



Stacking Jump: Caviar Update
(AKA: The Matryoshka/Nesting Doll Game)

By Tri-Seven

Introduction

Welcome to a...rather 'different' world, Jumper. It is basically like Earth and such. Mainly Humans and Animals going day by day, living their lives...except well, everyone is actually a Matryoshka Dolls of various sizes.

Also, it is not the modern world, nor is it the future. Instead it is an time period influenced by the Victorian Era and that...other chunk of time mainly when children/kids were involved in that... ..'swell' thing called 'Child Labor'. Especially with the intentions of the most wealthy and influential industrialist known as "The Baron".

And no, whatever his name is...It is not important enough compared to his reputation. In fact, the name you should know is...Actually, let us hold off on that. You should be figuring out where you end and what you'll be when you arrive in this world with **1000 CP** to help you out with said world.

Location

First off, the main location that acts as the beating heart is the Royal Train Station. Where trains transport luggage, cargo, and people around and where even non-train locations can be reached, like the Gilded Steamship and the Zeppelin.

It is also where you'll find yourself by the time a certain child will be arriving in his quest to reunite his family from The Baron. And depending on your intentions, you may or may not interfere in favor of either side...Or maybe just your own. Who is to say after all?

Background

Now to get into more of this strange Russian Nesting Doll world, earning money and property is still the same, as is eating food and drinking water, as well in terms of being normal. Except this world being anything but normal and based on a past era of Earth...

...Status holds some significant weight in this world. The two main factors seen and emphasized are **Wealth** and **Size**. Wealth is rather simple to grasp, with how much money you own, your level of working ability, and your ability to retain such amongst things to pay for like debts and such.

Size, however, is a bit more complex. Generally, the size of a (Doll) person reflects the individual's age. That is to say, the smallest dolls would usually be children, while the next sizes up would be for those who are older like early teens, late teens, and maybe close to young adulthood. The larger sizes from there would be of actual full adult age and further...

...However, a key point is that not all individuals fully match the "Size = Age" rule. For example, an individual named Jasper may be "two" sizes above the smallest, but is clearly an adult. In fact, it may be more accurate that size also denotes status of the work/tasks expected of you compared to your peers in case age doesn't line up.

All of that said, being a particular size does have its ups and downs in terms of relation to the environment and places being visited. The size range scales from "1 to 7", with 1 being the very smallest and 7 being the biggest.

Drop In/Hobo (Free): With so many people going about in this world, you just showing up in the outskirts of the public areas won't attract much attention here. Depending on your age, you may or may not be able to find a (desirable) job. If not, being a hobo like Levi ain't that much of a bad deal and you get to meet fellows like yourself out there.

Small/Child (Free): Another runt that showed up out of nowhere? Well, you ain't that special...Unless you are. By default, you'd be the size of Charlie Blackmore, who is the single smallest Doll seen in this setting at a size of "1". Well, till you came along (maybe). You may also not wish to be a child, but someone of a very low status in terms of work performances.

Medium/Adult (Free): With age comes wisdom and being bigger than the younger people. Though given the adults of this setting, you may be one of the few who aren't totally inept in doing things. Expect to be the size of around "3" by default and of some notable working status that can make small impacts...Or bigger ones if you play your cards right.

Large/Baron (Free): There is riff raff and the workers, and then there is you. While you may not exactly be a "Baron", you certainly have a lot of wealth to your name, Jumper. You also by default are around the size of "5", leaving you in high standing even if you aren't filthy rich. But with money and influence, you could do a lot in a world like this...

Perks

Mandatory Perk

-Matryoshka Jumper: (Free): Given the setting, you will be joining the world as a Matryoshka Doll relevant to your Size and Background. This, by default, will make you into a human form that has what is meant to have one head, two arms, and two legs.

You may not actually have legs, thanks to the way the form exists, but you will still be able to move as if you had them. Also, as a doll, you actually have your body split into halves in the middle that go sideways/horizontally evenly. This means if you do jump, your top half could “pop” off and land back on your low half when you land.

