

# The Splat Chart

Constants			Assumptions		Action Times (Seconds)						
Mile	5280	Feet	Gravity	32ft/sec/sec	0.5	1.5	3	6			
Hour	3600	Seconds	Trm Vlcety (ft/sec)	178	<b>Min DC</b>	10					
			Drag Factor	50%	<b>Base DC</b>	20	5				
Height (Feet)	Plummet (Seconds)	Speed (Ft/Sec)	Speed (mph)	Damage Base	Damage (d6s)	Echo (Seconds)	Free Refl. DC	Move Eq. Refl. DC	Standard Refl. DC	Full Refl. DC	Add Act Time
10	0.79	25.30	17.25	2.84	2	0.82	13	~	~	~	~
15	0.97	30.98	21.13	3.48	3	?	10	~	~	~	~
20	1.12	35.78	24.39	4.02	4	1.17	10	~	~	~	~
30	1.37	43.82	29.88	4.92	4	1.45	10	22	~	~	~
40	1.58	50.60	34.50	5.68	5	1.69	10	19	~	~	~
50	1.77	56.57	38.57	6.36	6	1.91	10	17	~	~	~
60	1.94	61.97	42.25	6.96	6	2.1	10	15	~	~	~
70	2.09	66.93	45.64	7.52	7	2.29	10	14	~	~	~
80	2.24	71.55	48.79	8.04	8	2.46	10	13	~	~	~
90	2.37	75.89	51.75	8.53	8	2.62	10	13	25	~	~
100	2.50	80.00	54.55	8.99	8	2.78	10	12	24	~	~
110	2.62	83.90	57.21	9.43	9	2.93	10	11	23	~	~
120	2.74	87.64	59.75	9.85	9	3.07	10	11	22	~	~
130	2.85	91.21	62.19	10.25	10	3.21	10	11	21	~	~
140	2.96	94.66	64.54	10.64	10	3.35	10	10	20	~	~
150	3.06	97.98	66.80	11.01	11	3.48	10	10	20	~	~
160	3.16	101.19	69.00	11.37	11	3.61	10	10	19	~	~
170	3.26	104.31	71.12	11.72	11	3.73	10	10	18	~	~
180	3.35	107.33	73.18	12.06	12	3.85	10	10	18	~	~
190	3.45	110.27	75.19	12.39	12	3.97	10	10	17	~	~
200	3.54	113.14	77.14	12.71	12	4.09	10	10	17	~	~
210	3.62	115.93	79.04	13.03	13	4.21	10	10	17	~	~
220	3.71	118.66	80.90	13.33	13	4.32	10	10	16	~	~
230	3.79	121.33	82.72	13.63	13	4.43	10	10	16	~	~
240	3.87	123.94	84.50	13.93	13	4.54	10	10	15	~	~
250	3.95	126.49	86.24	14.21	14	4.65	10	10	15	~	~
260	4.03	129.00	87.95	14.49	14	4.75	10	10	15	~	~
270	4.11	131.45	89.63	14.77	14	4.86	10	10	15	~	~
280	4.18	133.87	91.27	15.04	15	4.96	10	10	14	~	~
290	4.26	136.24	92.89	15.31	15	5.06	10	10	14	~	~
300	4.33	138.56	94.48	15.57	15	5.16	10	10	14	~	~
350	4.68	149.67	102.05	16.82	16	5.65	10	10	13	26	~
400	5.00	160.00	109.09	17.98	17	6.11	10	10	12	24	~
450	5.30	169.71	115.71	19.07	19	?	10	10	11	23	~
500	5.59	178.00	121.36	20.00	20	?	10	10	11	21	~
576	6.00	178.00	121.36	20.00	20	?	10	10	10	20	~
600	6.12	178.00	121.36	20.00	20	?	10	10	10	20	~
700	6.61	178.00	121.36	20.00	20	?	10	10	10	18	~
800	7.07	178.00	121.36	20.00	20	?	10	~	~	17	1.07
900	7.50	178.00	121.36	20.00	20	?	10	20	~	16	1.50
1000	7.91	178.00	121.36	20.00	20	?	10	16	~	15	1.91
1300	9.01	178.00	121.36	20.00	20	?	10	10	20	13	3.01
1600	10.00	178.00	121.36	20.00	20	?	10	10	15	12	4.00
2000	11.18	178.00	121.36	20.00	20	?	10	10	12	11	5.18
2305	12.00	178.00	121.36	20.00	20	?	10	10	10	10	6.00
5185	18.00	178.00	121.36	20.00	20	?	10	10	10	10	12.00
9215	24.00	178.00	121.36	20.00	20	?	10	10	10	10	18.00
14400	30.00	178.00	121.36	20.00	20	?	10	10	10	10	24.00
20740	36.00	178.00	121.36	20.00	20	?	10	10	10	10	30.00

Maximum velocity in normal gravity at sea level is 178ft/sec or 122mph

If a reflex save is made on the way down then the character can act

A red number indicates the DC for a second action, should the full round action be successful

The maximum number of damage dice is 20

Landing on something soft halves the damage dealt - ie snow, a hayrick or another character (but def not water)