

The Sixth Gun

Among those who know the truth of things, it is widely understood that the Sixth Gun vanished after the War. Some believe it was shattered to bits when General Oliander Bedford Hume was killed during the Razing of Devil's Forks. Others believe that something as vile as the gun couldn't ever be destroyed. They say not even Hell would take the weapon back...And that it's still out there in the world, waiting to be found by someone cruel enough to wield it.

They’re right.

What most do not know is that the Sixth Gun and its siblings, though each imbued with dark powers, have a darker and more terrifying history than any yet realize - it is their destiny to destroy the world.

Yet is it destiny, when they've already done it a dozen times or more?

I leave that to you, wanderer, whoever you are. You awaken in the town of Brimstone on the eve of the latest War of the Six, as Drake Sinclair departs the Gallows Tree and men storm the Montcrief farm, either yourself or incarnated as some native soul with a description of your choosing - it matters little, for the fate of all life swings in the balance, like a corpse in the gallows, and your past shall have little bearing.

+1000 CP

Perks

You receive two discounts each for the 100, 200, and 400 tiers, as well as one for the 600 CP tier. You may trade higher tier discounts for lower tier discounts if you wish. Discounts are half off, but the discounted 100 CP perks are free.

Marksman (Free) Like every character of note in this setting, you're very handy with a pistol and rifle, and you're trained for a firefight. Keeping cool, finding cover, and reloading is second nature for you, so very few soldiers will be getting

the best of you. Til you run out of bullets, of course. Alternatively, you may be equally as deadly with a bow and arrow and hand to hand combat.

Caveman, Cowboy, Knight (100) The Six have changed hands, they've changed shapes, and they've changed the world. But some things remain the same. You can recognize certain spiritual and metaphysical traits that remain after any amount of reality warping or similar, as well as those that make two entities or objects or forces universal counterparts. On a case by case basis, you may also choose to let yourself, your powers, and your items be recognized in turn. They might find the whole situation confusing, but they'll know you by name and face and for friend or foe or family, as well as on what conditions those labels apply upon.

Card Sharp (100) You're damn good at games of chance, particularly card games like poker. Enough that you'll rarely walk away from a table with less money than you went to it with. But you're even better at *cheating* at games of chance, whatever they are. Why, I'll bet that if you keep moving and do an awful lotta fast talking, you could make a living off of it 'round these parts.

Well Read (100) You've got a basic grounding in classical literature, modern science, geometry, history, linguistics, the making and breaking of codes, and, oh yeah, the secret supernatural truths of the world. Enough to earn the respect but not the rank of an expert. This updates every jump.

Pinkerton (100) You've got the skills of a real detective, if a mediocre one. You can accurately assess facts and then analyze them to uncover new connections and come up with usually-accurate explanations - not to mention that you can harness these insights to predict people's next move. You're also pretty hard to lie to, and will often notice what others do not. You're also a decent tracker and would make an acceptable bounty hunter.

Wily as a Coyote (200) You're a clever one, that's for sure. Your plans and tactics are unorthodox and hard to predict, and against a common man you'll almost always be a step ahead. You might think to hide a magical artifact *within* a clay guardian while leaving the tomb empty save a decoy, or to take a fake name and hide yourself as guard, inmate, or staff member of your enemy's greatest prison.

Endless Just the Same (200) When reality warps or is replaced, when your timeline is deleted or overwritten, when your whole dimension collapses around you… you survive. You will always have a fair warning when events of such cataclysmic destruction are going to occur, and a chance to save yourself - but *only* yourself.

Well Prepared (200) There's no ambushing you, partner. Some combination of luck and instincts ensures that you always seem to get a half-second's advanced warning before any nasty surprises pop up - and as a bonus you're always limber.

Hidden Truths, Beautiful and Deadly (200) Truths such as mystic beings, magical artifacts, supernatural happenings, and spiritual places lie just beneath the surface of every world. Liars and the gullible will say they aren't there, but they are. With this perk, you can find them no matter where you go, with only a little searching. Even the most jaded and cynical will find themselves coming alive and brushing off ennui and the contempt that familiarity breeds along the ensuing misadventures, especially if they get a glimpse of such primordial creatures as the Thunderbirds of old, and get to feel the palpable wonder that radiates off such beings, and if that's not enough there's always the promise of profit equalling the peril.