Also something important to note, you may actually end up having your halves get separated depending on what happens to you, but you face no full danger from dying if it happens. In short, imagine more hijink-like antics that may be embarrassing or comedic in nature before things go back to normal.

That isn't to say you can't die, but more that unless you take certain drawbacks, there are very few scenarios to worry about that may leave you in a permanently broken state.

(This also is a Free Alt-Form, so in case you do want to be what you were before or use other forms, feel free to do so. Just keep in mind, you may attract too much attention if you stand out too much. And also possibly freak people out.)

Background Perks

*Any Perks relevant to their respective **Origins** will be discounted at 50% off. And the 100 CP Perks will be free instead of being half the cost.*

-Railway Life (Drop In/Hobo: 100 CP): Even if you never end up in one place for very long, as long as you can find someplace warm and safe, you'll always be able to endure and live a decent life. Even if the place is rather small as well, like an old and plain railway station.

Of course, that isn't to say this isn't less effective in larger spaces. In fact, it may make things even better to boot if you do find yourself in such places.

-Friendly Charm (Drop In/Hobo: 200 CP): There is just something about you. Perhaps you have the charm that Charlie Chaplin had in his silent films as the tramp, maybe you just have that sort of infectious friendly demeanor to you. Either way, you exude this air of trust that people can see you as reliable, even if you are a Hobo.

This doesn't work for everyone, but for those who do like your type of peers and maybe those who are younger and think less of adults, may reconsider your character for the better in terms of forming friendly connections.

-Masterful Artist (Drop In/Hobo: 400 CP): Despite your current occupation (or lack thereof), you actually hold a rather unusual talent in making use of your time in the world of art to create breathtaking works.

This would make you the equivalent talent of Levi the Hobo, who was able to make artwork based on the adventures shared to him by Charlie on the walls of the lower floors of the Royal Train Station. And now you can do the same, and even more than just painting on walls.

You think writing is an art form? You got that covered as well. Sculpting? Yes, that too. And even music? Yes, that as well. Though you may need to find the instruments and methods to record them first.

-Hobo Team Bravo Member (Drop In/Hobo: 600 CP): The industrialists and wealthy just assume that Hobos and riff-raff are people to be ignored and forgotten about. And while they think it is a correct assumption...It really isn't actually.

While Hobos are known for being in transit and rail-hopping, there actually is a shared sense of community between them. And while they may not have money, they still have the ability to act and work with others just the same.

With this, you are now a member of Hobo Team Bravo, a collection of individuals that can perform action movie-like feats and even make use of the various bits of junk and scrap left around to lend aid to anyone who needs it. It also acts as a boost to all physical talents needed for such feats, even when you aren't a Hobo. And this also works in future non-doll forms as well.

-Artful Dodger (Child: 100 CP): Despite being so young and small in a world of adults, you do have one thing that most people wish they would have. The talent of being fast and evasive enough to avoid getting captured or detained by anyone after you.

And when you do get caught, you have enough wits about you to be able to escape rather quickly and in inventive ways that can disrupt any guards or opposition trying to keep you in captivity.

This also develops in positive increments over time, improving with age and experience, so even you may be able to keep these talents with you as you grow up over time.

-Soot Proof (Child: 100 CP): No matter where you may go, you always seem to find yourself not covered in things like soot if you were recently in a chimney or missing getting covered in coal dust when shoveling coal. Perfect for reducing the amount of time in keeping yourself clean in this world.

-Youthful Antics (Child: 200 CP): Children in this world are expected to work thanks to the labor laws and such, but when they aren't working, they tend to develop little talents or perform little antics to have fun. You can now do the same as well, while also doing them very well...

...To the point, depending on the antic or talent, you may be able to get adults and other people to stop and give you your due respect for such talent. This also makes sure your antics can also do things that you may not expect to be used for at first glance and do it rather well to boot.

Also, comes with a free complete understanding of Roshambo (Rock-Paper-Scissors) that you can play with others when you have down time and another participant.

-Evolving Joke (Child: 400 CP): One of the children Charlie runs across on every step of his journey is strangely a fellow child by the name of Hans Allendorf. Hans is not like Charlie in terms of his bravery and perseverance and is rather, well, useless upon first impressions.

