* + Rock-paper-scissors
    - Strike beats grab, grab beats block, block beats strike
  + When 2 moves “Clash”
  + o The move with the lower Delay wins, interrupting the move with the higher delay
  + o If equal Delay, the move with the higher strength wins
  + • Combat works like this:
  + o Combat takes place over “rounds.” Each round is a half-second of combat
  + o The fighters choose either to move up to their movement speed, or to use one of their Fighting Moves
  + o Fighting Moves 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.
  + o There’s no “Rolling to hit” in this game. Each attack hits unless the person being attacked dodges or blocks.
  + • Fighting moves have the following attributes
  + o Delay/Time-To-Hit – How fast a move can be executed. Like initiative in D&D, it determines which move fires off first when two moves “clash”. Unlike initiative, the lower the number, the better. For example, if a move with a Delay of 2 clashes with a move with Delay of 4, the Delay-2 move interrupts the Delay-4 move (This example ignores cooldown).s
  + o Strength – Damage done by move.
  + o Cooldown/Time-To-Recover – How long a character must wait before executing a new move.
  + o Custom
    - ♣ Describes any additional effects a move that successfully lands has.
* Speed is interesting in Naruto. Some people can move faster than the human eye can track.