Simplistic Ontology (200) One thing no one in this world ever wastes time questioning is the theory of identity - specifically, whether the inhabitants of whatever worlds the Six create to replace that which they've destroyed are truly the same people as their predecessors. Now you needn't bother either. If you warp or replace a whole reality, you can rest assured that in every spiritual, philosophical, and metaphysical sense the new world's inhabitants are the same people as their prior counterparts, essentially - or explicitly - reincarnated. Or at least, those with counterparts in the previous world are. It also means that if reality is warped or rent asunder and replaced, you'll know, assuming you were reborn in the new one.

Mystic Lore (200) Like Gord and many others, you have studied spellbooks and arcane volumes for many years and now reap the benefits. You do not have the immediate power of a necromancer, shaman, or bruja but you can work rituals with time and sacrifice and do minor spells. You are also a skilled scholar of all things supernatural, and with time you can obtain greater power.

Through Being a Toy Soldier (200) Maybe, maybe not. But you'll henceforth have an almost infallible sixth sense for when you're being manipulated, whether by magic, fate, or with psychology. You may not know the details, but you'll have a few hunches.

Don't You Believe in Magic? (200) Not all of the decent folk do, but you'd best not count yourself amongst their number, because wherever you go you have an almost supernatural talent for convincing others that it does, when you want to. In fact when it comes to convincing people that things exist, whether that's God, magic, or aliens, your record is going to be damn near perfect - so long as you actually believe what you preach, of course.

Me Either (200) You ain't got an ounce of quit in you. Neither pain nor hardship will ever make you give up on your goals unless you've reevaluated your priorities and honestly don't want them anymore.

Occult Author (400) While you don't necessarily have any magical abilities, you have an in-depth understanding of all but the foulest sorcery, and that comes with several benefits. Firstly, you are a top-notch writer of esoteric treatises, spellbooks, and mystical bestiaries, and are quite good at gathering first-hand information for them, both in terms of investigation and observation. Secondly, aside from "higher" and "deeper" powers like some forms of "divinity" and those of an *especially* Lovecraftian nature, you can almost always develop a theoretical - and very usually a practical - mystical means of at least imperfectly replicating esoteric and supernatural powers, phenomenon, or materials in the form of a ritual, spell, item, or potion if you've had time to observe them and experiment a bit - though some terms and conditions do apply. Thirdly and finally, your perks and items apply to or may work off of any and all magic systems you can use, as selectively or broadly as you like, in whatever way is most logical, even if they explicitly didn't beforehand. They even apply to magic systems that technically aren't called "magic."

Spiritual Survivalist (400) There's no environment you can't survive in. It may not be pleasant, but you've studied plants and hunting and the preparation of food, tracking through the wilderness, stealth, camping, and finding shelter, and no matter how alien or supernatural the environs and their ambient effects, you can survive indefinitely. Additionally, you're very good at avoiding being tracked or captured while in the same, even over long periods of time. Even in another realm

ruled over by the spirit of despair and the Winter Wind, your life will endure, and so will your faith.

Illusionist (400) You have studied the many incantations that create illusions, and practiced them to the point where, in your place of power, you could populate a whole plantation with automated illusions, a few of which will be so impressive that they not only fool the senses, but reality itself, allowing them to physically interact with the world. That said, no illusion is perfect, particularly not those of people. Additionally, you have learned a great many dark rituals, which may be slower, but will let you achieve incredible things if you're willing to pay the price.

Shaman (400) Whether Omaha or Skinwalker or no tribe at all, you have gained a touch of the mystical knowledge and power expected of a tribal spiritual leader. You can prepare bindings to cast spells like any magus, particularly those related to the natural world, but your true talent lies in exploring and contacting the various spiritual beings and realms around you - and as a result you've gotten quite skilled at vision walking and traversing the Winding Path which connects all worlds, times, and places, though it won't let you transverse between jumps until you've finished your chain.

