
Subject: Re: Falling damage

Posted by [candy](#) on Tue, 03 Feb 2009 22:38:34 GMT

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well trained people (havoc) would survive a higher fall then a not trained person (regular soldier)
you could also add a limit so that a havoc wont survive ridiculously high falls

edit: when you are already hit by a bullet you also have less chance of surviving a fall, with this
the % amount doesn't make any sense

unless i'm getting it wrong and it does #% based on the max health, not on the health your char
has
