Conceptual Deck Supplement v1.0

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This document can be used as a supplement in any Jump in order to add a **Conceptual Deck System** to your adventures. By choosing which Perks to toggle on or off, you can customize how your Deck behaves, how powerful it is, and what conceptual rules govern its use. This supplement is designed to be completely modular, allowing you to adjust every aspect of the Deck to your personal tastes.

At its simplest, the Conceptual Deck is a set of **52 blank cards** capable of interacting with objects in the world. Each card can **store** a single object it is touching, absorbing it into the card and imprinting that object's image and name onto its face. Two cards with stored objects may be **fused**, causing one card to become a new fused object while the other returns to its blank state.

By default, the Deck begins in a "Minimal Mode," with simple storage and fusion as its core abilities. Every other function—conceptual tiers, energy storage, blueprint extraction, world integration, expansion beyond 52 cards, metaphysical effects, and more—must be toggled on through Perks.

You may choose to have the Deck follow strict physical logic, loose conceptual logic, high magic, sci-fi themes, or anything else your Jump requires. Everything is optional.

Perks (All Toggleable, All Free)

Base Deck (Minimal Deck Mode) – Free

Enables the Conceptual Deck in its most basic form. You gain a set of **52 blank cards** bound to you. Each card may:

- **Store** a single object it is touching
- **Fuse** with another stored card, making one fused object and one blank card
- Storing objects drains the user. The larger, more complex, more energetic, or more metaphysically resistant the object is, the greater the cost. This drain is like a **metaphysical muscle** and can be trained.
- By default the Deck is bound to you and returns to your possession if lost.
- Cards cannot be harmed, altered, or destroyed except through special Deck functions.

No other effects or systems are included until toggled.

Deck Unbound Toggle – Free

Turns off automatic binding. Cards can now be stolen, traded, or lost unless protected by other Perks.

Tear-to-Reset Toggle – Free

Allows you to deliberately tear a card in half. The stored object is safely destroyed, and a new blank card enters the deck as the old one vanishes. Only works if you consciously intend it.

Card Fragility Toggle – Free

Removes indestructibility. Cards may now be physically destroyed by the world unless protected by other means.

Object Storage Toggle – Free

Allows the Deck to store **physical objects** that are touching a card.

Energy Storage Toggle – Free

Allows cards to store **energy** such as heat, electricity, fire, kinetic force, magic energy, chi, or other forces, as long as the energy is in **continuous direct contact** with the card.
Energy cannot be “topped up” later; each storage event must be continuous.

Abstract Storage Toggle – Free

Allows cards to store **intangible, conceptual, emotional, or metaphysical phenomena** *if* you have another method to interact with them physically or conceptually.
Without this toggle, cards cannot store abstracts under any circumstances.

Living Storage Toggle – Free

Cards may store **living beings** (willing or unwilling). Stored beings enter a safe stasis unless the Deck is configured otherwise.

Fiat Storage – Free

Cards may store items bought from Jump docs, with rules applying like usual, fusions being fiat-backed.

Ownership Influence Toggle – Free

The cost of storing an item is reduced if it belongs to you conceptually or symbolically, but storage of resistant or active objects (e.g., a bullet in flight, a thrashing magical sword, a bonded divine artifact) becomes more draining and dangerous.

No Storage Drain Toggle – Free

All storage becomes effortless and safe. For easy-mode Deck use.

Storage Muscle Training Toggle – Free

Storage actions gradually increase your strength, evenly distributed around the entire body, both physical and metaphysical, like exercise.

Basic Fusion Toggle – Free

Two stored cards can be fused. One becomes the fused item, the other returns to blank. Fusion is **permanent** and cannot be undone unless explicitly toggled.

Fission Toggle – Free

Allows cards to be separated into their more base components. If used on fused objects, undoes fusion.

Synergy and Dissonance-Based Fusion Toggle – Free

Fusion results scale based on conceptual harmony. Highly synergistic fusions produce powerful, elegant, or advanced results. But contradictory concepts now weaken the fusion, reducing power or requiring additional components to reconcile contradictions.

High-Concept Fusion Toggle – Free

At higher fusion tiers, fusions become less literal and more conceptual.

