't finish medical school or hell didn't even manage to get into one, you did go through nursing classes provided by Pony Express and were accepted as a second nurse alongside Annya. Or maybe you are an actually qualified person for the job here to replace her?

Captain

So does Tulpar require three people to pilot instead of two, with you being the third co-pilot alongside Curly and Jimmy, or are you an intern like Daisuke? Wherever the case, prepare to take the mantle of leader alongside Jim, since Curly is now... indisposed.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free Perks are optional.

General

Nº Days Before The Crash - 600

Instead of coming to your senses right after the crash, you can choose to start your jump at any point in canon, or hell, even before it started. Do you want to prevent Jimmy from ever even stepping foot on the ship? Start before Tulpar's voyage, and you can do just that. In future jumps you can also alter the starting

point, being able to choose to appear at any moment of the canonical story or anytime before it, although not after it is already finished.

Drop In

GIDDY UP, GALAXY! - 100

It can be quite hard to remain optimistic or, hell, just plain sane when you have to spend prolonged periods of time in a relatively small ship in space. You, however, are great at keeping yourself together, with even the most traumatic of experiences or the most mind-numbing boring tasks failing to negatively affect your mental state.

RISE AND SHINE! - 200

Considering that the company only allows five hours of rest a day, and that including leisure time, and the quality of provided food, it is a question of when and not if health issues will start to appear. Thankfully, you have far more stamina and endurance than regular people, being easily able to survive for years on a diet of cheap, unhealthy slop and barely four hours of sleep a day and remain perfectly healthy while doing so.

LEND A HAND! - 400

Spending a prolonged amount of time with people you don't know or even particularly like is hard in normal circumstances; doing so, stranded in space on a ship that is barely holding together, is another thing entirely. You can help with that, acting as a sort of social glue and being able to hold even the most incompatible people from killing each other and working together. Furthermore, you are an excellent judge of character and are able to easily figure out shit that people try to hide about themselves. Your patients also get a massive boost.

DON'T BE DAFT! - 600

Accidents happen. Non-accidents also happen. Sometimes you drop something heavy on your leg and break it, and sometimes a spaceship you are on rams into an asteroid, leaving you a skinless nugget. Well, that's for other people, since not only is your pain tolerance through the roof, allowing you to function properly even through the most excruciating pain imaginable, but you are also able to survive insane levels of damage and heal from it in time. You could recover from the state similar to the one that Curly finds himself in after the crash in a bit over a year.

Mechanic

Just A Damn Good Kid Trying His Best - 100

Even if you can't offer good advice or might not have the necessary skills to get shit done, people still love you. You are quite charming and easily make friends, with them coming to care for you in record time. Maybe you remind them of other people they like, or your optimism is just the right thing to get them through tough times; whatever it is, most people find something that they like about you.

Those Were The Best Days Of My Life - 200

You know yourself. It's not some surface-level understanding, but a full and comprehensive knowledge of who you are. What you like, what you don't, and why. Your dreams, your goals, your desires, your hatred, you know everything there is to know about yourself. And you can change. If you really, truly wanted, you could. You've got discipline, you've got drive; all you need is to establish a routine and follow it.

Clean Mouth - 400

Maybe it was thirteen years you've spent being a drunk, or maybe you were born a freak of nature, but poisoning you is a tough order, to the point that it very much might be impossible. You could probably spend your entire stay here drinking bottle after bottle of mouthwash and not become tipsy in the slightest. Not only that, but you also know whenever you are consuming poison, what kind it is, who put it in there and why.

A Wizard Of A Mechanic - 600

Pony Express has cut a lot of corners, including even hiring someone who's not gone to medical school as a nurse, yet somehow they lucked out in getting you and Swansea on board. You are legitimately overqualified to be here, with your skill and knowledge in pretty much any mechanics-related field being enormous. You could probably repair Tulpar if you had the right tools and spare parts and in record time no less. In general, you are amazing when it comes to repairs and maintenance of pretty much any technology and have a high affinity towards spaceships in particular, with it almost feeling like they're talking to you.

Nurse

Never Got Into Medical School - 100

Despite failing to get officially into school quite a lot, you still have enough medical knowledge and skill to qualify as a nurse. You also know a little about

psychology and therapy, just enough to maybe do some basic tests but not much else.