However, after meeting Hans yet again for the utmost time with something new attached to him or something else he was given that turned out to be a solution to many problems. And now, you have the same capability to find yourself in situations where your antics or assigned tasks become strangely more and more useful.

For example, do you feel a bit sick? You can toss your cookies and get results if thrown up in the right place. Got a little cold fan machine in your possession? Find someone who can send out a stream of water, you can freeze said water to make an ice sculpture and much more. May take a bit of creativity and imagination, but surely it can't be that difficult for a child to do.

-Stacker (Child: 600 CP): So with everyone being a Matryoshka Doll, how does one take advantage of that fact? Well, as Charlie Blackmore can demonstrate despite being the youngest in a family of “Chimney Sweeps”, it can be rather easy.

In this setting as long as you face someone’s back, you may be able to ‘jump’ into them and ‘stack’ themselves on top of yourself. This allows you to control the person and make use of any talents or tools they have in their possession. And even then, the possessed can also do the same process over again to stack into someone else.

And as Charlie will learn in his adventure, the same can be done to the animals of this setting, assuming they can be reached and stacked into.

However, there is an important general rule to this. You have to be the corresponding step/size below the person you wish to stack into. For example, a size “1” doll can only stack into a size “2” doll and then repeat till you get to size “7”.

To help on following the rule, you will be able to see a blue aura encircling around a person that can be stacked into, nor do you need to be able to right next to someone to stack in. In general, if you can see the blue aura, you can jump and stack into someone.

In Jumps beyond this one, this ability almost follows the same general rule (namely that you do have to be smaller than the person you’ll be possessing), but do be wary that just because you could ‘stack’ into someone, doesn’t mean they won’t be fully controlled, nor would they automatically happy in you doing so.

-Diligent Pride (Adult: 100 CP): The job or work you have as an adult may not be the best, but you do have to do your work. So with that in mind, your efforts in moving and performing your tasks are boosted by a high degree. Not to mention, you have rather strong stamina to keep doing these actions repeatedly and consistently while possibly not at peak condition.

-The Solution Is Violence (Adult: 200 CP): No, it will not always be violence, but with what you know, maybe it is more useful than it may seem. Depending on your violent action, you may just only be able to do something minor like give a glove slap to someone, to giving them a boxing uppercut, a smack with a purse, or a Northern Kiss (headbutt).

But no matter how you use said violence, as long as you think with your head and apply it carefully, you may actually be able to solve puzzles and problems with these. And for

note, violence isn't exclusive to people or animals...It also works well on objects and other items as well. And yes, being larger in size does help in these matters or actions, if you care about that part.

-Worker Strike Rallying (Adult: 200 CP): A figure of note that Charlie meets on his adventure is a fellow associated as "Strike Leader Chesley". And as indicated with the name, the skills being offered here are about leading and organizing unions and strikes.

In short, if you can get the right workers to come together under your leadership, you can cause an effective strike that will get the middle-management/staff of any business or public utility service to slow down massively till your demands are met, especially if it is for reasonable human rights...

...Like getting nutmeg in your lunches and replacing child labor, because children are terribly inefficient workers and other similar vital stuff in essence. Asking for a full wage may be too much, however, if you have a low number of strikers/members.

-Field Of Expertise (Adult: 400 CP): One advantage of age and experience is being an expert in your craft or work. And given this world, the emergence of marvels like trains, ships, and zeppelins means that a lot of skill is needed.

With this (and an future purchases at a discount), you can select an field of expertise that are, but not limited to: Engineering, Vehicle Maintenance, Business, Leadership, Cooking, Cleaning, Archeology, Hunting, Cartography, Film Directing/Acting, Tailoring, Firefighting, and Establishment Services.

-Useful Quirks (Adult: 600 CP): As good as it is to have a job, the odd thing is that adults do have more freedom in some ways than kids. And with that, comes things that are odd. For example, one of the people Charlie can meet is a man called by the name of Meriwether Malodor, who has... ...an odd quirk of being rather...a well-known exporter of foul gas (or in crude terms, farting/flatulence).

