

CHAPTER 7

FACE PERIL

In the untamed Wildlands, peril lurks around every corner. Your adventures will test you against deadly traps, ferocious monsters, and harrowing experiences as you seek out precious treasures and powerful artifacts.

TAKING DAMAGE

The damage you suffer in perilous situations comes from various sources. Move results, monster abilities, and GM decisions all determine when and how your character takes damage. In most situations, you'll take a few marks of Pressure as you navigate challenges. However, when you roll a miss on a move or face particularly volatile situations, the GM will call for you to **Take a Powerful Blow** - a special move that represents significant danger or dramatic consequences.

DAMAGE TRACKS

Godflesh uses two key systems to track your character's well-being: Pressure and Injury. Both use six-mark tracks where each marked box indicates a worsening condition.

DAMAGE TAGS

When marking any type of damage, you also note a damage tag that describes the nature of the harm. These tags provide context for how the damage affects your character and may influence your options for recovery. For example, an Injury might be tagged as "blood gash" or "burns," while Pressure could be tagged as "terrified" or "confused." Some tags are temporary, lasting only for the current encounter, while others persist until you properly recover from the damage.

PRESSURE

Pressure represents the mental and emotional toll of your adventures. Your character maintains separate Pressure tracks for each attribute, reflecting how different experiences affect various aspects of your character. When you take Pressure damage, the GM might specify which attribute track to mark based on the nature of the stress. Alternatively, you can suggest which attribute would be most affected by the current situation. For example, witnessing a horrific scene might mark Resolve pressure with the "terrified" tag, while failing to persuade a crucial ally could mark Awe pressure with the "humiliated" tag.

After marking three boxes on a Pressure track, you suffer a -1 penalty to moves using that attribute. At five marks, your character becomes overwhelmed and can no longer make moves using the affected attribute until receiving proper healing. Should you mark the sixth box on a Pressure track, your character undergoes a permanent transformation. The affected attribute becomes locked - forever changed by the experience and unable to take further Pressure damage. This transformation often manifests physically through scars, lost eyes, or other permanent marks.

INJURY

Injury tracks physical harm to your character. After three marks on your Injury track, you take a -1 penalty to all rolls your character makes. At five marks, you're gravely wounded and unable to act until you recover. The sixth mark on your Injury track brings you to death's door, triggering the Last Stand move that determines your character's fate.