

Dying / Stable Indicator

The Dying / Stable indicator applies an indicator to a PC when they are at 0 HP. NPC entries will immediately show the "dead" indicator, while PC entries will show as Dying, Dead, or Stable depending on their health status. Some icon sets show different dying images based on the number of failed death saving throws.













Dying 0: PC is at 0 HP but no failed death saving throws




























Dying 1: PC is at 0 HP with one failed death saving throws
















Dying 2: PC is at 0 HP with two failed death saving throws

Stable (5e): A PC is stable if it is at 0HP, and has the "Stable" effect applied to it, or has 3 successful death saving throws.

Icon Sets

	Dying 0	Dying 1	Dying 2	Stable
Default				
Heart (B)				
Heart Clean (B)				

Icon (B)				
Icon Clean (B)				
Icon Progress (B)				
Words (B)				
Heart (NB)				
Heart Clean (NB)				
Icon (NB)				

Icon Clean (NB)				
Icon Progress (NB)				
Words (NB)	 	 	 	

Revision #4

Created 4 September 2022 17:57:10 by Admin

Updated 4 September 2022 22:10:16 by Admin