Of course, there are other quirky behaviors (that aren't as lowbrow as that last one), such as: An vigorous handshake, opera singing that breaks glass, and performing magic and illusions.

And with this, you can now also amplify the quirk behaviors into ways that can solve problems and situations you may not expect. Also, anything rather strange or odd you can do is also boosted across the board. Just make sure you are responsible for your abilities... ...Or use them to have hijinks that are really, really fun.

-Discerning Gaze (Baron: 100 CP): If there is anything the people that earn the big money and positions, is that they can figure out the unique people from the crowds of people that are either too unskilled or just a face in the crowd.

Anyone of particular parameters you set up when using this ability of yours, will be highlighted in an aura. You can also just use this ability with no preset parameters, though you may not know exactly what someone is good at or may have a quirk you didn't expect.

-Dirty Business (Baron: 200 CP): Making money in industrial endeavors is never easy. So that's where you have to play the game and figure out how to maximize profits in any way you can. Especially if it is at the expense of the people beneath you.

Rely on forcing debts on people? Can do. Holding them captive in places where they are meant to be working? Easy. Child Labor? Not as easy, but doable. Also, any businesses or establishments that leave people and the environment to be dirty/unclean will do much better being run by you.

Of course, you can also not engage in said dirty business of any kind if you don't want to... ...But think about all of the money and prestige when you do.

-Impactful Intimidation (Baron: 400 CP): Even if you aren't an actual high-ranking industrialist as The Baron, you still do have something useful. The art of intimidation. By simply giving a stare at someone, you can make them faint or cower in fear and make it that much easier to kidnap them or throw them into captivity.

If that doesn't work, a more direct approach that can be amplified by your size may also do the job as well. And even if they aren't as scared or fearful as you want...You still have enough skill in other fields required by The Baron to get his or your own deeds done.

-High-Class Connections (Baron: 400 CP): With all of the money you have, why not find ways to get things done your way at the lowest cost possible? You can't, because there are things called Laws and things like Labor Unions?

Well, now you can do the more unthinkable thing. Spend your influence to make happen that benefit you, like organizing an summit with political leaders and other influences to oppose the stopping of Child Labor.

Or perhaps you may be building an offshore labor platform in the Ocean where even if the Laws say it can't be done, you do all of the things that are prohibited. Like Child Labor. Of course, this holds little impact on those opposed to you or are finding ways to sabotage your plans if you fail to protect them from failing.

-Full Stack (Baron: 600 CP): The Baron has a secret that no one actually suspects till its reveal. Namely, that Charlie ain't the only one who can stack into other dolls. Except the difference with The Baron, is that he actually has all of the sizes stacked into himself.

And now, you do as well. Instead of starting at the default size you have, you will instead be at the maximum size of "7". And with each smaller size is a doll body of you, which you can shift into as needed.

This also works defensively, where you can take damage that would harm you deeply and instead shrink down in size while being in tip-top shape afterwards. This can be used repeatedly till you reach the size of "1", which you can't rely on going any smaller to escape pain and worse.

If given enough time, you'll regain any lost sizes/doll bodies to restore this status. And in future Jumps, any Alt-Forms you have can take up the same process as this ability and guidelines.

Gear

*Any Gear relevant to their respective **Origins** will be discounted at 50% off. And the 100 CP Gear will be free instead of being half the cost.*

-Chimney Sweep Equipment (100 CP: Drop In): An entire set of tools needed to be a chimney sweep and keeping the user safe from the hazards and conditions of the job. Also comes with a nice hat and clothes befitting the occupation that restock in a day if lost or damaged, just like the tools.

-Holiday Roast Pigeon Meal (100 CP: Child): An entire meal made from the finest roast bird a working family can afford. It will be very tasty despite its origin and will be enough to feed an entire family of 7 for a day.

If eaten fully, a fully new cooked roast will show up in about a week worth of time to have with others or family members if one would wish to share.

-Working Class Attire (100 CP: Adult): Simple clothes and other things that befit the spirit of the lower classes that still look pleasing and handy for the work asked to the wearer. Self-cleaning and self-repairing if the need arises, and will be replaced in a day if lost or destroyed.

