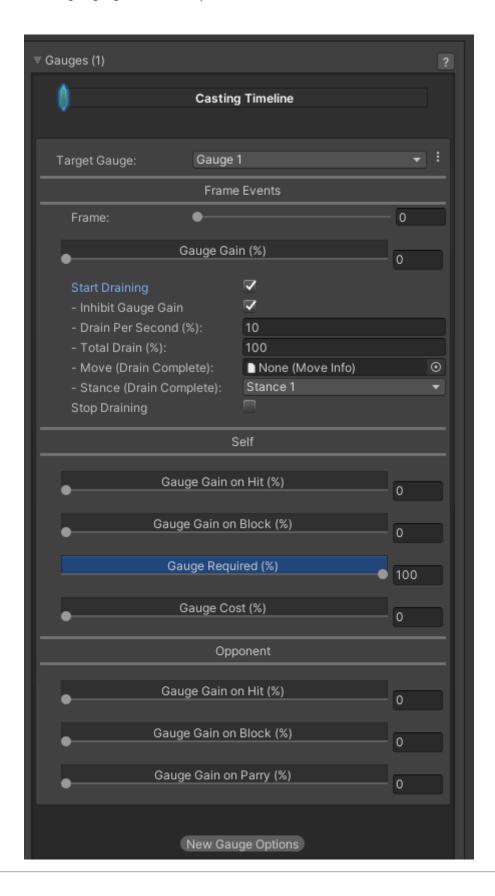# Gauge Options

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

Target Gauge: Select which gauge these options will affect.

Frame Events

Frame: Which frame of the move will this event trigger?

Gauge Gain (%): How much of the gauge will be filled in percent.

Start Draining: Once triggered, the gauge will start draining using the values below.

- *Inhibit Gauge Gain:* If toggled the character will not gain gauge while draining is active.
- *Drain Per Second (%):* How much meter will be drained over the course of a second while drain is active.
- *Total Drain (%):* How much should be drained total (to drain the full bar just type in 100).
- *Move (Drain Complete):* Once the drain is over you can force the character to automatically play a move (like Jason Voorhees' Pursuit move in Mortal Kombat X). This move will automatically overwrite any move the character might be playing.
- *Stance (Drain Complete):* Switch stances once drain is complete (see Robot Kyle's Stance Switch move for more information).

Stop Draining: If the meter is currently being drained, having this toggled will immediately stop the drain.

Self

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.

Gauge Required: How much gauge is needed to activate this move.

Gauge Cost: How much it costs to play this move. If the player does not have enough gauge, it will drain all of it.

Opponent

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

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

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

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