Locked Door - 200

Isn't it interesting how there's a lock on the medical room door but not in the sleeping quarters? Also, did you know that Jimmy is surprisingly knowledgeable about both making a knockout cocktail and the effects on memory it has? On a completely unrelated note, not only do you possess perfect control over your fertility, being able to set it anywhere from zero to a hundred as well as not having periods if you had before, but you are also far less likely to be a target of sexual assault and rape, with anyone who would have previously considered you for such things being now far less interested in you.

You're So Capable! - 400

But sometimes the worst comes to the worst, and there's not much you can do about it but try and put yourself in the good graces of a completely horrible person. Thankfully, you are great at doing just that. Whether it's people who have already done harm to you or the ones that are highly likely to do so, you are capable of ingratiating yourself to them, becoming seen as useful, and reducing the likelihood of them doing something terrible to you tremendously. The more useful to them you are, whether in reality or by just convincing them so, the safer you will be.

Miracle Maker - 600

It's absurd. Like, holy shit, how are you doing this, and why couldn't you actually get into medical school? Even if you are no more knowledgeable in the medical field, you are still able to do so much with so very little. You could keep someone alive who's on the very verge of death through some shitty bandage, basic disinfectants, and painkillers for prolonged periods of time. And if you had some actually good drugs, medical tools and knowledge? You could probably even bring someone who's recently been killed by a shot in the head with their brains being a mushy goo back to life with barely any cognitive deterioration.

Captain

Well, Let's Be Real - 100

You are exceptional at covering your tracks when it comes to illegal shit you do. From removing evidence to intimidating your victims into compliance and so

on. It will take someone extremely desperate, broken, or willful to resist you, and even then the best detectives around will still have trouble finding anything else besides your victims' words on you.

Autopilot Not Required - 200

Well, shit, you are actually qualified for the job, not being the best but still better than an average pilot. Not only can you pilot the Tulpar quite well, but other spaceships can also be controlled by you on a similar level. Even if you have never seen them before, just getting on board will automatically make you proficient in piloting them.

Mental Static - 400

If you pretend that it doesn't exist, then it is not real! That seems to be not just a taught process for you but more a function of your brain, with your mind being automatically able to censor things that will bring you harm, whether it be a mental one like seeing someone dead or a more supernatural one like censoring a song that will literally kill you if you hear it. It happens automatically before the thing being censored can affect you, as well as the perk giving a short description of what exactly has been censored, with you being able to turn it off if you so choose.

Broken Pixel - 600

You are a disgusting fucking cockroach. Once a jump or every ten years, whichever comes sooner, whenever you are faced with a situation where you and people that you know and are close to, be they your friends, coworkers, or hell, even a rape victim, are about to die, this perk will activate. You will be given a choice to either suffer immense amounts of damage resulting in a permanent and extremely painful disfigurement but allow others to survive or come out unscratched and have others die in painful and gruesome ways instead, leaving you as a sole survivor. If there's no one close when you are faced with such a scenario, it will automatically default to the first option or not activate at all, whichever you prefer.

Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times, with free items costing 50 after first purchase. You can combine compatible items like **Long Horse** and **Lil' Guy**.

General

Uniform - Free

Pony Express seems to be pretty hard on the whole work clothes thing, considering everyone is wearing them. The bastards are probably docking your pay if you don't wear their shit. Well, whatever the case, you've got yourself a uniform, whether in the form of a jumpsuit or a shirt and pants combo as well as the t-shirt. Surprisingly comfy, stain-resistant and damage-resistant.

Dragonbreath X – Free/200

You've got yourself a 24 fluid ounce bottle of mouthwash that will be replenished 24 hours after being emptied. Kills 99.9% of germs, is 14% ethanol, and has enough sugar to eliminate its disinfecting properties. For an additional 200 points, you will receive the same amount of mouthwash that the Tulpar was shipping, with a legal license that allows you to freely sell it no matter where you are.

Drop In

Actual Mouthwash - 100

Like the Dragonbreath X item, this is a replenishing bottle of mouthwash. Unlike it, however, it is actually a good product, being able to perfectly clean your mouth with just a small sip, being pleasantly tasty, and having zero alcohol in it, as well as having no negative side effects. Hell, it can even restore and heal teeth, being able to mend cracks, fill holes, and even regrow a tooth after drinking a few full bottles.

How Fish Is Made - 200

This little sardine, despite looking like it wants to get into the water, doesn't actually need to breathe. If you release it on the ground, it will start flopping surprisingly fast in the direction of where something important is happening according to you.