Literal Fusion Only Toggle – Free

Fusion results follow strict physical logic. No conceptual leaps, no supernatural properties unless the items already had them.

Multifusion Toggle – Free

Fuse more than two cards at once, using any number of stored objects to create a single conceptual synthesis.

Blueprint Extraction Toggle – Free

Allows “Blueprint Cards.”
If a Blank Blueprint card interacts with another card, instead of fusing, it creates a **Blueprint Card** that stores the design, plan, or informational essence of the original object.

Repair Toggle – Free

Using a card with a repair tool of equal tier to a broken object card repairs it.

Use Toggle – Free

Instead of fusion, you can choose to have cards interact as if one item was used on the other.

52-Card Limit Toggle – Free

The Deck remains at 52 cards.

Variable Deck Size Toggle – Free

Allows the Deck to expand. You may create or acquire additional blank cards.

Deck Regeneration Toggle – Free

Destroyed or lost cards regenerate automatically over time.

Card Copy Toggle – Free

Allows cards to produce duplicates of stored items by fusing a card with a blank one to create two cards with identical stored items. If taken with **Fiat Storage** you can duplicate fiat-backed items the same way.

Card Projection Toggle – Free

Stored objects may project holographically, conceptually, or energetically without being released.

Remote Release Toggle – Free

Allows objects to be released at a distance or to teleport to you.

World Integration Toggle – Free

Deck mechanics become part of the world. Other characters may possess Decks or Deck-like systems. Economies and technologies may adapt.

Private System Toggle – Free

Only you may use the Deck. Others cannot interact with it.

World Generation Toggle – Free

Deck functions may manifest natural “Card Springs,” “Concept Wells,” or “Idea Nodes” from which raw concepts or blank cards may be harvested.

Safe Storage Toggle – Free

No stored object can harm you inside the Deck.

No Backlash Toggle – Free

Fusion is always safe.

Tiered Fusion Toggle – Free

Define conceptual tiers:

- Tier 1: Physical Fusion
- Tier 2: Functional Fusion
- Tier 3: Thematic Fusion
- Tier 4: Proto-Conceptual Fusion
- Tier 5: Full Concept Fusion
- Tier 6: High Metaphysics / System Creation

Fusions advance through tiers as they compound or use higher-concept materials.

Items (Optional Deck Add-Ons, Can Be Taken Multiple Times)

Deck Starter Pack – Free

Gain your Deck in Minimal Mode: 52 cards, storage, and fusion.

Conceptual Card Pack – Free

Adds 1 additional blank card of no special properties.

Energy Suite – Free

Adds 1 card specialized for storing energy phenomena.

Blueprint Suite – Free

Adds 1 card specialized for extracting blueprints.

Living Suite – Free

Adds 1 card specialized for safely storing living beings.

Concept Suite – Free

Adds 1 card capable of storing abstracts if you have a means of touching them.

Fusion Examples (Like the Loot Pool Examples)

These are just small samples to get you into the right mindset. Your actual fusions will vary wildly depending on world genre and your toggles.

Tier 1 – Physical Fusion

Hammer + Wrench → Wrench with Hammer Side
Pistol + Knife → Bayonet Pistol

Tier 2 – Functional Fusion

Toolbox + Diagnostic Tablet → Smart Repair Pad
Binoculars + Camera → Auto-Focus Scout Scope

Tier 3 – Thematic Fusion

Entire Mechanic's Shop Tools + Various Vehicle Manuals + Tablet → Vehicle Repair Tablet
Spellbook + Wand → Auto-Casting Focus

Tier 4 – Proto-Conceptual Fusion

Medical Kit + Nanotech Case → Autodoc Capsule
Blueprint Card + Smart Material → Self-Assembling Design Sheet

Tier 5 – Full Concept Fusion

Chaos Blade + Order Blade → Equilibrium Edge
Holy Symbol + Medical Orb → Purifying Healer Core

Tier 6 – High Meta / System Creation

Entire Workshop + Reactor + AI Core → Omniforge Terminal
Magical Energy Source + Research Materials + Spellbook + Spellcasting Tool → Spell Architect Station

Notes

In case it wasn't obvious, this is heavily inspired by LovesTheWeather and their Generic Item-Gambling Loot Token Supplement