* Rock-paper-scissors
  + Strike beats grab, grab beats block, block beats strike
* Combat works like this:
  + Combat takes place over “rounds.” Each round is a half-second of combat
  + The fighters expend their “actions.” In so doing, they choose either to move up to their distance-per-action, or to use one of their Fighting Moves
  + Jutsus resolve first, in the order of lowest to highest delay. Then movement resolves. For example, if Naruto is within striking distance of Sasuke, Sasuke has chosen to throw a punch, and Naruto has chosen to move, Sasuke throws his punch before Naruto moves because punching is a jutsu.
  + When two Jutsus “Clash,” the one with the lowest Total Time wins, and interrupts the losing Jutsu.
    - Total Time = Last Jutsu’s cooldown + Current Jutsu’s delay.
    - For example, let’s say Naruto uses a spinning heel strike (Cooldown 5) on Enemy A during turn 1, and then a Jab (Delay 2) on Enemy B during turn 2. On turn 1, enemy B does nothing. On turn 2, Enemy B unleashes a Front Kick (Delay 5) on Naruto. Naruto’s Total Time for the jab is calculated thus:  
      Total Time = Previous Move’s Cooldown + Current Move’s Delay  
      =Spinning Heel Strike’s Cooldown + Jab’s Delay  
      =5 + 2  
      =7.  
        
      Enemy B’s Total Time for the front kick is calculated thus:  
      Total Time = Previous Move’s Cooldown + Current Move’s Delay  
      =No previous move used + Front Kick’s Delay  
      =0+5  
      =5  
        
      Thus Naruto’s Total Time to perform his jab is 7 and Enemy B’s Total Time to perform her front kick is 5. 7 > 5, so Enemy B’s attack interrupts Naruto’s.
  + There’s no “Rolling to hit” in this game. Each attack hits unless the person being attacked dodges or blocks.
* Jutsus (ie, attacks, blocks, dodges, basically anything but pure movement) have the following attributes
  + Delay – How fast a move can be executed. Like initiative in D&D, it determines which move fires off first when two moves “clash.” Unlike D&D, the Jutsu associated with the lower number goes first.
  + Strength – Damage done by move.
  + Cooldown/Time-To-Recover – How long a character must wait before executing a new move.
  + Hitstun – How long an enemy hit by the jutsu is stunned for. If a character lands a move on a target, the character’s hitstun replaces the target’s cooldown.
  + Movement – The maximum number of spaces the user can move right before attacking.
  + Custom – Describes any additional effects a move that successfully lands has.
  + Chakra use
* NOTE: Speed is interesting in Naruto. Some people can move faster than the human eye can track. Must account for this somehow.
* Terrain
  + Maybe should give people some sort of advantage for high ground
    - Projectile attacks affected by gravity get a boost to speed and power when thrown down, and a penalty to speed and power when thrown up.
* Surprise
  + When a Ninja surprises their enemy, they get to take a turn for free.
* Need to account for the following stats/attributes:
  + Physical speed/agility
    - How many spaces a ninja can move in a round
    - how many actions a ninja can perform in a round
    - Base speed: 15 feet (3 spaces) per half-second.
    - Numerical speed adds to how many spaces one can move, subtracts from each move’s delay and cooldown.
    - How good a ninja is at dodging
  + Physical strength
    - How much damage a physical attack does
    - How much a ninja can lift
    - Whether a ninja can break through certain defenses
    - How hard a ninja’s physical defenses are to penetrate.
    - How long hitstun is.
  + Chakra levels
    - How much chakra a ninja has available to expend.
  + Chakra control
    - How difficult or complex of a jutsu a ninja has access to.
  + Perception
    - How fast an object a ninja can track. Whether a ninja notices traps/sees through genjutsu.
  + Health
    - How much damage a ninja can take before dying
  + Spirit
    - How far a ninja can push themselves beyond their own limits.
      * When protecting a loved one and/or close to death or failure, a ninja may expend Spirit for boosts to strength and speed, and/or temporary hit points.
      * If a ninja hits 0 hit points, they use their spirit points as hit points. Damage done to them in this state that would otherwise have drained their HP by x amount reduces their SP by x amount instead.
* Maybe account for
  + Dexterity?
    - How fast a ninja can do hand signs
    - How much damage certain physical and ranged attacks do

It may stand to reason that most moves should force the character to move towards their target

Restrained – A condition prohibiting a character from moving or attacking in any way. Each turn, the restrained may roll to escape restraint.