Long Horse - 400

A benevolent yet rather intimidating horse skull lacking lower jaw attached to an infinitely long neck. From time to time when there's an impending danger, whether it be a natural disaster of some sort or just someone trying to kill you, this creature that only you and the people you want to can see will appear to warn you about it, providing a vague visions of future. Can hang around if you want to or go away when not needed, and is otherwise extremely chill. Also smells like cinnamon. Acts as a follower but can be imported as a companion.

Small Chance - 600

A set of items that very well might allow you to survive on the ship indefinitely or well until it falls apart. There's a food and water generator, providing varied, nutritious, and tasty cuisine; an air recycler that is capable of both filtering existing air and creating new air; and a generator capable of providing a steady supply of electricity indefinitely. Not a lot, but it can keep the Tulpar in its emergency mode forever. These items only worked when placed on a vessel, be it a space, water, air, or earth-based one, and providing enough resources to keep it operational and all of the crew and passengers alive.

Mechanic

Pink Hibiscus - 100

Wearing the same thing with some small variations can be so boring. Thankfully, you've got yourself a piece of apparel of your choice that you are allowed to wear instead of or with any sort of uniform, both in this and future worlds you visit. Is even more comfortable and damage-resistant than the uniform item, as well as always being clean and smelling pleasantly.

Here's Swansea! - 200

On one hand you've got to ask why it's that a fire axe that was chosen as a foam removing tool by the company; on the other hand you really shouldn't be complaining about getting another one. Surprisingly good at chopping through stuff, it is essentially unbreakable and never loses its edge. Whenever you are about to hit something with it that would have resulted in something bad happening, like trying to remove a piece of foam that is sealing the breached hull, it will give you a sense of unease. It is also an extremely effective weapon

against those that committed sexual assault and/or rape, dealing far more damage to them.

Mommy And Daddy Got Him Covered - 400

Considering the amount of money you have, you really shouldn't be here. But I guess getting some real-world experience shouldn't be a bad thi—aaand you are stranded in space. Great. Well, if you ever do get out, you'll not have to spend a day in your life working, with you yearly receiving about the same amount of money some of the greatest corporations make in the same amount of time.

Hopes, Dreams and Marzipan - 600

Huh, well maybe there's a chance after all. You've got yourself a full cargo hold full of different materials and tools that a proficient enough mechanic can use to patch up Tulpar enough for it to be able to call for help or even slowly reach some station or planet. Each year it will provide another load of materials and equipment, with you being able to specify a project or a goal for which they will be provided, perfectly suiting your needs.

Nurse

Portable Lock - 100

Looks like a set of two normal doorknobs with locks in them and a key. Whenever they are placed on any kind of door, they will fuse with it, making it be able to be locked up, with you being able to unfuse them with just a thought. It is still, however, just a simple lock, so it could be broken or picked, but at least it'll give you some time and make a lot of noise in the process of breaking in.

Medical Room - 200

Well, at least it has a lock on it; gotta keep all those nonexistent drugs and medical tools from being stolen and misused. Despite being rather bare, this place is exceptional at keeping people's conditions from worsening. Even if they aren't getting better, they will at least not get worse, even if they definitely should.

The Good Stuff - 400

Damn, did they guys up top send this to you by mistake? Because why the hell else would Pony Express provide you with one of the best sets of equipment and medicine a doctor may need? The majority of the things you could find here are

rather normal, if still high-quality stuff you could find in top hospitals of the early 21st century, but there are some futuristic drugs and tools that can help heal even something as severe as someone's body missing all of its skin. It still will probably take a while and will require knowledge to actually know what the hell any of this is and how to use all of it since there isn't a manual.

Cryostasis Pods - 600

A set of four pods that can perfectly and safely preserve anyone placed inside, allowing them to both skip prolonged amounts of travel time and/or keep someone who has suffered severe wounds stable, since the aging is slowed drastically while frozen and any sort of injuries or other medical conditions do not progress. The pods have energy to sustain stasis for an indefinite amount of time and provide anything one would need to survive, with you even being able to survive drifting through space in one of them. There is also a timer that can be set up to wake the person inside up when needed and an emergency function that will do so in case of potential danger, like a breach in the hull of the ship or an approaching asteroid. The time spent by you frozen inside one of these does not count towards the time in the jump.

