

In these rules, there are two main types of terrains on which a creature can fall: a hard flat surface (which will be referred to as Concrete) and Water. You can always modify them to the needs of your situation.

### Concrete

On Concrete it is hard for characters to land safely, as the ground is hard which makes it difficult to break a fall properly. This is why there is only a small drop off of which most people can break a fall properly.

In these rules, creatures can make an Acrobatics check to try to avoid individual falling damage. A certain score on this check can half or avoid the damage from a certain part of the drop.

Each height has its own DC which, if you succeed in making it, causes you to half the damage (or avoid getting damaged at all) by the die rolled for that specific height and the heights before that. The DC corresponding with a certain height is presented in the table below. If you do not make a certain DC you take full damage for those, and the remainder, of the feet you fall. A creature still takes 1d6 for every 10 feet it fell (and didn't break the fall for), and also still lands prone, unless it avoids taking damage from the fall.

For example, a creature drops from a height of 40 feet and rolls a 17 for their Acrobatics check. This means that the creature succeeds in breaking their fall enough so that they don't take any damage from the first two dice, but do take the full remaining 2d6 damage.

If the creature rolls a 26 on their Acrobatics check, on the other hand, they only take 2d6 damage, but the damage of the first die (rolled for the 40 to 50 feet fall) is halved as they have surpassed the 40 feet DC.

HEIGHT	DIFFICULTY CLASS (Acrobatics)	ON A SUCCESS
10 feet	DC 10	No damage
20 feet	DC 15	No damage
30 feet	DC 20	No damage
40 feet	DC 25	Half damage
50 feet	DC 30	Half damage
60 feet	DC 35	Half damage
70+ feet	—	FULL DAMAGE

When falling on Concrete the maximum amount of damage a creature can receive is 50d6, this puts the average maximum amount of damage at 175, which should be a bit more threatening to high-level players and monsters. I have chosen to cap the damage to around 50d6 since according to [this](#) comment you reach terminal velocity after having fallen around 580 feet ([1 round](#)), and to keep it simple (and not too damaging) I have rounded this down to 50d6.

## Water

When falling into Water it is easier for a character to break their fall since they (only) have to streamline their body to let the water break their fall. Water is also not as hard as Concrete which makes it easier for the body to land on, even if the body is rotated poorly.

The rules for falling on Water are mostly the same, but there is one difference. Water is more soothing than Concrete which is why, as long as the water is at least half as deep as the height a creature is falling from, the creature will take no damage when falling from a height of up to 20 feet. The Water has to be at least half as deep as the height the creature is falling from until it equals 70 feet, after which it is not a requirement anymore. If the depth of the Water is lower than half the height the creature is falling from the water counts as Concrete.

When a creature falls in Water, the creature still takes 1d6 for every 10 feet it fell (and didn't break the fall for).

HEIGHT	DIFFICULTY CLASS (Acrobatics)	ON A SUCCESS
10 - 20 feet	—	No damage
30 feet	DC 10	No damage
40 feet	DC 15	No damage
50 feet	DC 20	No damage
60 feet	DC 25	Half damage
70 feet	DC 30	Half damage
80 feet	DC 35	Half damage
90+ feet	—	FULL DAMAGE

Officially the maximum amount of falling damage is still 50d6 for Water, but since the first two damage dice are almost always not rolled, it usually has a maximum of 48d6.