Gauge Options

You can set the move's gauge gains and requirements here.

Gauge Gain on Cast Op. Gauge Gain on Hit Op. Gauge Gain on Block Op. Gauge Gain on Parry

Gauge Gain on Hit: How much gauge is gained when this move hits.

Gauge Gain on Cast: How much gauge is gained when this move is cast.

Gauge Gain on Block: How much gauge is gained when this move is blocked.

OP. Gauge Gain on Block: How much gauge will the opponent get if they block this attack.

OP. Gauge Gain on Parry: How much gauge will the opponent get if they parry this attack.

OP. Gauge Gain on Hit: How much gauge will the opponent get if they get hit by this attack.

Gauge Required: How much gauge is required to perform this move.

< Back to Move Editor

From: http://www.ufe3d.com/ - Universal Fighting Engine

Permanent link: http://www.ufe3d.com/doku.php/move:gauge?rev=1450416354

Last update: 2015/12/18 00:25



