

G U N S I G H T

An RPG about the Old West
Written by Christopher Wargo
Inspired by Vincent Baker's Apocalypse World

CHARACTER TRAITS _____

Here are the traits for the game. Some classes might give you an extra trait or stat, and that's fine. These are just the core traits.

__ GRIT: Your meanness; your hard core; your spine. Your GRIT is good for hardening your resolve and not faltering, no matter how rough or unsavory the course ahead is.

__ RATTLE: Your cool head under pressure; your steady hand; your calm nerves. Your RATTLE is good for keeping calm and taking your time to do it right when it counts.

__ SHINE: Your talkie-talkie; your charming personality; your people skills. Your SHINE is good for dealing with people, understanding what they're after and getting em to do things.

__ WITS: Your smarts; your attention to details; your understanding. Your WITS are what you know and how you use it. They're good for piecing together the bigger picture.

__ HISTORY: Hx. Like Dx is diagnosis and Rx is prescription. Your history with someone is how much you know em . A negative number means you don't know em well at all. A positive number means you know em exceptionally. Hx is good for helping and interfering with someone. When you raise your HX to +4, or drop it to -4, reset it to 0 and mark XP.

NOTATION _____

In GUNSIGHT, we use the following notation:

__ When it says 'roll +something', like 'roll +GRIT', that means roll 2d6 and add the something to the result.

__ When it says 'gain something', like 'gain +1', that means it's a bonus. Apply it to the roll you're making. 'Gain -1' means it's a penalty. Same difference.

__ When it says 'something forward', like 'gain +1 forward', that means the bonus applies the next time you roll. When it says 'something forward twice', like 'gain +1 forward twice', that means you get a +1 on your next two rolls. 'Three times' means three rolls, etc.

__ For harm, when it says 'trade harm', that means you and your enemy deal harm to each other. Simple enough.

__ When it says 'take harm', that means the harm is being dealt to you. 'Take +1 harm' means you're taking harm, and the GM is adding 1 to it. 'Take +1 harm forward' means the next time you take harm, the GM will add 1 to it.

__ When it says 'deal harm', that means harm you're inflicting on someone else. 'Deal +1 harm' means deal your harm +1, now. 'Deal +1 harm forward' means the next time you deal harm, add 1 to it. I'll try not to be sloppy, but 'deal +1 harm' and 'deal your harm +1' mean the same thing, just so you know.

__ When it says 'something ongoing', that means it continues to happen. Usually things that are ongoing last until specified conditions are met.

__ When it says 'hold', that's a special kind of currency in the game. Just hold onto your hold and spend it later when you want to. Usually, when something gives you hold, it tells you how to spend em. You can have holds forward, also, just like gains and takes and deals.

__ Sometimes you'll see something that says 'hold 1 +1'. That means when you spend the hold, in addition to whatever normally happens, you also gain a +1 forward.

BASIC MOVES

These are the basic moves. All characters have em, in addition to whatever other moves a character playbook might give you. The rule for moves in GUNSIGHT is 'to do it, do it.' That means that if you want to roll the move, you have to trigger it by narrating the action described in the move. And likewise, if you narrate the action described in the move, you trigger the move. If it don't make sense in the fiction for the move to trigger, then it don't trigger. Simple as that.

__ ACT UNDER FIRE

When you **act under fire or under pressure** in the face of danger, roll +RATTLE. On a 10+, you succeed. On a 7-9, you hesitate, flinch, or falter; the GM will offer you a worse outcome or a hard bargain.

__ HAVE DEALINGS

When you **have dealings with someone**, say what you want em to do and roll +SHINE. On a hit, they can accept your terms or renegotiate em, their call. On a 7-9, they also choose one.

- Ask for concrete assurances up front that you'll hold up your end.
- Demand that you hold up your end first.

__ HOLD UP

When you **hold someone up** for something at gunpoint, say what you want and roll +GRIT. On a hit, they can either surrender and comply or force your hand and take your harm (their call). On a 7-9, that, or they can choose to skedaddle or dig in and try to fight (if it's a PC, they're **acting under fire**).

__ INTERVENE

When you **help or hinder** another player, roll +Hx. On a hit, they gain +1 (for help) or -2 (for hinder). On a 7-9, you also expose yourself to danger or cost (the GM will tell you how).

__ OPEN FIRE

When you **open fire on someone** in a gunfight, roll +GRIT. On a hit, trade harm and choose one. On a 10+, choose two.

- You don't get hurt too bad; take -1 harm.
- You inflict terrible harm; deal +1 harm
- You create an opening or an opportunity for an ally; that ally gains +1 forward.
- You cover an ally; that ally makes a hard advance to a strong position
- You secure a rough course

__ SCOUT

When you **scout** a scene, roll +WITS. On a hit, ask questions and take +1 forward when acting on the answers. On a 10+, ask 3. On a 7-9, ask 1.

- What should I be on the look-out for?
- What has recently happened here?
- What's about to happen here?
- What's most valuable/dangerous to me here?
- What's my best escape route/way in/way past?
- What would shift the odds in my favor here?
- Who here is most vulnerable/dangerous to me?

__ SIZE UP

When you **size someone up** in a charged conversation, roll +SHINE. On a 10+, hold 3. On a 7-9, hold 1. During the conversation, spend your hold 1 for 1 to ask that character's player a question.

- Is this person being honest
- What does this person really feel?
- What does this person want of me?
- What does this person intend to do?
- What are this person's ambitions?
- What's this person's hand?
- How can I get this person to do ___?
- Who is really in control here?

SPECIAL MOVES _____

These are special moves. Like the basic moves, all characters have access to these. The only difference with these is they're peripheral or have slight twists on how they work.

__ END OF SESSION

At the end of a session, choose a character that knows you better than they used to and tell em to add 1 to their Hx with you. If this brings em to Hx +4, they reset it to 0 and then mark XP.

__ SHOWDOWN

When you're **in a showdown** with someone and try to outdraw em, roll+nothing. On a hit, you got em; mark XP, and someone looking to make a name for himself takes notice. On a 7-9, that, plus you got hit. Against a PC, both of you roll, both of you mark XP, but whoever rolls highest gets the effect of this move.

__ TAKE HARM

When you **take harm**, even if you took 0 harm (like someone threw a rock at you), roll +harm taken. On a 10+, the GM chooses two. On a 7-9, the GM chooses one. On a miss, the GM can subtract 1 from the harm you took and still choose one.

- You lose your footing
- You lose your grip on whatever you're holding
- You lose track of someone or something you're attending
- You miss something important

THE CHARACTERS

THE TRICK SHOT _____

Assign +2, +1, 0, and -1 however you'd like to your GRIT, RATTLE, SHINE, and WITS

YOUR STUFF _____

You start with this stuff:

- ___ A horse named ____.
- ___ 2 pistols (2 harm)
- ___ A purse with 4-DOLLARS

You start with these two moves:

___ FAME AND INFAMY

Word gets around about you, and you're making a name for yourself. You start with 0 FAME, but you'll have chances to mark it. When you mark your FAME to 4, mark XP and reset your FAME back to 1. When you enter a civilized steading or start a session in one, roll +FAME. On a hit, someone in town has heard of you, and the GM will have em act appropriately. On a 10+, tell the GM who it is and what they've heard, and you gain +1 forward against em. On a 7-9, the GM decides. Good luck with that!

