

# Deadlands 1876

## INJURY TABLE

An injured character must draw a single card from a newly-shuffled deck. Face cards represent specific injuries. The number cards represent limbs—spades represent the left hand, hearts the right hand, clubs the left foot, and diamonds the right foot. If an injury is permanent, the Marshal must determine the extent of scarring and the loss of body parts. A Vigor roll may differentiate between maiming and actual severing.

<b>Card</b>	<b>Injury</b>	<b>Penalties</b>
2	Little “pinky” digit	None
3	Ring digit	None
4	Middle digit	None
5	Index digit	-1 Agility Traits if primary hand
6	Thumb/Big toe	-2 Agility Traits if primary hand, -1 off-hand
7	Hand/Foot	One Arm/Lame Hindrance
8	Forearm/Calf	-1 Agility Traits if primary side
9	Elbow/Knee	One Arm/Lame Hindrance
10	Bicep/Thigh	One Arm/Lame Hindrance
Jack of Spades	One-eyed Jack!—Left Eye	One Eye Hindrance
Jack of Hearts	One-eyed Jack!—Right Eye	One Eye Hindrance
Jack of Clubs	Left Ear	Hard of Hearing Hindrance
Jack of Diamonds	Right Ear	Hard of Hearing Hindrance
Queen of Spades	Chest—Fractured & Cracked!	Agility reduced one die
Queen of Hearts	Vitals—Heartbroken!	The shock to your heart has made you susceptible to poisons and disease—you are now Anemic!
Queen of Clubs	Gut—Busted & Bleeding!	Vigor reduced one die
Queen of Diamonds	Back—Battered & Shattered!	Strength reduced one die
King of Spades	Face—Scar of David	Facial scarring results in Ugly Hindrance
King of Hearts	Head—Suicide King	Brain damage triggers a Death Wish
King of Clubs	Head—Alexander’s Blow	Brain damage makes you Delusional
King of Diamonds	Head—Headsman’s Axe	Smarts reduced one die
Ace of Spades	The Death Card	Make a Spirit roll without a Wild Die—Failure summons the Angel of Death! Success draws another card.
Ace of Hearts	Heartsick	Your brush with death has shattered your nerves. Lose one Spirit die or become Yellow.
Ace of Clubs	Blackberry	You have become unmanned—or unladyed! Charisma -2. If permanent, no chance of reproduction without a miracle.
Ace of Diamonds	Pig’s Eye	Think that blow to the ass was funny? You now have the Bad Luck hindrance.
Black Joker	Bastard’s Choice	Draw a second card. You may suffer this new injury, or escape it by inflicting it on another player in your stead!
Red Joker	It’s a Miracle!	Not only do you suffer no injuries, a previous permanent injury/condition is healed! (You may not re-grow severed appendages.)