


Gauge Options

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

▼ Gauges (1) ?

 Casting Timeline

Target Gauge: Gauge 1

Frame Events

Frame: 0

Gauge Gain (%) 0

Start Draining ☒

- Inhibit Gauge Gain ☒

- Drain Per Second (%): 10

- Total Drain (%): 100

- Move (Drain Complete): None (Move Info)

- Stance (Drain Complete): Stance 1

Stop Draining ☐

Self

Gauge Gain on Hit (%) 0

Gauge Gain on Block (%) 0

Gauge Required (%) 100

Gauge Cost (%) 0

Opponent

Gauge Gain on Hit (%) 0

Gauge Gain on Block (%) 0

Gauge Gain on Parry (%) 0

New Gauge Options

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.

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