Fight Actions

* Front kick
  + Description: A basic Front kick
  + Speed – 2
  + cooldown – 7
  + power – 7
* Jab
  + Description: A basic Jab with the frontmost hand
  + Speed – 5
  + Cooldown – 2
  + Power – 3
* Cross
  + Description: A basic punch with the back hand
  + Speed 3
  + Cooldown 4
  + Power 4
  + Custom – Speed 8 when following a jab
* Spinning heel strike
  + Description: Character spins around and slams their heel into their opponent.
  + Speed 1
  + Power 8
  + Cooldown 5
* Charge Strike
  + Description: Character charges forward, adding the momentum of their movement to their strike.
  + Speed 2/movement speed
  + Power 10
  + Cooldown 5
  + Custom – Move the character up to their movement speed towards a target. Character may choose to collide with target, sending both character and target flying up to the character’s movement speed minus distance already traversed, or character may fly past target, striking and injuring them on the way.