* 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.
  + When an attack hits, the target of that attack must roll the number of stun dice noted under the attack’s info. If the target rolls less than 10, they are *Stunned* – unable to move or perform an action – for one turn. In other words, the attacker gets a free hit on them.  
      
    If you are stunned and the attacker hits you again – and they probably will – then you must roll the number of stun dice you rolled last time plus the number of stun dice denoted on the description of the attack that hit you. If even one of the dice you roll lands on a 10, you are immune from being stunned.
* 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.
  + Stun Dice -- The number of d10s your opponent must add to their stun dice pool if this attack hits.
  + 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.
  + 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,
      * detects a hidden ninja?
      * detects a projectile thrown from hiding,
  + 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
      * 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.
      * Possibly allow a ninja to expend a significant amount of SP to nullify stun
* 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.

IDEA: Instead of hitstun and cooldown, what if there was just delay? And EVERY hit put you into hitstun until further notice?  
To get out of hitstun, you as the defender roll a d10. On a d10, you get out of hitstun. Each attack gives you additional d10s to roll. The more powerful a move, the more dice the defender gets.