

SWIMMING

Armor Sinks!

Water can be deadly for those in armor, and difficult to fight in and traverse for creatures who do not normally live in water. Everything below is for any creature or player that lack a specified swimming speed - innate or temporary.

FALLING INTO WATER

If the water is at least 10 feet deep, a fall from a height up to 20 feet does no damage. For damage from heights above 20 feet, see the rules for falling.

For any unintended fall into water, a DC 10 Athletics check is required to determine if any in-hand items are dropped.

SWIMMING ABILITY

Armor	Speed
None	1/2
Light	1/2
Medium	1/3 Speed
Heavy	None

EMPTY HANDS

To swim you must drop any items in hand. If you decide to stow an item rather than drop it, you cannot swim on that round and will sink according to the sinking table.

EXHAUSTION

A DC 10 constitution saving throw must be made every 30 minutes of sustained swimming to check for exhaustion. Every failure adds +1 to the creatures exhaustion level.

DANGEROUS WATERS

When swimming next to a large ship that is moving, in rough waves, or in river rapids, a DC 10 Athletics check is required each round or your speed that round is reduced to zero while you struggle to keep your head above water and avoid drowning.

When attempting to climb onto a moving ship or out of rapids onto a rock or other object, a DC 15 Athletics check is required.

COMBAT

All creatures WITHOUT a specified swimming speed incur disadvantage on all attack rolls and dexterity based ability checks.

Creatures WITH a specified swimming speed gain advantage when attacking a creature without.

SINKING

When wearing armor, it becomes more difficult to stay afloat. An Athletics check is required every round or you will begin to sink. Success allows you to keep your head above water, or swim up toward the surface at the appropriate speed, if you were sinking on the previous round.

Armor	Athletics DC	Sinking Rate
None	N/A	None
Light	10	None
Medium	15	5 feet
Heavy	None	10 feet

Although light armor will not cause you to sink, you must still make an athletics check to keep your head above water, or risk drowning. Since it is not possible to swim in heavy armor, there is no Athletics check and you begin sinking immediately without any ability to swim up to the surface.

REMOVING ARMOR

You can remove your armor to avoid sinking. Normal times for doffing armor apply: 1 minute (10 rounds) for light and medium armor, 5 minutes (30 rounds) for heavy armor. You cannot swim or take any other actions while attempting to remove your armor.

DROWNING

You can hold your breath for 1 minute, plus your constitution bonus. You will then fall unconscious and begin to sink at the established rates. Once you are unconscious you must be making death saves or you will drown and die. If someone gets you to the surface in time, your death saves are reset, and continue until you are stabilized.

JUMPING

Boring!

The 5th Edition rules for jumping provide no risk and no chance of failure. If your strength is high enough you automatically succeed -- if it isn't, players simply don't try.

The rules as written provide no drama or suspense for players, and don't give them a chance to put their character's skills to the test. The rules below make successfully jumping over obstacles, or jumping up to grab a rope or a ledge, more interesting, by basing it on your character's athletic skill.

VERTICAL JUMP

To jump vertically make an Athletics check and add 5, then divide the total by 10 (round up). This is the height that your feet left the ground.

Running Start: if your character has at least 10 feet to get a running start, divide your total by 5, not 10.

Reach: If you are trying to reach something overhead, add your character's height plus 1/3 of that height (the length of your arms) to your roll.

Movement: The distance of your running start, and the height you jump, all count as part of your movement for your turn. If you run out of movement while in the air, you fall prone.

EXAMPLE

Valorius attempts a high jump to catch a rope dangling 11 feet overhead. His Athletics roll +5 results in a 22. With a running start, he leaps up and grabs the rope. ($22 \div 5 = [4]$ feet, plus his height [6] and one-third of his height added for his outstretched arms [2] for a final reach of 12 feet).

If Valorius leaps from a standing position, he can't quite reach the end of the rope. ($22 \div 10 = [2]$ feet plus his height [6] and one-third for outstretched arms [2] for a final reach of 10 feet).

LONG JUMP

Use an athletics roll divided by 2 to determine the distance of your leap. If your character has at least 10 feet to get a running start add 5 to that result.

The character always lands prone or hanging from an opposite ledge if jumping beyond 8 feet from a standstill, or beyond 12 feet with a running start. If your leap is too short and you end up over a pit or chasm, you fall and lose the rest of your move action. In both cases, you lose the rest of your move action for that turn.