___ QUICK DRAW

When you **showdown** against someone, roll +RATTLE. Each time you defeat a worthy opponent in a showdown (your call), mark your FAME.

Then choose one more:

___ FILL THE AIR WITH LEAD

When you enter into a gunfight, roll +RATTLE. On a 10+, name someone who will die and someone who will live. On a 7-9, name one or the other. Name NPCs only, not players. If it's remotely possible, the GM will make your vision come true.

___ I'LL MAKE YOU FAMOUS

When you're **holding someone up** with a pistol, roll +FAME instead of +GRIT.

___ I'M YOUR HUCKLEBERRY

When you **enter a charged situation**, roll +FAME. On a 10+, hold 1+1. On a 7-9, just hold 1. Spend your hold to make eye contact with another person. That dude freezes or flinches and can't take action until you break it off. If you held 1+1, when you spend your hold you also gain +1 forward against that person. On a miss, your enemies identify you immediately as their biggest threat.

___ ANYTHING FOR YOU, SIR

When you **have dealings** with someone, roll +FAME.

___ FAN YOUR PISTOLS

When you deal harm, you deal +1 harm.

___ FANCY SHOOTIN

When you do something **totally amazing with a pistol**, say what it is you're doing. If the GM agrees, roll +RATTLE. On a 10+, they'll remember you forever; mark your FAME. On a 7-9, choose one.

- You don't quite pull it off; something less amazing happens instead.
- You pull it off, but it doesn't go as planned (the GM will tell you what happens).
- Someone looking to make a name for himself finds out about your feat.

HISTORY _____

Everyone introduces their character by name and look. Take your turn.

List everyone's names, and save space to write Hx next to em.

Go around again for Hx. On your turn:

___ Tell everyone +1 Hx; you put yourself in the public eye.

On their turn:

___ Choose someone you think would be a worthy opponent. Ignore whatever they tell you and write down +3.

___ Everyone else, write what they tell you.

At the beginning of every session choose the person that you have the highest Hx with and ask em to highlight one of your stats. When you roll this stat, mark XP.

At the **end of every session**, choose one player that knows you better than they used to and tell em to add 1 to their Hx with you. If this brings em to Hx +4, they reset it to 0 and then mark XP.

ADVANCEMENT _____

Whenever you roll a highlighted stat, or when you reset your Hx or your FAME, mark XP. When you mark your XP to 5, reset it back to 0 and then choose from the list below. Choose each option only once, and cross it off when you choose it. When you've exhausted the list, retire your character.

___ choose another Trick Shot move

___ choose another Trick Shot move

___ choose another Trick Shot move

___ choose a move from another class

___ increase your GRIT by 1 (max 3)

___ increase your RATTLE by 1 (max 3)

___ increase your SHINE by 1 (max 3)

___ increase your WITS by 1 (max 3)

THE LAW MAN _____

Assign +2, +1, 0, and -1 however you'd like to your GRIT, RATTLE, SHINE, and WITS

YOUR STUFF _____

You start with this stuff:

- ___ a rifle (3 harm)
- ___ a pistol (2 harm)
- ___ a week's rations (7 uses)
- ___ a horse named ____.
- ___ A purse with 3-DOLLARS

You start with these two moves:

___ SERVE A WARRANT

When you're out to **serve a warrant** on someone, you gain +1 ongoing against him until you've brought him in to jail or defeated him. While this is ongoing, you gain -1 against everyone else. When you bring in your man, mark XP and collect the reward. When you defeat him, just collect the reward.

___ FILL YER HANDS YOU SUM'BITCH!

When you're outnumbered in a gunfight, you always count as a small gang. Adjust your harm appropriately.

Then choose one more:

___ I AM THE LAW

When you **tell someone to do something** based on your official authority, gain +1 against em. Use it now or gain it forward, your call.

___ ORGANIZE A POSSE

When you **organize a posse** to serve a warrant, you can deputize em until the warrant is served and the dude it's against is in jail or defeated. When you lead your posse into a gunfight to serve a warrant, they count as a small gang for that fight.

___ GUT FEELING

When you **draw on experience** to size someone up, roll +GRIT instead of +SHINE.

___ PLAN SOMETHING

When you **make a complicated plan**, roll +WITS. On a 10+, hold 3. On a 7-9, hold 1. While you're drawing up your plan, spend your hold 1 for 1 to introduce an advantage or an opportunity. When executing the plan, the first ally who acts on an opportunity or advantage you've introduced gains +1 forward. This includes you.

___ THIS AIN'T NO COON HUNT

When you try to **pick up a trail**, roll +WITS. On a hit, you find evidence of your quarry and can track him. On a 10+, you get the drop on your quarry. On a 7-9, you alert him, and the GM chooses one:

- You walk into an ambush
- Your quarry digs in and fortifies his position or is otherwise prepared for you.

___ IN MY SIGHTS

When you **open fire** in a gunfight, add the following to your list of options:

- You pin down your enemy; he can't take actions for a minute.
- You compromise your enemy's position; until he does something about it your posse gains +1 ongoing and +1 harm ongoing against him.

HISTORY _____

Everyone introduces their character by name and look. Take your turn.

List everyone's names, and save space to write Hx next to em.

Go around again for Hx. On your turn:

___ Tell everyone +1 Hx; you make sure to get around.

On their turn:

___ Choose someone you're suspicious of. Whatever he tells you, ignore it and write down +3.

___ For everyone else, whatever they tell you, add 1 to it; you're always watchin folks.

At the beginning of every session choose the person that you have the highest Hx with and ask em to highlight one of your stats. When you roll this stat, mark XP.

At the **end of every session**, choose one player that knows you better than they used to and tell em to add 1 to their Hx with you. If this brings em to Hx +4, they reset it to 0 and then mark XP.

ADVANCEMENT _____

Whenever you roll a highlighted stat, or when you reset your Hx, mark XP. When you mark your XP to 5, reset it back to 0 and then choose from the list below. Choose each option only once, and cross it off when you choose it. When you've exhausted the list, retire your character.

___ choose another Law Man move

___ choose another Law Man move

___ choose another Law Man move

___ choose a move from another class

___ increase your GRIT by 1 (max 3)

___ increase your RATTLE by 1 (max 3)

___ increase your SHINE by 1 (max 3)

___ increase your WITS by 1 (max 3)

THE GAMBLER _____

Assign +2, +1, 0, and -1 however you'd like to your GRIT, RATTLE, SHINE, and WITS

YOUR STUFF _____

You start with this stuff:

- ___ Fine shiv (2-harm)
- ___ Pistol (2-harm)
- ___ A horse named ____.
- ___ Some nice clothes
- ___ A purse with 7-DOLLARS

You start with these moves:

___ POKER FACE

When someone tries to **size you up**, answer their questions however you want. When someone **scouts a scene** and asks 'Who here is most vulnerable/dangerous to me?', the answer is never you.

