

Damage, Falling:

The following are the surface types that one can fall onto and the amount of damage caused by falling onto the listed surfaces.

Remember: If a surface is not listed here, pick the most closely related surface and use that:

Earth (hard-packed):

Damages vs. height of fall:

1-D12 per 10' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 10' (so the first 10' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.

Earth (soft-packed):

Damages vs. height of fall:

1-D10 per 10' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 10' (so the first 10' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.

Rock (flat surface):

Damages vs. height of fall:

1-D20 per 10' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 10' (so the first 10' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.

Rock (jagged surface):

Damages vs. height of fall:

1-D20 +6 per 10' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 10' (so the first 10' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.

Rock (uneven, smooth, surface):

Damages vs. height of fall:

1-D20 +2 per 10' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 10' (so the first 10' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.

Snow surface (1-2' of freshly fallen snow):

Damages vs. height of fall:

1-D8 per 20' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 20' (so the first 20' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.

Snow surface (3-4' of freshly fallen snow):

Damages vs. height of fall:

1-D6 per 20' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 40' (so the first 40' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.

Snow surface (5-6' of freshly fallen snow):

Damages vs. height of fall:

1-D4 per 20' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 60' (so the first 60' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.

Snow surface (7-8' of freshly fallen snow):

Damages vs. height of fall:

1-D4 per 20' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 80' (so the first 80' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.

Snow surface (9-10' of freshly fallen snow):

Damages vs. height of fall:

1-D4 per 20' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 100' (so the first 100' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

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Water surface (deep water):

Damages vs. height of fall:

1-D4 -1 per 20' fallen in 2-D6 +2 areas of the body. This is only after you have already fallen 80' (so the first 80' is not counted into the height of the fall).

The same area can be injured multiple times as you roll for which area is damaged.

Armoring protection:

Make sure you check for negation of damages by looking at the “special abilities” of the armor(s) you may be wearing (if you are wearing armor). Special abilities of armor will only negate falling damages by 1/2 in any fall.

G.M.:

All other damages, such as broken bones, sprains, torn ligaments and cartilage, etc., will be left up to you to decide. Just remember that the wearing of armoring will protect the frame of the body against such special damages better than if not wearing armor at all.