Necromancer (400) Untrustworthy by trade, death has been with you since you were born into this world. You could always hear its voices. So you learned the many fell incantations that give you power over it - and those it has claimed. With

a touch of bone dust it is trivial to make the dead rise as ghosts or zombies that will tirelessly fight and serve upon your behalf, with every bit of skill they had in life - and more than a little unnatural strength. Restless souls may even be manifested by your magic. With a bit more effort you may perform the rituals that make the departed speak, and those that compel the dead things that walk the Earth by other powers serve you, though those not animated by your own hand may use their wills and magic to resist you. Whatever manner of undead serve you, you've proficiency enough that you can see through their eyes and speak to them at a distance.

Augur (400) You were born with the Sight, of course. And though it tormented you for many years, you learned to master it, eventually. Or so you tell yourself - can any man master the future, in truth? Regardless, you can see what others cannot - ghosts and whatnot - but beyond that, you receive visions of the future periodically, and may attempt to bring them on intentionally, though those you seek out of your own will tend to be more of the more immediate future. With concentration, you might even discover the motives those around you desire to hide - there ain't a soul alive or dead you can lie to you, cept your own self and other seers. You've even learned how to disrupt the prophetic abilities of nearby enemies. Unfortunately, you can't change the futures you see in natural visions, but you don't see everything, and every general in the world would be glad for your assistance.

Bokor (400) You know the mystical traditions of Voodoo, and how to call and command various spirits as a result, including those of the dead, as well as most animals. You are familiar with the various loa, and how to summon, commune with, appease, and appeal to them, and with a little work can discover how to do the same with similar beings. Additionally, you may specifically open yourself up as a vessel for loa and the like to take a mixed form of enormous power, and unlike that poor fool Woodmael, there will be little pain or danger for either party in such a union.

Eons of Experience (400) Whether you're just a natural talent or a survivor from a previous world, your past has taught you great skill at choosing and manipulating patsies and both the creation and leading of cults - a vital necessity if you wish to remake the world. You could turn a man against his lifelong commitments for the sake of revenge, then direct that revenge in a way that serves you and only you. Equally, you could track down the lost and despondent of any world and make them into servants willing to slit their own throats for your promises of rebirth in the next, better world.

Holy Man (400) God is with you, or so it seems. Whether or not you come from the Sword of Abraham, you know how to live a life pleasing to the Lord, and reap the benefits from it. When you pray and especially when you meditate upon scripture, you find your decisions guided, your emotions fortified, and your sense of purpose renewed. Your holy rites elicit genuine, if usually spiritual, effects, the

most immediately useful of which is likely that you may consecrate Holy Ground, where only the greatest of foul powers operate, and you may ward away evil and misfortune with crucifixes and prayer, but that's not the end. When you are clever and brave and pious, you can feel His favor upon you - small, subtle miracles surround you - little nudges in the right direction, attacks that should have slain you miraculously missing, your own striking true and with surprising force, "luck" and coincidence side with you against rhyme or reason, and solutions present themselves where there should be none, though you must be clever enough to spot them and brave and skillful enough to take them. It's not unstoppable, and it's never completely, unambiguously divine intervention, but you wouldn't be in this business if you had doubts, would you? Your piety also allows you to manufacture and utilize weapons and tools to harm and bind and ward away the unholy and unclean, whether that means cold wrought iron chains or consecrated bullets or relics left behind by holy figures, which might not hold such unambiguous power in another's hands.

Grey Ghost (600) You are one of the deadliest men alive, and *damn* hard to kill. In hand to hand or in a gunfight, you always know precisely where to strike a man and precisely how to avoid being struck in turn. Your bullets will fly straight and true, and when you do not wish to be detected it will be a rare man who can spot you. You can lose some of the best trackers in the world and casually spot even a cleverly hidden tail. Such is your skill at tactics and sabotage that you could lie to a coven of seers for a short time, and could lead a covert raid upon a military

installation to strike at the very heart of your enemy *precisely* where it hurts - and that's before you start setting some truly diabolical traps. You could slip into or out of some of the world's most fortified locations without leaving a sign but corpses and pilfered - or destroyed - loot. These skills update each jump, to compensate for more advanced technology or more available magic.

