* 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.