

Starting Equipment

According to the Rule Book:

When a player creates a new character, that player should see the Game Staff for their starting coin, and tags. Each character starts the game with 50 silver worth of equipment. With this money, a character may purchase Items from the Character creation Item list. If for whatever reason a character does not spend the entire 50 silver, they may place the remainder in their player bank.

The following chart is the current prices for items you may purchase at the time of character creation. The Economy Marshal will help you with any questions at your first event as well as assist you in obtaining starting equipment, coin, and the establishment of a player bank.

Miscellaneous		Consumables			
Trade Tools	5	Alchemy 1	2	Potions 1	2
		Alchemy 2	6	Potions 2	6
		Alchemy 3	12	Potions 3	12
		Alchemy 4	24	Potions 4	24
		Toxins 1 (Vapor)	12	Scrolls 1	2
		Toxins 2 (Vapor)	24	Scrolls 2	6
		Toxins 3 (Vapor)	36	Scrolls 3	12
				Scrolls 4	24
		Toxins 1 (Liquid & Paste)	2	Toxins 3 (Liquid & Paste)	12
		Toxins 2 (Liquid & Paste)	6	Toxins 4 (Liquid & Paste)	24
Starting Equipment Costs					

Starting equipment costs have no correlation to current market values.

Purchasing consumables from starting equipment requires the character to have the skills associated with creating the consumable good. (Example: Craft Potions 3 to purchase any Level 3 Potions.) There is a limit to how many of any one sub-category you may purchase during character creation; the current limit is 5 of any item sub-category. (Example: The limit of Potions 1 is 5 total level 1 potions, regardless of name/kind.)