* Combat works like this:
  + Combat takes place on a hex grid over “rounds.” Each round is a half-second of combat.
  + The fighters simultaneously reveal what *movements* or *actions* they’re going to take. In so doing, they choose either to move up to their Max Movement, or to use one of their Actions.
  + Actions (defined here as attacks, blocks, dodges, basically anything but movement) resolve first. 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 an action.
  + When two Actions “Clash” (that is to say, they both happen at the same time), the one with the lowest Total Time wins, and interrupts the losing Action.
    - Total Time = Last Action’s cooldown + Current Action’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.
* Actions (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 action 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 number of spaces the user must move right before attacking.
  + Custom – Describes any additional effects a move that successfully lands has.
  + Chakra use
* 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. Expend 1 SP to move up to two extra spaces during movement, or 1 SP to deal an extra 2 damage with any melee attack.
      * If a ninja hits 0 hit points, they use their remaining 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.
      * allow a ninja to expend 5 SP to nullify stun
* Movement rules
* 2 characters cannot occupy the same space or move through each other.
* Playtest Fighter Stats
  + Max Movement: 5 spaces per turn
  + Hit Points: 30
  + Chakra Points: 100
  + Spirit Points: 15