___ CARD SHARK

When you **play cards**, stake DOLLARS and roll +SHINE. On a 10+, all three. On a 7-9, choose one.

- You win big; double the DOLLARS you staked.
- No one suspects you of cheating
- No one gets mad and tries to shoot you

Then choose one more:

___ SILVER TONGUE

When you **try to pull a fast one** on someone, roll +SHINE. On a 10+, they bought it until there's clear evidence to the contrary (PCs mark XP). On a 7-9, they choose one. On a failure, gain -1 forward against em, and they get suspicious; they may confront or accuse you.

- they believe you for now, but will double-check your words later (PCs mark XP)
- they will need additional proof
- they don't believe you, but they might be willing to take cash for looking the other way.

___ INDULGE

When you **indulge in sinful pleasures** in a civilized stading, spend 5-DOLLARS and roll +SHINE. On a 10+, choose three. On a 7-9, choose two.

- You make a good impression all around; gain +1 forward against everyone present.
- Someone with a lot of money walks in, and he's not afraid of gambling.
- Your spirits are lifted and the relaxation does you good; heal 1 harm.
- You don't attract the attention of someone dangerous to you.
- You don't get yourself in trouble.

___ MEAN BARK

When you **hold someone up**, roll +SHINE instead of +GRIT.

___ PLACE YOUR BETS

At the beginning of every session, hold 2. During the session, spend a hold to place a bet on the outcome of another player's roll. Stake DOLLARS and state whether the roll will be a 10+, a 7-9, or a miss. If you're right, your bet pays off at 2-DOLLARS for every 1 you staked. If you're wrong, you lose the DOLLARS and gain -1 forward twice.

___ SAW IT COMING

Name your escape route and roll +SHINE. On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it costs you -- either leave something behind or take something with you (GM's call). On a miss you find yourself vulnerable.

___ YOU CAN TELL BY THE EYES

When you **size someone up**, you always hold +1. Even on a failure, you hold 1.

HISTORY _____

Everyone introduces their character by name and look. Take your turn.

List everyone's names, and save space to write Hx next to em.

Go around again for Hx. On your turn:

___ Tell everyone -1 Hx; you're hard to read

On their turn:

___ Choose one person who has something you want; whatever they tell you add 2 to it.

___ Choose one person who could be some use; whatever they tell you add 1 to it.

___ Everyone else, write down what they tell you.

At the beginning of every session choose the person that you have the highest Hx with and ask em to highlight one of your stats. When you roll this stat, mark XP.

At the **end of every session**, choose one player that knows you better than they used to and tell em to add 1 to their Hx with you. If this brings em to Hx +4, they reset it to 0 and then mark XP.

ADVANCEMENT _____

Whenever you roll a highlighted stat, or when you reset your Hx, mark XP. When you mark your XP to 5, reset it back to 0 and then choose from the list below. Choose each option only once, and cross it off when you choose it. When you've exhausted the list, retire your character.

___ choose another Gambler move

___ choose another Gambler move

___ choose another Gambler move

___ choose a move from another class

___ increase your GRIT by 1 (max 3)

___ increase your RATTLE by 1 (max 3)

___ increase your SHINE by 1 (max 3)

___ increase your WITS by 1 (max 3)

THE THUNDERHEART _____

Assign +2, +1, 0, and -1 however you'd like to your GRIT, RATTLE, SHINE, and WITS

YOUR STUFF _____

You start with this stuff:

- ___ tomahawk (2 harm)
- ___ pistol (2 harm)
- ___ rifle (3 harm)
- ___ a very fine horse named ____.
- ___ A purse with 4-DOLLARS

You start with these two moves:

___ VISION QUEST

When you prepare a ritual herbal brew and consume it to peer through the mystical veil of the world, tell the GM about your current situation and your proposed solution, then roll +WITS. On a 10+, you get the name and location of someone who can help you. On a 7-9, you get either the name or location. On a miss, someone else has a vision with their name, location, and the reason for your query, but you don't.

___ GHOST IN THE WIND

When you need to make a getaway, roll +WITS. On a hit, you're gone. On a 10+, you left no trace that anyone can follow, even a tracking expert.

Then choose one more:

___ BRAVE

When you **act under fire** in a gunfight, roll +WITS.

___ SAGE WISDOM

When you use traditional wisdoms and folk insights to **have dealings** with someone, roll +WITS instead of +SHINE.

___ INWARD EYE

When you undertake a **vision quest**, you can instead ask the GM a question about your current situation. Roll +WITS. On a hit, the GM will answer your question and you gain +1 when acting on the answer. On a 10+, you get good, useful details. On a 7-9, you get only impressions.

___ REMEDY

When you spend some time collecting special plants, you can **prepare a poultice** from em. Apply the poultice immediately to a wounded person. That person heals 2-harm. If that brings em up to 3-harm or better, they can move around without the -1 penalty.

___ BOUNTIFUL

While you're in the wilderness, you can forage and hunt easily enough that you and your allies don't need rations, so long as they eat light.

___ GREAT SKY FATHER

At sunrise and sunset when you're in the wilderness, check the sky and tell the GM what the weather will be for the next while. It will be as you say.

HISTORY _____

Everyone introduces their character by name and look. Take your turn.

List everyone's names, and save space to write Hx next to em.

Go around again for Hx. On your turn:

- Choose someone you dislike and tell him -1 Hx; you're keeping to yourself
- Choose someone you distrust and tell him -1 Hx; you don't tell him anything
- Everyone else, tell em 0 Hx

On their turn:

- Whoever you disliked, ignore what they tell you and write 0 Hx; you'd prefer to not know em.
- Whoever you distrusted, ignore what they say and write +3 Hx; you're watching em.
- Everyone else, write down what they say.

At the beginning of every session choose the person that you have the highest Hx with and ask em to highlight one of your stats. When you roll this stat, mark XP.

At the **end of every session**, choose one player that knows you better than they used to and tell em to add 1 to their Hx with you. If this brings em to Hx +4, they reset it to 0 and then mark XP.

ADVANCEMENT _____

Whenever you roll a highlighted stat, or when you reset your Hx, mark XP. When you mark your XP to 5, reset it back to 0 and then choose from the list below. Choose each option only once, and cross it off when you choose it. When you've exhausted the list, retire your character.

