





























# Dead Indicator









The dead indicator applies an image when the PC/NPC is Dead. This will automatically apply to NPCs upon reaching 0 HP, and will apply to PCs that have 3 failed death saving throws.

## Icon Sets

	PC	NPC
Default		
Hex Skull (B)		
Hex Skull (NB)		
Hex Ghost (B)		

Hex Ghost (NB)		
Icon Skull (B)		
Icon Skull (NB)		
Icon Ghost (B)		
Icon Ghost (NB)		

Skull (B)		
Skull (NB)		
Ghost (B)		
Ghost (NB)		
Round Skull (B)		

Round Skull (NB)		
Round Ghost (B)		
Round Ghost (NB)		
Words (B)		
Words (NB)	