-Caviar Boat & Fish Cauldron (100 CP: Baron): An entire collection of several miniature boats that can carry small food items like Caviar, alongside a fish-shaped cauldron that is perfect for cooking said Caviar and other small stuff. Also, comes with unlimited caviar for you to use in fancy gatherings and other high-class events.

-Tools Of The Trade (200 CP: Adult, Free on First Purchase): A small box or kit containing the tools or equipment in the job you may or may not have. When not in use, the box/kit can keep your tools in tip-top shape and can be carried on your person easily for ease of transportation.

-Bundle Of Tickets (200 CP: Child): A small collection of yellow-goldish colored tickets that when used, will get you a free ride to what is offered on said ticket. Normally, this would be limited to the Trains, Steamship, and Zeppelin of this setting, but buying these here allow you to use similar services as well with these tickets. Once used, except around a day or two for a new ticket to renew into the collection.

-Hazmat Suit (400 CP: Drop In): Given the level of pollution in the setting thanks to all of the industrialists, it would be wise to invest in this to keep your health in check... ..Or just make sure you don't catch any foul odors coming from the people you may meet.

By default in this setting, this is a size "5" item, but since you got it here, you can wear it at any size and still be protected. It will also in future Jumps, change size accordingly to your current form or alt-form to ensure the protection you seek.

-Fancy Attire (400 CP: Baron): An entire set of clothes that will make you seem wealthy or of high status, despite your actual size or current wealth. This also has the bonus of making getting into snooty or dress coded locations far easier for you in future jumps.

-Wood Chipper (400 CP: Baron): A device that makes a fine example out of those who fail you. Especially since you can make it where it can permanently reduce the size of say, a large "Size 4" Guard to "Size 3" Guard. Also, suffice to say, it causes a lot of pain

to whoever is thrown in.

If used in future settings, this can make the victim thrown in smaller in form as well. And will also auto-adjust to make sure it can 'chip' down the victim. If it does end up breaking after any issues with chipping down something, you'll get a new one replacement the next day in your Warehouse.

-VIP Lounge (600 CP: Baron): Well, if you have the time and money, why not run an establishment where you can charge people for food, drink, and the charm of the location? By default, this is a small little extension to your warehouse where you can get some small bits of profits from the patrons that show up.

You can talk and socialize with them (or talk snark/snide remarks under your breath), alongside also desinationg as you see fit if this is open to just anyone or a specific clientele.

-Luxurious Marvels (600 CP: Baron): With so much luxury to this world, why not just take it with you? Well, now you can. With a purchase, you can either take the Royal Train Station, the Gilded Steamship, or the Zeppelin with you.

These are properties in their own right and with you being able to customize and adjust them as per whim and need. By default, they come with all of the bells and whistles seen in-game, so if you feel nostalgic for that or have an interest in collecting things, this is also for you.

Companions

-Loyal Hound (100 CP): This is a doll version of a dog who despite being an animal, can be rather intelligent and follow orders. Well, limited orders at first, but can improve over time. And even in that time, will be a very loyal and faithful companion. Also can be stacked into due to being a size of "2".

-Friendly Bird (200 CP): A different animal that isn't man's best friend, but may still be your best friend as well. This doll version of a pelican will follow you around and be able to fly around to nests that other birds make. You can also stack into this bird (size "3") to catch a ride with said flying as well.

-Corporate Spy (300 CP): An strange fellow in a trenchcoat and fedora that is occasionally mumbling something about finding the man known as the "Milkman". But

while they haven't gotten any leads as of late towards that end, they decided to play the fun game of corporate espionage to pass the time.

And you happen to be a person, no matter your status, that they decided to work with to boot. They'll follow you around and take your orders as best they can and offer advice or help in sneaking around or staying out of sight. They also have an ability to disguise people as part of a workforce or group of people, like say The Baron's lackeys.

They can be stacked into as well, though their size is at "4".

