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Subject: Re: Falling damage  
Posted by [Wiener](#) on Tue, 03 Feb 2009 18:46:19 GMT  
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I added some to the first post... could you check that plz

EDIT: an example...

I jumped down wf on a flying map.

soldier (100) lost 18 =18%  
patch (200) lost 36 = 18%  
havoc (250) lost 44= 17,6% (maybe jumped a tad higher)

So why is it intended to lose more health from the same free fall just because I have a heavier character?

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