Fight Actions

* Front kick
  + Description: A basic Front kick
  + delay – 5
  + cooldown – 7
  + power – 7
  + movement 3
* Jab
  + Description: A basic Jab with the frontmost hand
  + delay – 2
  + Cooldown – 2
  + Power – 3
  + Movement 1
* Cross
  + Description: A basic punch with the back hand
  + delay 3
  + Cooldown 4
  + Power 4
  + Movement 1
  + Custom – Delay 1 when following a jab
* Spinning heel strike
  + Description: Character spins around and slams their heel into their opponent.
  + Delay 8
  + Power 8
  + Movement 4
  + Cooldown 5
* Charge Strike
  + Description: Character charges forward, adding the momentum of their movement to their strike.
  + Delay 8
  + Power 10
  + Cooldown 5
  + Movement: Char’s movement’s speed
* Dodge:
  + Delay: 0
  + Power
  + Cooldown: 10
  + Movement 2
  + Custom: Movement is available in any direction except towards the target  
    (Note: Somehow it’d be cool if, at a certain power level, character can dodge over/under the target.)
* Block
  + Delay 0
  + Power 0
  + Cooldown 10
  + Movement 0
  + Custom: Nullifies melee/force damage from one direction. reduces piercing/slashing damage by half. If character is wearing armor, it nullifies block damage.
* Grab
  + Delay 5
  + XPower 0
  + Cooldown 10
  + Movement 2
  + Custom: If the move lands on opponent, it restrains them. Character cannot use attacks that require arms or hands while their target is restrained ////ELABORATE ON RESTRAINT. Target may resist movement or make contested strength rolls to break restraint /////MAKE RULES FOR STRENGTH ROLLS/CONTESTED ROLLS  
      
    Can be interrupted by jutsus except for blocks. If it hits a block, it cancels the block.