- choose another Thunderheart move
- choose another Thunderheart move
- choose another Thunderheart move
- choose a move from another class
- increase your GRIT by 1 (max 3)
- increase your RATTLE by 1 (max 3)
- increase your SHINE by 1 (max 3)
- increase your WITS by 1 (max 3)

THE OUTLAW

Assign +2, +1, 0, and -1 however you'd like to your GRIT, RATTLE, SHINE, and WITS

YOUR STUFF

You start with this stuff:

- ___ a horse named ___.
- ___ wrangler's clothes
- ___ a week's rations (7 uses)
- ___ a purse with 6-DOLLARS (stolen)

You start with these two moves:

___ PACK ALPHA

When you try to impose your will on your gang, roll +GRIT. On a 10+, all three. On a 7-9, choose one. On a miss, someone in your gang makes a dedicated bid to take over.

- They do what you want
- They don't fight back over it
- You don't have to make an example of one of em

___ GANG

By default, your gang consists of 20 or so violent bastards with pistols and no discipline at all (2 harm, small gang, savage). For details on **using a gang as a weapon**, see page xx. For details on **gang tags**, see page xx.

Choose two upgrades:

- Your gang is 35 dudes: medium instead of small
- Your gang's well-armed with shotguns and rifles: 3 harm instead of 2 harm
- Your gang's well-disciplined: drop the savage tag
- Your gang's nomadic at heart: add the mobile tag
- Your gang's self-sufficient, able to provide for itself by raiding and scavenging, and always has a little DOLLARS.

Choose one vulnerability:

- Your gang's horses are poor instead of modest. If you press em too hard, too fast, or too far, they give on you.
- Your gang's loose-knit, with members coming and going as they choose. If it loses a fight or if you press too hard, your dudes start leaving by 1s and 2s.
- Your gang is in significant debt to someone powerful who can demand your services at any time.
- Your gang is filthy and unwell. If you don't take particular care over em, they get pretty sick.

Then choose one more:

___ FUCKIN THIEVES

When you have your gang search their pockets and saddlebags for something, roll +GRIT. On a 10+, one of em has just the right thing. On a 7-9, one of em has something sorta similar. On a miss, one of em had it but it's been stolen.

___ OPIUM DENIZEN

When you spend some time **cooling down in an opium den**, roll +GRIT. On a hit, the GM will answer one question concerning the near future of an ally. If you tell the ally, and he acts on it, he takes +1 forward and you both mark XP. On a 7-9, all that, plus you take -1 ongoing until you tell the ally, and the ally takes -1 ongoing until he acts on the information. Either way, the event may or may not come to pass, depending on how yall use the information. Determinism is funny that way.

___ LAY LOW

When you **hole up and lay low** for a while, roll +RATTLE. On a 10+, no one notices you, you've got room to work, and whatever trouble you're avoiding passes over in a week or two. On a 7-9, choose one.

- Trouble is still waiting when you emerge
- Trouble will notice you if you make plans or maneuver
- You've attracted the attention of someone else, who comes looking to gain

COMES TROUBLE

When you enter a steading in which you've caused trouble before, roll +GRIT. On a hit, everyone knows of your deeds. On a 10+, choose one. On a 7-9, the GM chooses.

- You are feared and respected by everyone.
- There's a warrant out for you, alive
- There's a bounty out for you, dead

ROBBERY

When you use your gang to **hold someone up**, gain +1. If you have to deal harm, your gang deals the harm; adjust the harm accordingly.

DANGEROUS BASTARD

When you **have dealings** with someone, roll +GRIT instead of +SHINE.

HISTORY _____

Everyone introduces their character by name and look. Take your turn.

List everyone's names, and save space to write Hx next to em.

Go around again for Hx. On your turn:

 Tell everyone +1 Hx. You're not that complicated.

On their turn:

 One of em has stood up to you, gang and all. Whatever they tell you, add 1 to it.

 Everyone else, whatever they tell you, subtract 1 from it; by default, you don't really care much about people.

At the beginning of every session choose the person that you have the highest Hx with and ask em to highlight one of your stats. When you roll this stat, mark XP.

At the **end of every session**, choose one player that knows you better than they used to and tell em to add 1 to their Hx with you. If this brings em to Hx +4, they reset it to 0 and then mark XP.

ADVANCEMENT _____

Whenever you roll a highlighted stat, or when you reset your Hx, mark XP. When you mark your XP to 5, reset it back to 0 and then choose from the list below. Choose each option only once, and cross it off when you choose it. When you've exhausted the list, retire your character.

 choose another Outlaw move

 choose another Outlaw move

 choose another Outlaw move

 choose a move from another class

 increase your GRIT by 1 (max 3)

 increase your RATTLE by 1 (max 3)

 increase your SHINE by 1 (max 3)

 increase your WITS by 1 (max 3)

THE BARON _____

Assign +2, +1, +1, 0, and -1 however you'd like to your GRIT, RATTLE, SHINE, STRINGS, and WITS

YOUR STUFF _____

You start with this stuff:

- ___ a fine pistol (2 harm, close, loud, reload)
- ___ a fine horse named ____.
- ___ your town takes care of your DOLLARS
- ___ Some fine clothes

___ STRINGS

You have an extra stat: Strings. Your STRINGS are good for pulling weight and controlling your enterprise, your town, and everyone beholden to you.

You start with these two moves:

___ LEADERSHIP

When your crew fights for you, roll +STRINGS. On a 10+, hold 3. On a 7-9, hold 1. On a miss, the crew turns on you, or tries to hand you over to your enemies. Over the course of the fight, spend your hold 1 for 1 to make the crew:

- make a hard advance
- stand strong against a hard advance
- make an organized retreat
- show mercy to their defeated enemies
- fight and die to the last

___ YOUR TOWN

A town has grown up around your enterprise. Tell the GM about your business. It might be a railroad, a mine, or something else. Your town might have local authorities, but they tend to default to your authority. For details on **want tags**, see page xx. For details on **gang tags**, see page xx. By default, your town has:

- 300 to 500 souls
- A mix of ranching, trading, and mining. Flush: 2-DOLLARS, Want: Hunger.
- A small main street with a hotel, a laundry, a general store, and a saloon.
- A crew of 12 violent bastards with pistols who report to you (2-harm, unruly, small gang)

Choose 4 upgrades

- Your town is booming, 1000 to 2000 souls. Flush: add 2-DOLLARS, want: add +disease
- For livings, add lucrative prospecting. Flush: add 2-DOLLARS, want: add +reprisals
- Add a mill. Flush: add 2-DOLLARS, want: add +idle
- Add a bustling, widely-known market commons. Flush, add 2-DOLLARS, want: add +desperation
- Your town has a bank, a tax office, and a courthouse. Flush: add 2-DOLLARS, want: add +judgement
- Your town has a railroad station. Flush: add 2-DOLLARS, want: add +obligation
- Your crew is well-disciplined. Gang: drop the unruly tag.
- Your crew has shotguns and rifles. Gang: +1 harm.