Captain

Lil' Guy - 100

It's Polle! Pony Express's anthropomorphic cartoon horse mascot. Or rather, a miniature toy version of it that has a button that when pressed will make him say one of his lines. Periodically instead it will spout something concerning the events you've been a part of, providing you a view on it from an outside perspective.

Spiked Cocktail - 200

A beautiful and delicious alcoholic drink. Well, when you are drinking it, that is. When you give it to someone else, you can make it either be the same as when you drink it or instead knock them unconscious for a couple of hours. It will do so completely harmlessly and without leaving any trace in their system, being able to affect anyone, even if they would normally be immune to such things as well as muddling their memories to make them forget who gave them the drink. You get a new 24 hours after the last one was used.

Code Scanner - 400

Usually only accessible by the captain, this device is capable of revealing the necessary codes that are placed around the ship. This version was improved to instead be able to show any hidden or even invisible things. From working as a blacklight to showing footprints to even revealing shapeshifters' true form, nothing can hide from it.

Space Freighter - 600

Your very own spaceship! It's a rather old model and is in somewhat shitty condition, but it's still capable of doing long trips. It has infinite fuel, electricity, air, and water, with the cargo bay being also far bigger than it has any right to be, being about ten times the size one would guess from the outside as well as being far tougher than it should be, being able to tank asteroids of equal size to it. Unfortunately, it lacks the cryostasis pods and is some distance away from Tulpar, but otherwise it is a fine ship. Now how to get to it?

Companions

Companions can't take drawbacks.

Original/Import - 50 for 1, 200 for 8

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon - 100

Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Extended Stay + 100 per

Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

Graphical Fidelity + 100

Everything looks like it did in the game. And while there are some that may enjoy the aesthetic, it does present some trouble with reading people's expressions and everything in general lacking details.

In The Back Of My Mind, It's Always There + 200

Well. Fuck. I'm sorry. Something horrible has happened to you, and it has traumatized you severely. Things that are even tangentially related to what happened can throw you into a panic fit. And unfortunately the person responsible for it is either not around or, if they are, you don't have enough will to go against them.

Nope. Don't See It + 200

Always seeing good in people can be a great quality, as long as you can still see the bad. Unfortunately, you have trouble noticing people's worse qualities, being absolutely blindsided by them when they arise. Even if you knew of his character from having experienced the game, you would still not believe Jimmy to be that bad of a person.

Teeny Bopper Thinkin' Only With His Downstairs Longnose + 200

What sort of malady of the mind caused you to be like this? Not only is your libido higher than average now, even if you didn't have one before, but consensual sex just doesn't do it for you. Despite that, you still feel deep-seated guilt about any assault or rape you commit.

Broken Glass In My Palms + 200

You hear that? That's the sound of 15 years of sobriety popping like a cyst. You have severe alcohol addiction, and your behavior when you are drunk is extremely self-destructive. Worst part, even if you realize how badly it is affecting you, there's a part of you that absolutely loves it.

We're The Ones You Are Trying To Escape! + 200

It's their fault, not yours! It's affecting you the most! You. You. You. It's always about you. If you did something bad, it's the others who are at fault. If something bad happened that is outside of their hands, then they are still at fault. You did nothing wrong.

Blind Beast + 200/300

There's a giant blind monstrous horse thing following you. No one else can see it, and it scares the shit out of you. It will appear in the worst moments of your life and force you to move carefully and slowly; otherwise, it will notice you and make your head explode in pain, causing you to pause before it goes away. For an additional 100, if it ever notices you, it will attack, being able to damage or even outright kill you no matter how strong or tough you are.

TAKE RESPONSIBILITY + 300

Whether it was an accident or you are a legitimate scumbag, you did something horrible, and now the consequences and guilt are starting to catch up. Your life will start to unravel, and you will start to lose your mind with hallucinations being frequent. It will be extremely hard to escape repercussions, and even if you manage to do so, your mind will never heal. Not that it will heal if you are punished for your crimes either, but at least the guilt will go away, right?

The Final Choice

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take these toy versions of all the named characters for free.

Now Choose

Stay Here

Want to stay around? You sure? Absolutely sure? Okay then. Here take additional 1000 to spend here

Go Home

Yeah, I kinda get it after everything you've went through. Here take 500 to spend here before you retire.

Next Jump

That's what we're talking about! Here take this miniature Tulpar in a bottle.

Notes

Changelog

V 1.0 Release