

STARTING EQUIPMENT



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	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 background. Items are selected and given by The Judge	<i>Value varies 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 / Bkack powder / Explosives are not avaiable
4. No additional animals (Ox, Mule, Horse etc.) can be bought at start