Drawbacks

-Jumper Blackmore (+0 CP, Requires Child Origin): Instead of being a nobody that just arrived, you'll take the place of Charlie Blackmore and have to save his family instead. And when you do finally save them at the end of the adventure he would undertake, you can admit your real origin to them and be on your merry way if you want to spend the rest of your time elsewhere without their company.

-Old-Time Film (+0 CP): More of an toggle that adds a filter to the world where it is more of the style of a silent film that had cue cards show up on screen after people talk and act. And if you take this drawback, you'll get a free copy of your adventures here done in the same style for your own viewing pleasure.

-Duel (+100 CP): You'll only be able to settle serious conflicts in your life by playing a game of Rock, Paper, Scissors. This is the only way to bring things to an actual end, and trying to fight this will cause things to go worse, sooner.

-Darkness (+100 CP): Much like the silent films, they were usually more colored in black and white. And while that isn't the case in-game, you do have an issue related to the style. Namely, that it is much darker than normal when not in the illumination of light. This also overrides any form of night vision with Perk or Gear on your person, but it'd be more of a nuisance than any real danger.

-Inept People (+200 CP): Normally, people would be doing their jobs and so on, but for some reason, everyone is finding a way or some reason to not be doing their work all the time. Meaning that you can't really rely on people unless you can lead them or control them. So good luck doing most of the heavy lifting in getting people moved around.

-Baron's Poor Management (+200 CP): Life here is difficult. But now it's worse because the Baron's greed shows in other ways. Any way that he can save on money, he will. And following his lead, other businesses do the same. That means a lot of Public Services and things you'd usually take for granted are worse than usual. People will only spend enough to make things functional.

-Greed Is Good (+300 CP): The Baron's attitude is more common than you'd think. And many people will ask what's in it for them first before doing anything. You'll find more selfish people than usual.

-Wanted (+300): Already off to a bad start? The Baron has put information out that you need to be found and brought to him immediately. If you in fact already work for the Baron instead, you will have one of your companions be put in your place. And The Baron can't be convinced easily that your associate isn't a danger to his ambitions.

-Unwilling General (+400: Can't Be Taken With Baron Origin) : You work for The Baron now. The Baron has someone or something close to you as leverage to get you to act as one of his Generals, his elite henchmen. He has someone watching you at all times and reporting back to him to make sure you're continuing to do his bidding. If you want to be free, you'll need someone else to go perform a rescue mission. Going by yourself would risk whatever or whoever it is you care for.

-Mime Abuse (+400): Mimes exist in this setting and while they aren't really much of anything to note about. You, however, do take exception to that. If at any time you see a Mime, you will have to fight an urge to avoid knocking their block off or doing some other form of violence or hijink at their expense. Oh, and now there are a lot more Mimes out there as well intermixed with the crowds and public...

-The "Silent" in Silent Film (+500): Hope you know how to pantomime or other forms of possible communication, because now you cannot physically talk. You can still eat, drink, and breathe...But any form of language that requires the vocal cords is now inert and attempts to do so either end in no noise and you opening and closing your flaps.

-Industrial Mindset (+500 CP): You've had your mind opened to the possibilities of exploitation. You'll keep your regular moral code. But you'll have frequent thoughts of all the ways you could make your life easier. By taking advantage of another person in some way. Especially involving child labor.