If you have a running start and fall prone on the other side of an obstacle you stop moving 5 feet beyond your landing point, which may cause you to impact anything within range or fall over a ledge. You may use a DC 10 Dexterity saving throw to mitigate any impact or catch a ledge to prevent falling.

Vertical Clearance: The vertical distance you can clear is equal to one-quarter of your total result, or one-half if you decide to dive head-first and land prone on the other side.

If you do not clear the vertical height of an obstacle you hit the obstacle and fall prone in front of it. At the DM's discretion you might take 1d4 damage, or if you are very close to clearing the obstacle but fail you may fall prone on the other side of the obstacle.

Reach: If you come up short on a long jump, you can make a DC 10 Dexterity saving throw and try to reach out and grab a ledge or anything within range of 1/3 of your body height (the length of your arms).

Movement: The distance of your running start, and any distance you jump horizontally to clear an obstacle, all count as part of your movement for your turn. If you run out of movement while in the air, any remaining distance is automatically used at the beginning of your next turn before any other actions are taken.

EXAMPLE

Valorius attempts to clear a bush (3 feet high and 2 feet wide) and an 8 foot pit behind it. His rolls 18, divided by 2, giving a result of [9]. From a stand-still he can't make it over the hedge (1/4 of [9] is 2) and falls prone either in front or behind it. But if he dives he can clear the hedge (1/2 of 9 is [4]), but still does not clear the the pit ($18 \div 2 = [9]$ feet). However with a successful Dexterity save, his reach allows him to grab the opposite side of the pit and he ends his turn hanging from the ledge. With a running start he clears the hedge and the pit behind it ($18 \div 2 + 5 = [14]$), however because the total distance is over 12 feet, he lands with a roll and ends prone 5 feet beyond is landing point.

FALLING

I Am Invincible!

The 5th Edition rules for falling damage are too simple: 1d6 damage per 10 feet fallen. This means a higher level character is virtually invincible, able to leap off 100 foot cliffs, and walk away only needing a short rest to recover. The rules below use your Acrobatics skill to allow your character to land on their feet, roll, or land in such a way that you reduces the damage they take. Failure means more damage and the potential for lingering injuries.

ACROBATICS CHECK

When you fall, make a DC 10 Acrobatics check then consult the tables below. Any lingering injuries are based on the type of landing surface (e.g., bludgeoning, slashing, piercing). See the Dungeon Master's Guide for optional rules on lingering injuries, or my own supplement on the DM's Guild, Lingering Injuries: Temporary & Permanent.

FALLS GREATER THAN 60 FEET

Any fall above 60 feet results in an automatic reduction to zero hit points, and the need to begin making death saves. If the player is successfully revived, they incur two lingering injuries and one permanent injury.

SUCCESS

Height	
10	No damage
20	2d6 damage
30	3d6 damage - Prone
40	4d6 damage - Prone
50	5d6 damage - Prone - 1 lingering injury

FAILURE

Height	Failure
10	1d6 damage - Prone
20	2d6 damage - Prone - 1 lingering injury
30	3d6 damage - Prone - 1 lingering injury
40	4d6 damage - Prone - 2 lingering injuries
50	Reduced to 0 HP - 2 lingering injuries - 1 permanent injury

VARIATIONS

JUMPING TO AVOID DAMAGE

If a character deliberately jumps instead of merely slipping or falling, the character receives no damage for the first 10 feet and on a DC 10 Acrobatics check.

FALLING ONTO SOFT SURFACES

Falls onto yielding surfaces (soft ground, mud) you take no damage for the first 20 feet. Beyond that, use the Acrobatics check as usual, reducing the damage die by 1.

FALLING INTO WATER

If the water is at least 10 feet deep, enter the water without damage up to 30 feet. Beyond that, use the Acrobatics check as usual, reducing the damage die by one.

DIVING INTO WATER

Characters who deliberately dive into water take no damage on a successful DC 10 Acrobatics check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for a dive above 50 feet, and 10 for a dive above 100 feet.

FALLING ONTO ANOTHER CREATURE

The falling damage is shared. If both creatures are the same size, the damage is split evenly. Larger creatures take less damage, and smaller creatures take more.

CATCHING HOLD

If you fall while climbing, or fall past an item within reach (1/3 of your character's height), you can make an Athletics check to catch hold to stop your fall. The base DC is the DC of the surface + 5, modified by any circumstances deemed relevant by the DM. You can make one check to catch hold. If you fail, you can't try again.

Surface	Athletics DC
Ladder	5
Rope	10
Uneven surface	15
Slippery	Above DC +5