

FALLING DAMAGE

Need something more realistic than the old 1d6-Blunt-Impact-per-ten-feet falling damage rules? Then try this for size!

Determine the distance in feet fallen by the character, and consult the table below for the Blunt Impact suffered:

FALL (FEET)	VELOCITY (Km/h)	BLUNT IMPACT
1'+	5	1d3
5'+	10	1d6
12'+	15	2d6
20'+	20	3d6
30'+	25	4d6
45'+	30	5d6
65'+	35	6d6
85'+	40	7d6
105'+	45	8d6
130'+	50	9d6
155'+	55	10d6
185'+	60	11d6
220'+	65	12d6
255'+	70	13d6
295'+	75	14d6
335'+	80	15d6
375'+	85	16d6
420'+	90	17d6
470'+	95	18d6
520'+	100	19d6
570'+	105	20d6
630'+	110	21d6
685'+	115	22d6
745'+	120	23d6
810'+	125	24d6
875'+	130	25d6
945'+	135	26d6
1015'+	140	27d6
1090'+	145	28d6
1165'+	150	29d6
1245'+	155	30d6
1330'+	160	31d6
1415'+	165	32d6
1500'+	170	33d6
1590'+	175	34d6
1680'+	180	35d6
1775'+	185	36d6
1875'+	190	37d6

Assume that in most situations, a falling character will reach terminal velocity at 190 km/h.

Impact is applied to 1-3 *reasonable* body locations, with the first location suffering full Impact, the second taking half Impact (round down), and the third location receiving one quarter Impact (round down).

Acrobatics skill may be attempted to land on one's feet; a Marginal Success implies only one foot suffers Impact (reduce the actual distance fallen by 5'), and a Critical Success indicates that Impact is distributed between both feet (reduce the actual distance fallen by 10', and each foot suffers only 75% of full Impact). Kind GMs may allow Jumping skill to be used instead of Acrobatics, at some sort of suitable penalty.

Armour provides only limited protection, because the character is actually falling on to his/her armour. For the sake of simplicity, every 6 Blunt protection reduces the Impact by one die (e.g. from 4d6 to 3d6). Therefore, 5 or less AP has no effect on Impact. If you want to be really strict about it, only soft, non-metallic armour provides protection, although all armour can help to reduce any height modifiers (see below).

Different surfaces will modify the effective distance fallen:

- Rocky ground: +15'
- Hard ground: +10'
- Medium ground: +0'
- Soft ground: -15'
- Deep mud: -30'
- Deep water: -50'

If a character falls on another character, both people will suffer the same Impact, which might be about 75% of the full amount.

It is sometimes useful to determine how far a character has fallen after n seconds. Below is a table showing how many feet a character falls after a given time:

TIME TAKEN	DISTANCE FALLEN
1 second	16 feet
2 seconds	62 feet
3 seconds	136 feet
4 seconds	234 feet
5 seconds	354 feet
6 seconds	493 feet

TIME TAKEN	DISTANCE FALLEN
7 seconds	647 feet
8 seconds	814 feet
9 seconds	991 feet
10 seconds	1176 feet
11 seconds	1366 feet
12 seconds	1554 feet

Note that a man falling from a height of 1880 feet would take about 13 to 14 seconds to hit the ground. He would probably have reached terminal velocity immediately before impact.