The Depths of the Oceans

Altitude	R=	Level	Pond	Stream	Lake	River	Large Lake	Harbor	Bay	Sea	Ocean	World Ocean	Pressure	Comments
50 m	2	Tsunami	-	-	-	-	-	-	-	-	□	□		
5 m	1	Vbig Waves	-	-	-	-	-	-	-	-	□	□		
1.5 m		Big Waves	-	-	-	-	□	-	-	□	□	□		
.5 m		Waves	□	□	□	□	□	□	□	□	□	□		
Surface	0	Surface	□	□	□	□	□	□	□	□	□	□		Lake, Sea, Ocean Surface
.5 m	R	Wading	□	□	□	□	□	□	□	□	□	□		
1.5 m	T	Fording	□	□	□	□	□	□	□	□	□	□		
5 m	1	Pond	□	□	□	□	□	□	□	□	□	□	1	Pond
50 m	2	Thermocline	-	□	□	□	□	□	□	□	□	□	5	Pond Bottom
150 m	3	Shelf	-	-	□	□	□	□	□	□	□	□	15	Continental Shelf
500 m	4	Lake Bottom	-	-	□	□	□	□	□	□	□	□	50	Lake Bottom
1,000 m	5	Deep Lake	-	-		-	□	□	-	□	□	□	100	Deep Lake
5,000 m	6	Sea Bottom	-	-	-	-	-	-	-	-	□	□	500	Ocean Bottom
50 km	7	Deep Ocean	-	-	-	-	-	-	-	-	-	□	5,000	Maximum depth non-Ocean World
500 km	8	Abyss	-	-	-	-	-	-	-	-	-	□	50,000	Ocean World Abyss
5,000 km	9		-	-	-	-	-	-	-	-	-	□	500,000	Probably never encountered.

□= Accessible with proper equipment. – (shaded) not possible.
Pressure in Bar (= one Atmosphere). Pressure-1 inflicts 1D hits per minute.

DAMAGE

Any object under water is subject to Pressure as shown. Pressure-1 inflicts 1D hits per minute on Armor. If Armor is penetrated, Sealed is also penetrated.

Inverse Damage. A native from a specified depth requires protected enclosures equal to the difference in Pressure when venturing out of its native level.