

	<b>Combatant 1 Roll</b>	<b>Combatant 2 Roll</b>	<b>Result</b>		<b>Term</b>	<b>Meaning</b>
	Tie	Tie	No damage		Crit Success	Rolled a 1
	Success	Partial Success	C1 damages C2 normally		Success	Succeeded on Hit Roll
	Success	Fail	C1 damages and <u>pins</u> C2. C2 cannot damage while pinned, winning a CR only represents him breaking free.		Partial Success	Succeeded on Hit Roll, but score was lower than opponent's
	Crit Success	Success	As Success VS Fail		Fail	Failed Hit Roll
	Crit Success	Fail	As Success VS Fail, but inflicting double damage.		Fumble	Rolled a 20
	Crit Success	Fumble	C2 is helplessly pinned beneath C1, unable even to struggle. <i>Vae victis...</i>		Tie	Combatants rolled same number
	Fail	Fail/Fumble	No damage. If a character fails, they keep their hold, but a <u>fumble</u> results in the hold being lost.		C1/C2	Combatant 1/2
	Fumble	Fumble	Both combatants lose their holds.			