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 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
  + Custom: Spawns a kunai projectile that flies in a straight line for 20 spaces, moving 10 spaces per turn. Whatever it hits takes 7 damage. When the kunai hits a target or reaches 20 spaces, it becomes an inert object that anybody can pick up.