

F/Sec	Seconds	MPH	"/Turn	Damage	Sec at TV
32	1	21.76	95.74	1d8	By Chart
64	2	43.52	191.49	2d8	By Chart
96	3	65.28	287.23	2d10	By Chart
128	4	87.04	382.98	3d10	By Chart
160	5	108.80	478.72	3d10	By Chart
192	6	130.56	574.46	3d10	6
224	7	152.32	670.21	3d10	8.34
256	8	174.08	765.95	3d10	11.01
288	9	195.84	861.70	3d10	14.02
320	10	217.60	957.44	3d10	17.36
352	11	239.36	1053.18	4d10	21.04
384	12	261.12	1148.93	4d10	25.05
416	13	282.88	1244.67	4d10	29.40
448	14	304.64	1340.42	4d10	34.07
480	15	326.40	1436.16	4d10	39.09
512	16	348.16	1531.90	4d10	44.44
544	17	369.92	1627.65	4d10	50.12
576	18	391.68	1723.39	4d10	56.13
608	19	413.44	1819.14	4d10	62.48
640	20	435.20	1914.88	4d10	69.17
672	21	456.96	2010.62	5d10	76.19
704	22	478.72	2106.37	5d10	83.54
736	23	500.48	2202.11	5d10	91.23
768	24	522.24	2297.86	5d10	99.25
800	25	544.00	2393.60	5d10	107.60
832	26	565.76	2489.34	5d10	116.29
864	27	587.52	2585.09	5d10	125.32
896	28	609.28	2680.83	5d10	134.68
928	29	631.04	2776.58	5d10	144.37
960	30	652.80	2872.32	5d10	154.40
992	31	674.56	2968.06	5d10	164.76
1024	32	696.32	3063.81	5d10	175.45
1056	33	718.08	3159.55	5d10	186.48
1088	34	739.84	3255.30	5d10	197.84
1120	35	761.60	3351.04	5d10	209.54
1152	36	783.36	3446.78	5d10	221.57
1184	37	805.12	3542.53	5d10	233.94
1216	38	826.88	3638.27	5d10	246.64
1248	39	848.64	3734.02	5d10	259.68
1280	40	870.40	3829.76	5d10	273.05
1312	41	892.16	3925.50	6d10	286.75
1344	42	913.92	4021.25	6d10	300.79
1376	43	935.68	4116.99	6d10	315.16
1408	44	957.44	4212.74	6d10	329.86
1440	45	979.20	4308.48	6d10	344.90
1472	46	1000.96	4404.22	6d10	360.28
1504	47	1022.72	4499.97	6d10	375.99
1536	48	1044.48	4595.71	6d10	392.03
1568	49	1066.24	4691.46	6d10	408.41
1600	50	1088.00	4787.20	6d10	425.12
1632	51	1109.76	4882.94	6d10	442.16
1664	52	1131.52	4978.69	6d10	459.54
1696	53	1153.28	5074.43	6d10	477.26
1728	54	1175.04	5170.18	6d10	495.30
1760	55	1196.80	5265.92	6d10	513.69
1792	56	1218.56	5361.66	6d10	532.40
1824	57	1240.32	5457.41	6d10	551.45
1856	58	1262.08	5553.15	6d10	570.84
1888	59	1283.84	5648.90	6d10	590.56
1920	60	1305.60	5744.64	6d10	610.61

Feet per second (F/Sec) and Elevation are synonymous

- 1- Determine height of the fall
- 2- Find the nearest value in the F/Sec column
- 3- Values on that row provide time elapsed for the fall, MPH at impact, Inches/turn at impact and damage incurred at impact.
- 4- Sec at TV is the elapsed time for a human body to fall the given distance at terminal velocity. This time is required to determine if a character attempting a save has the time and movement rate to intercept the falling character.
- 5- Terminal velocity for a human being/humanoid shape
- 6- Determine damage from falling and add damage for weight of object falling from brawling weapons damage table.