

Damage Classes

The following Integrated Damage Class table is for use with real world information about weapons and energy output. For example, if you know the energy output of a gun in foot-pounds, check the energy column of the chart, cross reference to DC, and round up. For example, a .44 Magnum produces 1200 FP. On the chart, that cross references to 2d6, as 1200 is less than 2000 and greater than 1000, rounding up. Energy output is listed in Joules, foot-pounds, and Watts, all of which are numerically equivalent for this purpose. The Explosives column is the amount of TNT that will produce the indicated Damage Classes. Other explosives are more or less powerful for the same mass, as indicated in the separate Relative Explosives Power table.

| DC | Killing Damage | Explosives | Energy Output (Joules/Foot-Pounds/Watts) |
|----|----------------|------------|---|
| 1 | 1 pip | .016 gram | 64 |
| 2 | 1/2d6, 1d6-1 | .032 | 125 |
| 3 | 1d6 | .064 | 250 |
| 4 | 1d6+1 | .125 | 500 |
| 5 | 1 1/2d6, 2d6-1 | .250 | 1 Thousand/Kilowatt |
| 6 | 2d6 | .500 | 2 |
| 7 | 2d6+1 | 1.000 gram | 4 |
| 8 | 2 1/2d6, 3d6-1 | 2.000 | 8 |
| 9 | 3d6 | 4.000 | 16 |
| 10 | 3d6+1 | 8.000 | 32 |
| 11 | 3 1/2d6, 4d6-1 | 16.000 | 64 |
| 12 | 4d6 | 32.000 | 125 |
| 13 | 4d6+1 | 64.000 | 250 |
| 14 | 4 1/2d6, 5d6-1 | 125.000 | 500 |
| 15 | 5d6 | 250.000 | 1 Million/Megawatt |
| 16 | 5d6+1 | 500.000 | 2 |
| 17 | 5 1/2d6, 6d6-1 | 1 Kilogram | 4 |
| 18 | 6d6 | 2 | 8 |
| 19 | 6d6+1 | 4 | 16 |
| 20 | 6 1/2d6, 7d6-1 | 8 | 32 |
| 21 | 7d6 | 16 | 64 |
| 22 | 7d6+1 | 32 | 125 |
| 23 | 7 1/2d6, 8d6-1 | 64 | 250 |
| 24 | 8d6 | 125 | 500 |
| 25 | 8d6+1 | 250 | 1 Billion/Gigawatt |
| 26 | 8 1/2d6, 9d6-1 | 500 | 2 |
| 27 | 9d6 | 1 Ton | 4 |

| | | | |
|----|------------------|-----------|------------------------|
| 28 | 9d6+1 | 2 | 8 |
| 29 | 9 1/2d6, 10d6-1 | 4 | 16 |
| 30 | 10d6 | 8 | 32 |
| 31 | 10d6+1 | 16 | 64 |
| 32 | 10 1/2d6, 11d6-1 | 32 | 125 |
| 33 | 11d6 | 64 | 250 |
| 34 | 11d6+1 | 125 | 500 |
| 35 | 11 1/2d6, 12d6-1 | 250 | 1 Trillion/Terawatt |
| 36 | 12d6 | 500 | 2 |
| 37 | 12d6+1 | 1 Kiloton | 4 |
| 38 | 12 1/2d6, 13d6-1 | 2 | 8 |
| 39 | 13d6 | 4 | 16 |
| 40 | 13d6+1 | 8 | 32 |
| 41 | 13 1/2d6, 14d6-1 | 16 | 64 |
| 42 | 14d6 | 32 | 125 |
| 43 | 14d6+1 | 64 | 250 |
| 44 | 14 1/2d6, 15d6-1 | 125 | 500 |
| 45 | 15d6 | 250 | 1 Quadrillion/Petawatt |
| 46 | 15d6+1 | 500 | 2 |
| 47 | 15 1/2d6, 16d6-1 | 1 Megaton | 4 |
| 48 | 16d6 | 2 | 8 |
| 49 | 16d6+1 | 4 | 16 |
| 50 | 16 1/2d6, 17d6-1 | 8 | 32 |
| 51 | 17d6 | 16 | 64 |
| 52 | 17d6+1 | 32 | 125 |
| 53 | 17 1/2d6, 18d6-1 | 64 | 250 |
| 54 | 18d6 | 125 | 500 |
| 55 | 18d6+1 | 250 | 1 Quintillion/Exawatt |
| 56 | 18 1/2d6, 19d6-1 | 500 | 2 |
| 57 | 19d6 | 1 Gigaton | 4 |
| 58 | 19d6+1 | 2 | 8 |
| 59 | 19 1/2d6, 20d6-1 | 4 | 16 |
| 60 | 20d6 | 8 | 32 |

RELATIVE EXPLOSIVE POWER

| | |
|-------------------|-------------|
| Substance | DC Modifier |
| Black Powder | -2 |
| Homemade Chemical | -2 |
| Dynamite | -1 |
| TNT | +0 |

| | |
|----------------------|-----|
| Blasting Gelatine | +1 |
| Plastique | +2 |
| Nitroglycerine | +2 |
| Nuclear | +0 |
| (in TNT equivalents) | |
| Antimatter | +35 |

Note: Nuclear and antimatter explosions produce many additional effects and have extended range. See the Nuclear Missile Launcher for an illustration.

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