* Rock-paper-scissors
  + Strike beats grab, grab beats block, block beats strike
* When 2 moves “Clash”
  + The Fight Move with the higher speed wins, interrupting the move with the lower speed wins.
  + If equal Speed, the move with the higher strength wins
* 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
  + Fighting Moves resolve first, in the order of highest to lowest speed. 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.
  + 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
  + Speed – How fast a move can be executed. Like initiative in D&D, it determines which move fires off first when two moves “clash.”
  + Strength – Damage done by move.
  + Cooldown/Time-To-Recover – How long a character must wait before executing a new move.
  + 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.
* 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
    - 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 stat multiplies how many spaces one can move and the speed of each Jutsu.
  + 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.
  + Reflexes and agility
    - How good a ninja is at dodging
  + Chakra levels
    - How much chakra a ninja has 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.
* Maybe account for
  + Dexterity?
    - How fast a ninja can do hand signs
    - How much damage certain physical and ranged attacks do