Undead General (600) I'm sorry to say Jumper, but you're dead. Naturally that didn't stop you - you're *you*, after all. Being dead already, you are tireless and cannot be killed by injury. Your limbs hold incredible strength, and while you can be temporarily killed with extreme difficulty, your body cannot be destroyed without great magical power, and anything short of that is a temporary setback, though being interred upon holy ground would serve to prevent you from rising. But that's far from the only benefit. You have skill in tactics, logistics, and leadership to make you one of the most feared and respected military men of this era, depending on which side you're on, and you've got a real talent for adapting all three of those skills to account for magic or advanced technology quickly, easily, and intuitively.

Voice of Thunder (600) Like Screaming Crow, you stood at the foot of an ancient spirit and learned a thousand secrets from him. And with those secrets you tamed the Thunderbirds of old - to the extent that such things can be tamed. As a result all your shamanistic powers are increased and expanded tenfold, if you have any, and entities related to storms are *very* favorably disposed towards you.

You also possess vast power over storms and tempests, and once per jump you may summon the aid of the primordial Thunderbirds as protectors or plagues. Additionally, your knowledge allows you to survive your own *physical* death and survive as a ghost bound to your own remains, who can take a host after a short ritual. Being banished or exorcised while in this state counts as death, but if you can avoid that and still need a resurrection of the flesh by the next jump your benefactor will arrange it.

Grey Witch (1000) Oh, what's this? A peer to Griselda? Or perhaps you are Griselda's replacement. Either way, the power of the Great Wyrms of old has suffused you, granting you the power and knowledge of thaumaturgies that should have remained unknown to mankind, though they come at a cost. Their primordial energies have rendered you immune to the power of the Six, though forbidden to wield them, and given you life everlasting. In your case, this protection will let you ride the wave of destruction between one world and its replacement. In a moment of desperation you might even take on the shape of one of the ancient monstrosities. Truly, you are a terror of ancient ages and destroyed worlds.

Items

Discount rules are the same as for perks, but you only get one per tier. As always, if lost or destroyed they'll turn up in your warehouse after a week.

Pistol (Free) Congrats, you've got yourself a revolver. It's not one of the Six though. Sorry. However, it does come with two dozen bullets which will restock at dawn if used. Optionally, you may take a bow and quiver of arrows instead.

Membership Ring (100) A ring that identifies you immediately and definitively as a member of one organization of your choosing, whether that's the Knights of Solomon or the Sword of Abraham. In the future, you may pick one in-setting organization to appear to be a member of, though if you aren't actually a member there will be questions if you're found with this.

A Good Horse (100) A thoroughbred gelding or mare, with exceptional speed, stamina, and training. Comes with a supply of feed in your warehouse.

Fine Clothes (100) You've got a wardrobe with a set or three of fancy and well made clothes for every occasion that the antebellum south of the US might throw at you, for both sexes. It might not save you in a firefight, but the power of a first impression is not to be underestimated.

“Lucky” Charm (200) A small necklace, that despite its name ain’t no thing of luck. Instead it serves to put relaxed targets into trances for hours at a time where they’ll be *so* relaxed they won’t move or remember which secrets they’re meant to be keeping.

The Almighty Dollar (200) A small fortune - let's say about $500,000 in buying power circa 2021 - in a local currency that replenishes every decade or jump. But more than that, it’s just a little bit magic in that it transforms itself into an appropriate form of currency wherever you go, and even entities that disdain humanity and capitalism in general or have no use for currency such as spirits and post-scarcity aliens will benefit in some way from possessing or spending it, and they’ll instinctively recognize that fact. Mind you, money isn’t everything, but it will be *something*. Also does not cause inflation. Can be bought multiple times.