Choose 2 complication

- Your population is filthy and unwell. Want: add +disease
- Your population is lazy and drug-stupored. Want: add +stupor
- Your population is decadent and perverse. Want: add +lawless
- Your sheriff and his deputies are a pack of fucking hyenas. Want: add +savage
- Your steading is in an area with frequent droughts. Want: add +famine
- Your steading contests the lands of native tribes. Want: add +reprisals
-

If your town is secure and your control is unchallenged, at the beginning of the session roll +STRINGS. On a 10+, you have flush at hand and available for the needs of the session. On a 7-9, you have flush, but choose 1 want. On a miss, or if your town is compromised or your control contested, your town is in want with no flush. The precise values of your flush and want depends on your town.

Then choose one more:

HEDGE YOUR BETS

When you **retroactively declare** that you've already set something up, spend DOLLARS in increments of 5 and roll +increments spent. On a 10+, you set it up. On a 7-9, you set it up, but here at the crucial moment the GM can introduce a complication unforeseen by you.

HOLD AUDIENCE

Whenever you **hold an audience** with someone in your office, roll +STRINGS. On a hit, choose one. On a 10+, you also take +1 forward against everyone in the room. On a miss, they get to choose one for emself.

- **size someone up** as if you'd rolled a 10.
- **have dealings** as if you'd rolled a 10
- **hold someone up** as if you'd rolled a 10

ISSUE A WARRANT

When you try to have a judge issue a warrant against someone innocent, spend DOLLARS in increments of 5 and roll +increments spent. On a hit, they issue a warrant. On a 10+, the bounty is the amount you spent. On a 7-9, they'll pocket your money and you'll have to front whatever bounty you want assigned.

UNSEEN HAND

When you **intervene** with another player, the bonus or penalty is +2 (for help) and -3 (for hinder).

SERVED COLD

When you put a hit out on someone, roll +STRINGS. On a 10+, choose 2. On a 7-9, choose 1. On a miss, they choose 1 for emself.

- You get em when they're alone
- It doesn't take until next session
- They don't see it coming

HISTORY _____

Everyone introduces their character by name and look. Take your turn.

List everyone's names, and save space to write Hx next to em.

Go around again for Hx. On your turn:

 Choose whether you are generous and benevolent to the people of your steading, or whether it is better to be fearsome and harsh. If you're generous, tell everyone +1 Hx. If you're fearsome, tell everyone -1 Hx.

On their turn:

 One of em has been with you since before you became powerful. Whatever they tell you, add 1 to it.

 One of em betrayed you or tried to steal from you. Whatever they tell you, ignore it and write Hx +3.

 Everyone else, write what they tell you.

At the beginning of every session choose the person that you have the highest Hx with and ask em to highlight one of your stats. When you roll this stat, mark XP. At the **end of every session**, choose one player that knows you better than they used to and tell em to add 1 to their Hx with you. If this brings em to Hx +4, they reset it to 0 and then mark XP.

ADVANCEMENT _____

Whenever you roll a highlighted stat, or when you reset your Hx, mark XP. When you mark your XP to 5, reset it back to 0 and then choose from the list below. Choose each option only once, and cross it off when you choose it. When you've exhausted the list, retire your character.

 choose another Baron move

 choose another Baron move

 choose a move from another class

 increase your GRIT by 1 (max 3)

 increase your RATTLE by 1 (max 3)

 increase your SHINE by 1 (max 3)

 increase your WITS by 1 (max 3)

 increase your STRINGS by 1 (max 3)

THE MADAM _____

Assign +2, +1, 0, and -1 however you'd like to your GRIT, RATTLE, SHINE, and WITS

YOUR STUFF _____

You start with this stuff:

- ___ some fine clothes
- ___ a purse with 8-DOLLARS
- ___ A tiny pistol.

You start with these two moves:

___ SALOON

You've got holdings in a saloon. There might be an owner, but you're the silent partner. At your disposal is a small crew of ladies you can use for information and 3 bad-ass dudes with pistols who will keep the peace in the saloon (small gang, 2 harm). At the beginning of every session, roll +SHINE. On a hit, the saloon is flush, and you gain 2-DOLLARS. On a 7-9, that, plus choose one:

- Some rough riders have made themselves at home there
- One of your enforcers has become unhappy with you
- You owe someone a favor, and they're demanding it now

___ LITTLE BIRDS

Once per session, ask your girls if they've heard any secrets and roll +SHINE. On a 10+, hold, 3. On a 7-9, hold 1. On a miss, the GM holds 1 on you. During the session, spend your hold 1 for 1 to ask a character's player a question. They have to answer honestly. If it's a PC, add 1 to your Hx with em, and you can't spend another hold on em until next session. If it's an NPC, you gain +1 forward against em.

Then choose one:

___ HUSTLE

When you try to get someone to do some dangerous work for you, roll +SHINE.

- For PCs, on a 10+ they mark XP if they do it and **act under fire** if they don't; on a 7-9, it's one or the other (their call).
- For NPCs, on a 10+ they'll do it for free, just to get in your good graces; on a 7-9, treat it as if you **had dealings** with em and rolled a 10.

___ ENOUGH'S ENOUGH

When you have your enforcers detain or evict someone in your saloon, roll +SHINE. On a 10+, their call: comply or take the harm (small gang, 2 harm). On a 7-9, that, or they can choose to resist or fight back (for PCs, it's **acting under fire**).

___ PUT THE WORD OUT

When you **put the word out** through your people that you need something special, roll +SHINE. On a 10+, someone has what you're looking for at a reasonable price. On a 7-9, choose one.

- It's going to be expensive, even for you
- You'll have to settle for something less
- Your snooping around has drawn unwanted attention

___ ENTERTAIN

When you entertain important people in your saloon (your call), roll +SHINE. On a 10+, hold 3. On a 7-9, hold 1. While you're entertaining, spend your hold 1 for 1 and choose:

- **Scout a scene** as if you'd rolled a 10
- Gain +1 ongoing against someone until they leave.
- Make someone gain -1 ongoing until they leave.
- Drug someone. They'll wake up in a few hours.
- Someone has a lucrative offer for you.

I CAN EXPLAIN

When you **have dealings** with someone and give em an IOU, you can fail to hold up your end once and they won't have ill will against you. If it's a PC, they mark XP.

GUARDED

When someone tries to learn information about you (either by **sizing you up or scouting around**), they have to spend twice as much as normal. Two questions for every one if scouting around, and two holds for every one if sizing you up. If they can't pay the cost, their move is nullified.

HISTORY _____

Everyone introduces their character by name and look. Take your turn.

List everyone's names, and save space to write Hx next to em.

Go around again for Hx. On your turn:

 Tell everyone +1 Hx; you're pretty much a socialite.

On their turn:

 You've got the dirt on everyone. Whatever they tell you, ignore it and write down +3 Hx

At the beginning of every session choose the person that you have the highest Hx with and ask em to highlight one of your stats. When you roll this stat, mark XP.

At the **end of every session**, choose one player that knows you better than they used to and tell em to add 1 to their Hx with you. If this brings em to Hx +4, they reset it to 0 and then mark XP.

