

# Health Indicator

This Indicator applies an image to all tokens in the combat tracker that indicates its current level of health. The images will follow the option **View: Wound Categories setting** values "Simple" and "Detailed".

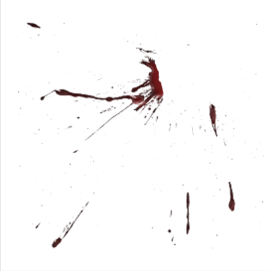



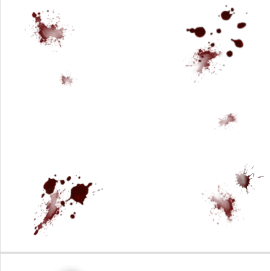
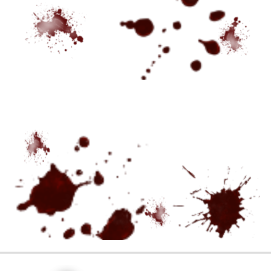






**Simple:** There are two levels of health indicator





- Wounded (Wounds < 50% HP)
- Heavy (Wounds >= 50% HP but not dead)

**Detailed:** There are four levels of health indicator

- Light ( Wounds <25% HP)
- Moderate (Wounds >=25% HP)
- Heavy (Wounds >=50% HP)
- Critical (Wounds >= 75% HP but not dead)

## Icon Sets

	Light	Moderate	Heavy	Critical
Default				
Bloody (B)				
Droplets (NB)				

<b>Words (B)</b>	 LIGHT	 MODERATE	 HEAVY	 CRITICAL
<b>Words (NB)</b>	LIGHT	MODERATE	HEAVY	CRITICAL

Revision #3

Created 2022-09-04 17:56:48 UTC by Admin

Updated 2022-09-04 22:08:12 UTC by Admin