Bizarre Bazaar (400) An open market, with aesthetics of your choosing, where witches and grave robbers and stranger folk still go to peddle their wares, resources, and services, up to and including minions. You could even join them and probably find a client or buyer quite quickly. In some senses, this place is a mishmash of every mystical marketplace, shop, and vendor you’ve visited and could have visited. The merchandise will reflect this. As you visit more worlds and times, the bazaar grows to include their commodities. Common spell books and minor totems are easy to find here, but occasionally something truly rare like Blood Amber might be available for purchase. With a few days worth of

searching, you might even find “otherworldly” media, surprisingly accurate esoteric texts, items from previous jump *documents*, and objects that should not logically exist. However, nothing truly unique or world-shaking like the Six will end up for sale here unless you’re the one selling. Since you’re shelling out CP, there can be no theft or intimidation in this marketplace, you will almost always find good deals, and while both patrons and vendors here tend to be rather shady sorts (nature of the beast, I’m afraid), they’ll only rarely be truly repugnant, by whatever standards you hold to. Oh, and any and all cursed items will come with in-depth explanations and warnings. Post-jump, the market can be accessed through your warehouse or imported into later settings.

Map to the Gallows Tree (400) The Gallows Tree is a very, very powerful oracle with a variety of useful properties, particularly for the black-hearted. A map to it has somehow fallen into your hands. Make no mistake, the tree is in no one location, and can be found anywhere - if you have a map and take a short journey. This particular map cannot be destroyed or lost, and the damned souls swinging from the tree are well aware. So they’ve offered you a deal: they’ll answer one question per year, unconditionally and completely, follow up questions included. You just have to make sure no one else gets their hands on the map and disturbs the spirit’s rest.

Amulet of Immortality (400) This piece of gold and precious stones is no mere piece of jewelry, it’s a bit of magic, and not a small one. Whosoever wears it will

cease to age, no longer suffer from disease, and gain a measure of regeneration sufficient to walk off bullets. Mind you, time has a way of catching up with people once they take it off...

The Seventh Gun (600) Knowledge of the future. Endless life. Pestilence. Supernal fire. Incredible force. Armies of the dead. Each of the Six provide their wielder with great power, and whether a copy of one of the originals or a new creation of your own design, this is no exception. Equally, each gun has infinite ammunition and provides the user a degree of protection against death and injury- though not enough to survive a bullet to the brain. In other times or worlds they might change form into blades, axes of stone, bitter poisons, or even wax seals upon secret missives. Regardless of shape, its true power is to - united with five of the others - open a Seal that, once oiled with the lifeblood of many humans, shall unleash the apocalypse and open the way to the Workshop, where a single will may guide the shape of the next world - a chance many, mortal and otherwise, would kill for. Be warned, none save the gun's master can so much as touch it and live - and the next master is simply whoever touches it first after their predecessor's death.

The Something of Jumper (600) Whether the Sword of Abraham, the Knights of Solomon, or an original organization of your own devising, this organization has dozens of fortresses across the world, staffed by brave, loyal, and well trained men and women with plenty of supplies and knowledge both mystical and

mundane. They are more than willing to die for the cause, which of course you get to pick.

Companions

Not a Soul I'd Trust More (100) You've got a friend in this world, and a dear one at that. Whether bounty hunter or sawbones, they'll follow you to the ends of any world and jump in front of a bullet for you. You get 800 CP to build them.

Posse (50) You've got a few dear friends from previous worlds you'd like to take along for backup? Feel free. They each get 600 CP and you can bring in up to eight of them. If you want the full group, there's a discount and you only need to spend 600 CP.

Canon Character (100) Select any one canon character you'd like to become your companion. You'll need to convince them to come along with you, but if you can manage they'll be your companion in all future worlds, even if they died in this one. Mind you, some people will be easier to sell on the idea than others.

Drawbacks

A Wounded Heart (+200) You've recently lost someone you loved dearly - a parent, child, sweetheart, or dear friend. The hurt is still new, and it will never truly heal, but it will become easier to bear in time.

Old Coot (+200) You're past your prime, and greyed hair ain't the only issue. While you seem to have kept up a fairly healthy lifestyle and retain much of your strength, there's no getting around the fact that you're past 55.