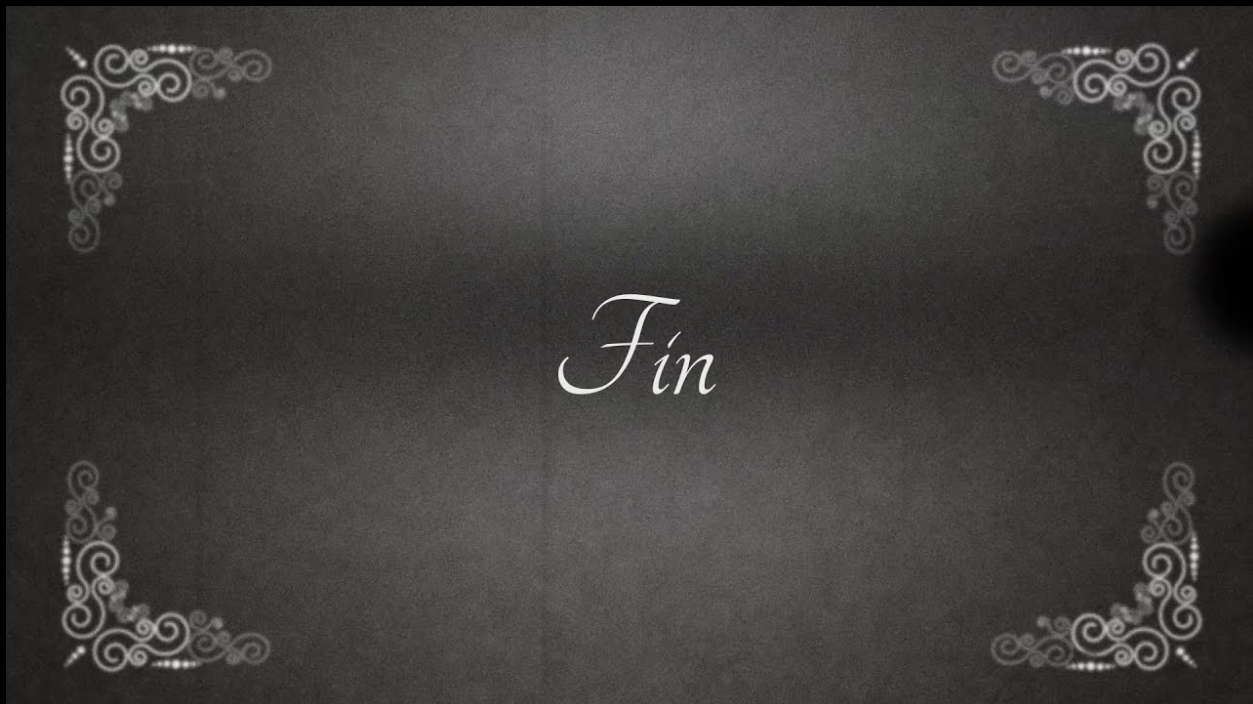
-Just An Nesting Doll (+600): And that's what you are. You will still be a doll like in this setting, except you can't bring in any outside Perks or Gear. And that fancy Warehouse of yours is locked away till the end of this Jump. So good luck.

Scenarios

Hi-Jinks Master (Requires Stacker): A challenge that you need to do before you complete your Jump at the end of 10 years. There is an entire set of things and tasks that don't exist to complete the work that Charlie needs to do for saving his family.

And you have to do all of them, which you can track with a checklist of each one that needs to be done and how many times said task needs to be done. If you do end up completing it in time, you'll get a very nice reward.

All of the tools, clothes, and other items will gain a golden accessory of some kind that enhances their capabilities or qualities. And you can also in later Jumps add similar golden decorations to your equipment and gear to offer a permanent boost across the board for them.



With the curtain falling down on your adventure, it is time to see what happens next:

Train Destination - Nowhere Else: Quite simple, you choose to stay here and live your life with what your Chain gave you up to this point. You can also revert into whatever other forms you have if you want freely. But in case you want to still fit in, all Alt-Forms will gain an Matryoshka Doll equivalent (somehow) that you can use as you see fit in whatever size they would correlate to (if applicable).

Train Destination - Jump Station: Instead of staying, you'll be heading off to the next step of your adventure. You revert back to your default form once you leave this setting as well, but gain the Matryoshka Doll as an Alt-Form to use however you see fit.

Train Destination - Home: Given the amount of families you may have seen, your desire to stop your Chain at this point may have been the cause of that. Or something else altogether. Either way, take what you got across your Chain with you and figure out what happens next from there.

Changelog

Version 0.5:

-Trial And Error Construction.

Version 1.0:

-Completed Version.

Version 1.1:

-Discounts and Typo/Mistake Clean Up.

Version 1.75: Caviar Update

-New Perks

-New Gear

-New Drawbacks

-New Flair and QoL with **Matryoshka Jumper**

--Massive Credit to Burkess for Drawback Help.

--DLC In Consideration

