Fight Actions

* Front kick
  + Description: A basic Front kick
  + delay – 7
  + cooldown – 7
  + power – 7
  + movement 3
  + stun dice 3
* Jab
  + Description: A basic Jab with the frontmost hand
  + delay – 2
  + Cooldown – 2
  + Power – 3
  + Movement 2
  + Stun dice 1
* Cross
  + Description: A basic punch with the back hand
  + delay 3
  + Cooldown 4
  + Power 4
  + Movement 1
  + Stun dice 1
  + Custom – Delay 0 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
  + Stun dice 4
* Dodge:
  + Delay: 0
  + Power 0
  + Cooldown: 10
  + Movement 5
  + Stun dice 0
  + Custom: Movement is available in any direction.  
    (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
  + Stun dice 0
  + 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. Prevents stun.
* Grab
  + Delay 5
  + Power 0
  + Cooldown 10
  + Movement 2
  + Stun dice 1
  + Custom: If the move lands on opponent, it restrains them. Character cannot use attacks that require arms or hands while their target is restrained Target may make contested strength rolls to break restraint each turn /////MAKE RULES FOR STRENGTH ROLLS/CONTESTED ROLLS  
      
    Can be interrupted by jutsus except for blocks. If it hits a block, it cancels the block.
* Kunai throw
  + Delay 3
  + Power 0
  + Cooldown 4
  + Movement 0
  + Hitstun 0
  + Custom: Spawns a kunai projectile that flies in a straight line for 20 spaces, moving 10 spaces per turn. Whatever it hits takes 5 damage, 1 stun dice. When the kunai hits a target or reaches 20 spaces, it becomes an inert object that anybody can pick up.
* Substitution jutsu
  + Delay 0
  + Power 0
  + Cooldown 5
  + Movement 6
  + Hitstun n/a
  + Custom: nullifies incoming damage. Teleports user up to 6 spaces away. CAN BE USED EVEN IF USER IS STUNNED, as long as they weren’t stunned during the previous turn
  + Chakra cost 25

VINI’s Note: Should the delay + cooldown always equal something? Should it always equal hitstun?

Tiers of moves  
Base value set to be spread over moves

Lvl 1 genin ninja is only gonna have mostly tier 1, some tier 2 moves