Faded Memories of Past Apocalypses (+300) Your memories faded as you entered this world, and while you've got several years behind you already - perhaps a whole decade - your knowledge of previous jumps is subconscious at best.

Cruelty of Innocence (+300) Your eyes are uncalloused. You're not dumb, but you are innocent, naive. And in a world as cruel as this, I'm sorry to say you'll be used and abused and manipulated quite a bit before the end.

Gold's Fool (+300) You seek treasure, greedily, but you'll never find it. All your searching for fortune will earn you is a whole heap of trouble, and maybe a few good friends and fond memories along the way.

Seen Too Much (+300) Of that which Man was not meant to see. And just like anyone foolish or unlucky enough to see much of such things, your eyes ceased

to work as a result. Unfortunately, there's no cure, and replacing your eyes won't do a darned thing.

Screaming Jumper (+300) Your mortal body died, but your spirit was too strong to pass on. Instead, it now inhabits your own shrunken head, though you can still speak - with some difficulty - and if anyone's willing to be your host you can proceed as normal. Having your earthly anchor destroyed or being exorcised counts as death.

Plot-bound (+400) You've been dragged into the plot of The Sixth Gun, and there's nothing you can do to stop it. You *will* be a pivotal player in this - hopefully last - War of the Six, whether you like it or not.

A Rough Sort of Justice (+600) Someone has done you a wrong you can never forgive. Hatred for this person burns in your very soul, and you will stop at nothing to hunt them down and take righteous vengeance. Unfortunately, this person is at least your rival in every way that matters, your equal in many, and likely your superior in a few.

It Was Mercy (+800) Someone has sworn everlasting vengeance upon you, and is more than willing to tear down the universe around you and rebuild it as a hellscape if that's what it takes to get it. Normally, I'm sure that would be no problem for a demigod like you probably are, except they're very much in the

same league as you are, if a bit weaker. But they will gather allies that can make up the difference.

Notes

For clarity's sake, I'll explain that this story takes place in the 1880s, in the Southern United States. No, you cannot import yourself as the President or a General - landed gentry at most. You can even import into a canon character if you've got their goals and all the perks and drawbacks they inspired. Free sex swap if you want it, and without any drawbacks you can have any age you'd like.

Yes, you can perform the rite to summon the Six in other jumps, if you know it, or even create a new set, though only one can exist in each world - that is the way of such forces. Once they are present, they will then draw the Seal across the void - or perhaps awaken that world's own Seal - and you may then use them to open it and destroy the world and replace it with one of your own design. But remember that while no level of technological superiority will help survive this particular apocalypse, much less stop it, and no amount of magical power will halt it, there are plenty of entities that can and have survived such apocalypses, albeit changed - and there are certainly beings that can do the same or better in the vastness of the greater Multiverse.

With both Shaman and Voice of Thunder you are Screaming Crow's equal.

To be clear, Necromancer, like Shaman and Bokor, *does* come with *some* general knowledge of magic, which can be used to perform some rituals and even to develop other powers, but less even than Mystic Lore. You probably can still

prepare a place of power, for instance, but a necromancer is a specialist, in this context.

You do need to behave virtuously to retain the effects of Holy Man, but not unreasonably so. Go to far, however, and you ought to find yourself a mission of redemption if you want them back.

Whatever you encounter via Hidden Truth, Beautiful and Deadly will likely be fitting with and (in terms of power) worthy of whatever world or time you go looking in. Oh, and speaking as someone who has written perks that exclusively affect worlds and jumps without magic, this won't prevent you from using any such abilities on worlds that don't explicitly have anything like that in their canon. Ditto for items. You won't even need to suppress the perk to use them.