ADVANCEMENT _____

Whenever you roll a highlighted stat, or when you reset your Hx, mark XP. When you mark your XP to 5, reset it back to 0 and then choose from the list below. Choose each option only once, and cross it off when you choose it. When you've exhausted the list, retire your character.

 choose another Madam move

 choose another Madam move

 choose another Madam move

 choose a move from another class

 increase your GRIT by 1 (max 3)

 increase your RATTLE by 1 (max 3)

 increase your SHINE by 1 (max 3)

 increase your WITS by 1 (max 3)

THE RULES OF PLAY

HARM AND HEALING _____

Characters are gonna get harmed. It's a dangerous world, and that's just how it is. Most NPCs can't take more than 2 or 3 harm. Most PCs can take as much as 6 harm. Keep track of how much harm you're taking.

__ 1 or 2 harm: you're hit, but it will heal on its own in a few days or weeks. You can still move around and such, but you'll be in a world of hurt once you stop moving and it catches up to you.

__ 3 harm: you're hit bad. It won't heal on its own, but you're not getting any worse. You can move around for a while, but after whatever immediate business you're in is over you gain -1 ongoing until you take to bed.

__ 4 or 5 harm: you're hit bad and bleeding out. You need medical attention soon or you'll die. You gain -1 ongoing until you get help, and when you undertake anything strenuous you bleed out another 1 harm.

__ 6 harm: you're down and out. No moving for you. If by some miracle you get immediate medical attention, you'll probably never be the same; might be time to retire. Definitely no moving around for you.

__ More than 6 harm: you're dead. No take-backs.

Now, regular harm from getting kicked by a horse or falling out a window is one thing. But there are special kinds of harm you take in a gunfight: direct, indirect, and focused fire.

__ **Direct fire** means someone points a gun at you and you take it. Full harm.

__ **Indirect** can mean a couple of things: the bullet grazed you; you're behind cover; bullets are ricocheting off the walls and two exploded in front of you. Whatever. Indirect means you take -1 harm.

__ **Focused fire** means two or three guys point their guns at you and shoot. You take +1 harm.

You might have a case where you have to stack these somehow. You get behind cover and five guys blast away at you. That means indirect and focused fire. In that case, they cancel each other. Simple arithmetic.

Medicine these days ain't all too sophisticated. They've invented antiseptic surgery a few years ago, so you're not likely to have to worry about infection and whatnot chewing your leg off. Still, digging out a bullet from your ribs is just as complicated as it always has been.

If you're just hit, well you can probably dig it out yourself and rest up for a day or so. If you're down, you're gonna need a doctor to do it for you. Course, that's usually expensive, and as mentioned painful. And to top it off you'll be laid up in the bed for oh a good month or so. Longer than that if something inside got busted, like a lung or something.

When you see a doctor, he can bring you back up to full health, but the cost and time required varies depending on the injury. Here are some guidelines:

__ if you've taken 2-harm or less, it's usually only 5-DOLLARS, and you can leave that day or the next.

__ if you've taken 3-harm, it's usually 10-DOLLARS, and you can leave after a week or so.

__ if you've taken more than 4-harm, it's surgery. Going rate is 15-DOLLARS, and you can leave after a few weeks, usually.

In a pinch, if you do have to sew yourself up, you'll need some needle, thread, antiseptic ointment, and bandages. Sewing somebody up will heal em of 1-harm. Usually, it's **acting under fire**, with the danger being you'll do more harm than good.

Here are some general guidelines on harm. Use these if you're stuck.

0 harm:

- ___ grappling, dragging someone around by the hair
- ___ falling off a horse
- ___ an accountant and his fists

1 harm:

- ___ a bruiser and his fists
- ___ a tumble down the stairs
- ___ a ricochet
- ___ being out in the desert all day with no water

2 harm:

- ___ getting stabbed with a knife or hacked with a handaxe
- ___ getting bludgeoned with a bat or a hammer
- ___ a fine pistol
- ___ falling out the second story window onto your back

3 harm:

- ___ a shotgun or a rifle
- ___ falling from the third story balcony onto jagged ground
- ___ a hard kick to the face from a spooked horse
- ___ getting your head cleaved by an axe

4 harm:

- ___ a stick of dynamite in your lap
- ___ a militia with a gatling gun
- ___ falling from the roof onto your head
- ___ getting trampled by cattle

5 harm:

- ___ big explosions
- ___ getting hit by a train
- ___ being tied down and chopped in half
- ___ drowning

GANGS

The open lands of GUNSIGHT are the province of the gangs. Outlaws roam the wilderness in between steadings, raiding towns and holding up caravans, stealing cattle and imposing their own brand of law. About the only thing that can be done is issue a warrant or put out a bounty and hope there's a lawman hard enough to go after em and a judge not under the thumb of a railroad baron who'll serve justice on the gallows.

Gangs come in several sizes:

- __ a party is a handful. Don't even count em as a gang unless they're going up against a bigger gang.
- __ a small gang is maybe a couple dozen dudes.
- __ a medium gang is around 50 dudes, guns blazing.
- __ a large gang is 75 or a hundred dudes, and bad news.
- __ a militia is the whole damn town. Don't take one of these on by yourself.

Gangs can take 6-harm total before everyone's dead. When a gang takes harm, it's applied to the gang as a whole. Here's how it works:

- __ 1 harm: injuries, some serious.
- __ 2 harm: many injuries, some fatalities
- __ 3 harm: serious injuries and fatalities
- __ 4 harm: many fatalities; a gang will usually break up and flee
- __ 5 harm: few survivors
- __ 6 harm: everyone's dead

A gang with strong leadership will usually hold together until it takes 4-harm. Then, when there's a lot of fatalities, they tend to break and flee. Course, the leader can try and impose his will to keep em together, but it'll be pretty tough.

The harm when dealing with a gang is determined by two things. First, start with whatever class of weapons most of em are using. So for instance, if everyone's using pistols (2 harm), then that's what the gang deals as a whole -- 2 harm. When that gang focus fires, they deal 3 harm.

Once you figure that out, compare the size of the gang to the size of the gang they're going up against. Mismatches in size change harm. When two groups go against each other, and they're different sizes, count how many steps are between em. For every step, the small group deals -1 harm and the big group deals +1 harm.

This means if a couple of dudes or a party goes up against:

- __ a small gang, the party deals -1 harm and the small gang deals +1 harm
- __ a medium gang, the party deals -2 harm and the medium gang deals +2 harm
- __ a large gang, the party deals -3 harm and the large gang deals +3 harm
- __ a militia, the party deals -4 harm and the militia deals +4 harm

GANG TAGS

Here are the tags pertaining to gangs, posses, crews, and any other groups who act as one unit.

