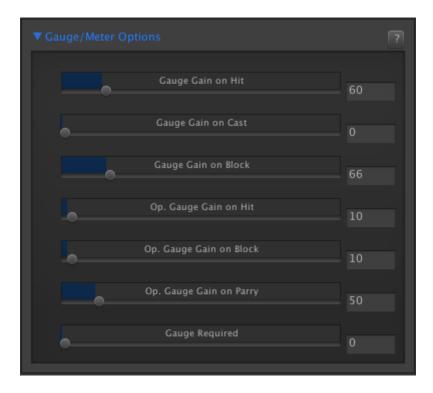
## **Gauge Options**

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



**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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