

Starting Equipment

Version 3.0 June 2019



Set of clothes	Hat, shirt, vest, trousers, boots og gloves	Value of 18 USD
Poor Horse	STR score of 10. Roll other stats, skills and tricks at start	Value of 20 USD
Saddle, Bridle and pads	Used and in poor condition	Value of 10 USD
Saddle bags - used	One set of saddle bags (left + right)	Value of 2 USD
		Total Value 50 USD
Cash	Your life savings totalling 50 USD in cash This must be used to acquire weapon, rations, ammunition, Gunbelt/holster etc. Incl. living costs.	50 USD
Background items	Bonus items/Equipment relating to your chosen baggrund. Items are selected and given by The Judge	<i>Value varries at Judge discretion</i>

Purchase restrictions at start

Follwing four purchase restrictions is applied at character start/creation:

1. Weapons bought cannot exceed 20 USD per weapon
2. Shotguns or scatterguns are not available
3. Dynamite / Black powder / Explosives are not avaiable
4. No additional animals (Ox, Mule, Horse etc.) can be bought at start
5. If using optional rule for herbs and healing. No healing potions or treatment can be bought