- __ **Large:** The gang has 75 or 100 members.
- __ **Medium:** The gang has 50 or so members.
- __ **Mobile:** The gang's not tied to a home base. If a gang doesn't have this tag, they're tied down somehow.
- __ **Rich:** Outside of combat, the gang always has some DOLLARS.
- __ **Savage:** the gang fights brutally, viciously, and without mercy, discipline, or honor. Presume that they loot and violate the dead, and that they proudly display the trophies of their kills.
- __ **Small:** The gang has maybe two dozen members.
- __ **Unruly:** the gang has internal factions that dislike one another and some of its members are ambitious beyond their loyalty.

HOW A GANG WORKS _____

Gangs can be treated as single entities in GUNSIGHT. A player can **open fire** on a gang same as on another character. A player can also fight as part of a gang, if he has one, or he can send his gang to do the dirty work.

When a character attacks a gang, that character deals his harm to the full gang. 'I get down behind the barrels and start shootin at em!' Let's say you deal 2-harm against the gang. That means the GM, or whoever is controlling the gang, marks the gang for 2-harm the way you would if it was a regular character.

A player can also take aim at a single dude in the gang. 'I get down behind the barrels and the first person I shoot is that dude up on the roof!' In this case, deal your harm to that dude, **and also mark the gang for 1-harm.**

When a player makes an aggressive action using his gang instead of his weapon (eg, **open fire** or **hold up**), it's his gang that inflicts and suffers the harm, and you adjust the harm according to the size rules.

How much harm does a player take if he's a member of a gang? Depends. The leader always takes the same harm the gang does if he's actively fighting along with his gang. On the other hand, if he's intentionally trying to protect himself from harm instead of fighting, or if he's just a member of the gang, he takes -1 harm.

Note that it's still possible for some dude to take aim at the player and deal harm directly to him, same as it is for a player to aim at a particular dude in a gang.

COMBAT _____

Here's how it works. We'll start with the simplest case and work up from there.

__ The Simple Case

Two guys, a player and an NPC, stand up in a saloon and **open fire**. Obviously, they trade harm, which will depend on what they're using. Let's say pistols, so 2-harm. Odds are, the NPC's going down from that. Or at least he's pretty bad off. Simple, right?

__ Player vs party

Now, let's say the NPC has friends. The player stands up, the NPC stands up, and the NPC's friends stand up. It's only a few dudes, so we'll not treat em as a gang. The player still plugs em off one at a time. The only thing different that happens is if the player gets shot by more than one guy at the same time, it's focused fire (which means the player takes one guy's harm +1 more harm). So in the case of pistols, it's 3-harm. Fine, that's how it is.

__ Player vs small gang

Now, let's say it's a player against a small gang. If the player plugs one guy, it's just like before. The one NPC who got shot takes the player's full harm, but this time the GM also ticks 1 harm for the gang. He can penny em down this way (recall that when a gang takes 4-harm, it tends to flee, so all he has to do is kill 4 dudes like this).

On the other hand, the player can try to shoot 'the gang' as if it was just one entity. Narratively, this means we're zooming out and watching him **open fire** on the gang, shooting multiple times (if he can last that long). Of course, he's going to get hurt pretty bad if he's just standing in the open, but I digress.

So let's say he's **opening fire** on the whole lot of em. Now it's one dude against a small gang, which means the player is dealing -1 harm and the gang is dealing +1 harm. If everyone's using pistols, that means the player is dealing 1 harm and the gang, when it shoots, is dealing 3 harm.

Note that this allows us to zoom out and narrate what the whole gang is doing instead of narrating what each individual guy is doing. Every time the player rolls and deals harm, he deals 1 to the gang, and every time he takes harm, he's taking 3 harm as if he was focus fired. The only difference is that when the player rolls harm, a bigger chunk of narrative actions have happened. He didn't fire just once to get that harm. He fired a couple of times, at different guys, all with that one roll. If your group likes to speed up combat, this is the way to do it. If they like to slow it down and explore the heroics of it, they can do that too by just plugging one guy at a time.

Changing weapon type will, of course, make the difference between the two options more stark. If the player had a shotgun (3 harm) instead of a pistol, then he'd deal 1 harm overall to a gang when attacking a single guy but 2 harm overall when attacking the gang directly as a whole. But that only makes sense because, as noted, attacking a gang as a whole comprises more narrative actions than just pulling the trigger against one guy.

__ **More than one player**

These rules don't change if we add a player. Two players still only makes a party, and against a small gang they are each dealing 1 harm individually and taking 3 harm individually. Of course, with the addition of a second player, they can start to follow through on each other's actions, focusing fire and dealing an extra +1 harm or maneuvering around the battle field by locking down positions and pinning their enemies.

__ **Just remember:** don't count a couple of dudes as a gang. Don't even count a handful of dudes as a gang. Unless a move specifically says otherwise (and there are some), you don't have a gang until you've got a dozen guys, at least.

STEADINGS

Steadings are civilized areas -- outposts and small towns that build up around key resources as the world spreads westward. Steadings are the points of light in an otherwise dark wilderness, a place where people come to interact, to trade, to indulge, and in general to remind themselves that there is a world out there.

Outposts are the smallest kinds of steadings. They're usually along main routes, and they're usually cobbled together from modest resources. Look for a river with plentiful fish, or a forest suitable for hunting, or look for a natural trade route, and there you'll usually find a outpost. An outpost might be some kind of lodging or a place to water your horses or yourself, but more often than not these things are just rolled up into a trading post. Dollars here are scarce. Don't expect to find much in the way of supplies beyond the bare minimum.

Towns are bigger. They house a couple hundred folks, and they usually grow up around a railroad station or a mine. Most towns have an inn, a saloon, a post office, and a general store. Bigger towns will also have a bank and a jail. Towns are usually surrounded by ranches, with men carving out an existence raising cattle. The jurisdiction in a town usually goes to the sheriff, who will have at least one deputy. More, if the town's bigger. Marshals and other lawmen live in the bigger towns, but their jurisdiction is limited to county business, and their province is the open space between towns.

The booming towns are really booming. A thousand people or more. Some of em are in the tens of thousands, even. There's usually a couple of key industries behind a booming town -- an important exchange station for different railways, plus a mine, plus access to a large river. There's still ranches out there beyond the booming town, but only a couple and they are massive baronies that have swallowed their neighbors.

FLUSH AND WANT

People in steadings are trying to make a living, and their success determines the success of the steadings. When people are doing well, when their endeavors are fruitful, the steadings is **flush**. When things aren't going so well, when people's efforts aren't paying off, the steadings is **in want**.

When a steadings is flush, everyone's needs are met, trade is flourishing, most things can be found in the markets, and folks are generally in good spirits. When a steadings is in want, people are in a state of crisis. How that manifests depends on the **want tags** of the particular steadings:

__ **Desertion:** when the steadings is in want, the people ditch out. Figure on losing 10-15% per period of want.

__ **Desperation:** when the steadings is in want, the people will do anything to secure their future, including turning on their own.

__ **Disease:** when the steadings is in want, the collective health of the people collapses.

__ **Famine:** Famine is like extreme hunger. There's a massive shortage of food and water. None of the people can meet even their most basic needs.

