

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".

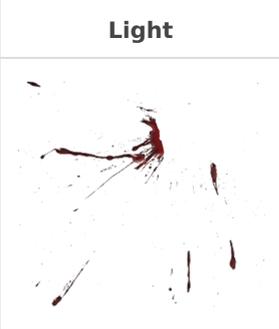
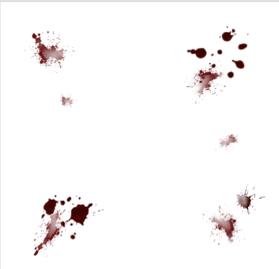
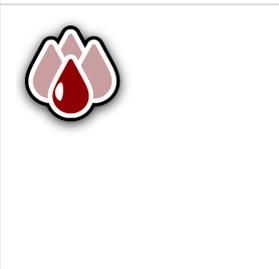
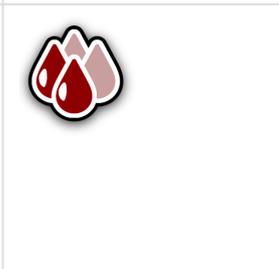
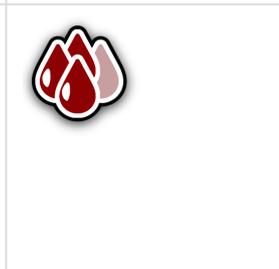
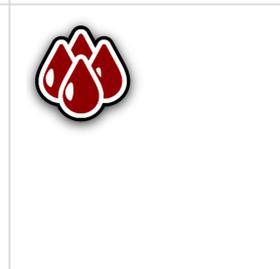
Simple: There are two levels of health indicator

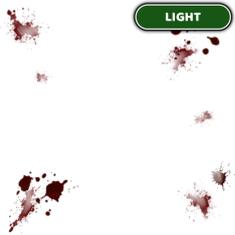
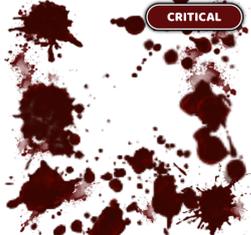
- Wounded (Wounds < 50% HP)
- Heavy (Wounds >= 50% HP but not dead)

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)				

Words (B)	 <div data-bbox="533 118 632 147">LIGHT</div>	 <div data-bbox="815 118 914 147">MODERATE</div>	 <div data-bbox="1098 118 1197 147">HEAVY</div>	 <div data-bbox="1380 118 1479 147">CRITICAL</div>
Words (NB)	<div data-bbox="533 387 632 416">LIGHT</div>	<div data-bbox="815 387 914 416">MODERATE</div>	<div data-bbox="1098 387 1197 416">HEAVY</div>	<div data-bbox="1380 387 1479 416">CRITICAL</div>

Revision #3

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