The "terms and conditions" of Occult Author are pretty intuitive - any spell you invent is going to be as difficult to cast as it is powerful, any item will be as difficult to construct as it is mighty, with the definition thereof being determined by what magic system the imitation is meant to operate within. Just because you have a spell to turn off the sun doesn't mean you'll have the skill level or energy or ritual items / materials / circumstances / sacrifices to actually cast it, at least not the level of the original. The period of observation and experimentation necessary to create imitations (which you can of course cut down if you're intelligent, have mystical senses, have preexisting insights, examine multiple

examples, or have a body of literature on the subject) is proportional to the phenomenon or power's own metaphorical level and how foreign it is to the magic system you're trying to imitate it with - generally speaking, the magic system an object or power came from (or shares an origin with) is the most easy to replicate it with. Naturally, you can also speed up if you cut corners on the final result; less effective, smaller scale, or more narrow knockoffs are easier - tarot cards that actually work are easier than actually replicating the gift of prophecy wholesale, for instance. This is fundamentally an *occult* power, though, so expect manifold dangers, and to use samples and residues from the original as reagents (or ritual objects), seek out arcane relics, or perform esoteric ceremonies in both the process and the result. Combining the imitations with original powers will likely prove significantly more potent than the sum of its parts. This power also applies to mystical materials and what-have-you, so if you want to reverse-engineer someone else's enchantment by observing or figure out how to replicate whatever effect a miscast spell (or three combining) results in, go ahead. The persistent ones will, naturally, be a hell of a lot easier.

It should be noted that the last benefit of Occult Author does not apply to prepackaged skill - you'll have to get that for yourself. But beyond that, the sky's the limit. A perk that gives you super large "mana" reserves? Applies to all mystical power pools. Focus items? Works for any magic system with focus items, and maybe some without. Conjuroration talent booster? Carries over to equivalent schools in other systems. You've got Rune Carving from Warhammer

Fantasy: Tomb Kings or Harbinger of Magic from Spyro the Dragon? Not only can you create items and buildings that enhance any or all magic systems you can use with the former, you can make the latter only apply to specific systems of your choosing, but exclude all others, including its native system. Naturally, you can change which systems perks apply to at will.

Items bought at the Bizarre Bazaar can be lost, stolen, or destroyed arbitrarily, and by default do not autonomously restock, respawn, return, replenish in your warehouse, or repair themselves, even if they're from jump documents. If you wanted that function, you should've bought it from the document. Beyond that, they work as advertised, self-updating included - for an additional fee, of course. That might mean you have to pay extra for the self-updating feature or that you have to buy each individual update, depending on the item and how good you are at haggling.

What is "an item that should not logically exist?" All sorts of things - artifacts from deleted timelines. Lost texts. Written accounts from people in no position to be writing accounts. Supplements and upgrades for items from throughout the multiverse. The various mystical objects and literature that no single setting could produce - including those only a jumper or their companions could or would feel the need to create, such all the books a jumper might need to skip long and laborious processes of adapting, upgrading, experimenting, studying, researching, inventing, and writing magical spells, techniques, and literature

when perks and inter-jump mechanics or opportunities make such things possible or necessary. If you've been to the relevant jumps, you can find everything from Rin Tohsaka's notes on Roshar and Gemworld to the grimoire Simon Pain, Celestial Chorister, might write after visiting Narnia, Arda, and Shin Megumi Tensei. And that is not nearly the end of what you could find, nor the strangest. One example I feel the need to nail down, as the guy who wrote the Pale jump, is that you can definitely find the books someone else would have written while or after adapting that jump's magic to any given world, time, or culture, so you can fast-track your own adaption by studying them, or read up on and replicate all the interesting - and dangerous - ways other practitioners of whatever sort (including both those with and without various perks) can, have, and could have exploited, documented, defended against, manipulated, interacted with, etc the phenomenon, creatures, and cultures (and etc) of any given world, if that's what you're looking for. Yes, even the parts you haven't got fiat-backed. The sky's the limit here - and that applies to magical items, too. Whether it's just "impossibly" well crafted or it would take several perks from several unrelated jumps to create, you can find it in the Bizarre Bazaar, for a price. As long as it isn't totally beyond your own level and isn't world-shapingly unique, someone will have it for sale if you look and wait long enough.

One of these days I'll write a jump that doesn't require several pages of Notes, I'm sure of it.