__ **Hunger:** when the steadings is in want, the people don't have enough to eat. Getting food becomes their foremost concern.

__ **Idle:** When the steadings is in want, people don't have anything useful to do with their time. They occupy themselves with whatever seems diverting: they act on their various threat impulses.

__ **Judgement:** When the steadings is in want, they blame you and do not fuck around about it.

__ **Lawless:** When the steadings is in want, crime is rampant and authority has become powerless.

__ **Obligation:** When the steadings is in want, someone powerful to whom the town has an obligation makes bigger and more urgent demands.

___ **Reprisals:** When the steading is in want, someone comes looking to take advantage of it. They find where you're most vulnerable and hit you as hard as they can.

___ **Savagery:** When a steading is in want, social institutions collapse. Savagery is like an escalated form of lawlessness, except the authority is participating instead of being powerless. Folks are shot and hanged without trial, the powerful exploit the weak, and the mighty rule.

___ **Stupor:** When the steading is in want, the people turn to booze and drugs. They don't do anything else unless seriously motivated.

DOLLARS _____

Here are some guidelines on what money will buy.

1-DOLLAR will buy:

- ___ a day's hard labor
- ___ a week's board and meals
- ___ a week's rations
- ___ a set of modest clothes
- ___ a case of whiskey

5-DOLLARS will buy:

- ___ patching up from a doctor ~ light wounds; 2-harm or less
- ___ some warm pelts
- ___ a wild night of indulgence
- ___ some really nice clothes

10-DOLLARS will buy:

- ___ a fine gun
- ___ a fine watch
- ___ an escort through the wilderness
- ___ a murder
- ___ serious patching up from a doctor ~ deep wounds; 3-harm

15-DOLLARS will buy:

- ___ surgery from a doctor ~ life-threatening wounds; more than 4-harm
- ___ a fine horse
- ___ a bounty on someone for a severe crime
- ___ a very modest spread

20-DOLLARS will buy:

- ___ almost all a merchant's stock and wares
- ___ a modest herd of cattle
- ___ a judge or a mistrial, once
- ___ a bounty on a whole gang

50-DOLLARS will buy:

- ___ a week's hard labor from a crew of hands
- ___ a good-sized ranch
- ___ a herd of fine horses

NAMES

Here are some common names from the 1800s.

FEMALE

Abigale / Abby	Hortence	Rebecca
Ada	Isabell / Isabella	Rhoda / Rhody
Adella	Jane	Rowena
Agnes	Jennie	Rufina
Allie	Jessamine	Ruth
Almira / Almyra	Josephine	Samantha
Alva	Judith	Sally
America	Julia	Sarah
Amelia	Juliet	Sarah Ann
Ann	Katherine / Kate	Sarah Elizabeth
Arrah	Laura	Savannah
Beatrice	Leah	Selina
Becky	Lenora	Sophonria
Bernice	Letitia	Stella
Charity	Lila	Theodosia
Charlotte	Lilly	Vertiline
Chastity	Lorena	Victoria
Claire	Lorraine	Virginia / Ginny
Constance	Lottie	Vivian
Cynthia	Louise / Louisa	Winnifred / Winnie
Dorothy ~ (also Dot)	Lucy	Zona
Edith	Lulu	Zylphia
Edna	Lydia	
Edwina	Mahulda	
Ella	Margaret	
Eleanor	Mary	
Ellie	Mary Elizabeth	
Elizabeth	Mary Frances	
Elvira	Martha	
Emma	Matilda / Mattie	
Esther	Maude	
Ethel	Maxine /Maxie	
Ettie	Mercy	
Eudora	Mildred	
Eva	Minerva	
Fidelia	Missouri	
Frances	Molly	
Fanny	Myrtle	
Flora	Nancy	
Florence	Natalie	
Geneve	Nellie / Nelly	
Genevieve	Nettie	
Georgia	Nora	
Gertrude / Gertie	Orpha	
Gladys	Patsy	
Grace	Parthena	
Hannah	Peggy	
Hattie	Permelia	
Helen	Phoebe	
Helene	Philomena	
Henrietta / Hettie	Polly	
Hester	Preshea	
Hope	Rachel	

MALE

Aaron
Abraham / Abe
Alan / Allen
Albert
Alexander
Alonzo
Ambrose
Amon
Amos
Andrew / Drew / Andy
Aquila
Archibald / Archie
Arnold
Asa
August / Augustus
Barnabas / Barney
Bartholomew / Bart
Benjamin
Bennet
Benedict
Bernard
Bertram / Bert
Buford
Byron
Calvin
Charles / Charlie
Christopher
Christopher Columbus
Clarence
Clement / Clem
Clinton / Clint
Cole
Columbus
Commodore Perry
Daniel / Dan
David
Dick
Edmund
Edward
Edwin
Eldon
Eli
Elijah
ElishaEmmett
Enoch
Ezekiel ~ (also Zeke)
Ezra
Francis
Frank
Franklin
Frederick / Fred
Gabriel / Gabe
Garrett
George
George Washington
Gideon
Gilbert / Gil
Granville
Gus

Hank
Harland
Harrison
Harold / Harry
Harvey
Henry ~ (see Hank)
Hiram
Horace
Horatio
Hugh
Isaiah
Israel
Isaac ~ (also Ike)
Isaac Newton
Jacob / Jake
James ~ (also Jim)
Jasper
Jack ~ (for John)
Jefferson / Jeff
Jedediah / Jed
Jeptha
Jesse
Joel
John ~ (see Jack)
John Paul
John Wesley
Jonathan
Joseph
Josephus
Josiah
Joshua
Julian
Julius
Lafayette ~ (also Lafe)
Lawrence / Larry
Leander
Les / Lester / Leslie
Lewis / Lew / Louis
Levi
Lucas
Lucian
Lucius
Luke
Luther
Louis
Levi
Lucas
Lucian
Lucius
Luke
Luther
Matthew
Marcellus
Mark
Martin
Masheck
Maurice
Maxwell
Merrill
Meriwether

Meriwether Lewis
Michael/ Mike
Micajah
Mordecai
Morgan
Morris
Nathaniel
Ned
Newton / Newt
Nicholas / Nick
Nimrod
Ninian
Obediah
Octavius
Ora / Oral
Orville
Oscar
Owen
Paul
Patrick / Pat
Patrick Henry
Paul
Perry
Peter
Pleasant
Ralph
Raymond
Reuben
Robert
Robert Lee
Richard / Rich
Roderick
Rudolph
Rufus
Samuel
Sam Houston
Seth
Silas
Simon
Simeon
Stanley / Stan
Stephen
Thaddeus
Thomas / Tom
Thomas Jefferson
Theodore / Ted
Timothy / Tim
Ulysses
Uriah
Victor
Walter
Warren
Washington
Wilfred
William / Will
Willie
Zachariah
Zebulon
Zedock