* Speed: 5
  + How many spaces a ninja can move, divided by 2
  + Used for speed checks
  + Goal for this stat
    - I want a number that:
      * Gives you a sense of a character’s speed just when you look at it.
        + “Wow, 5 out of 5? That’s fast!”
      * Mathematically affects the game
        + Allows you to directly calculate

How many spaces a character can move

How fast their moves are

* Strength: 2
  + Goal for this stat
    - I want a number that:
      * Gives you a sense of a character’s strength just when you look at it.
        + “2 out of 5? That’s not very strong”
      * Mathematically affects the game
        + Allows you to directly calculate

How much damage a character’s taijutsu does

How much they can lift.

* Chakra: 0