

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".

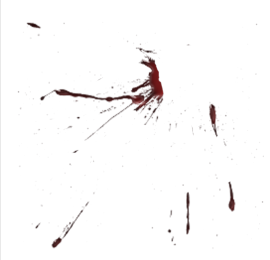



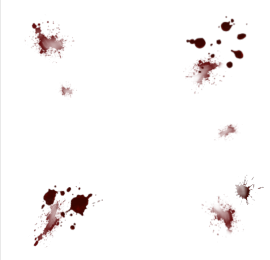
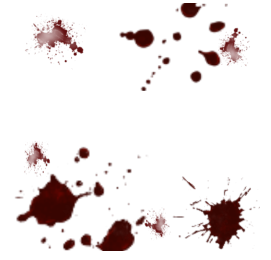


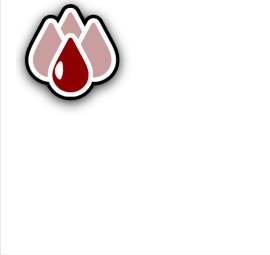
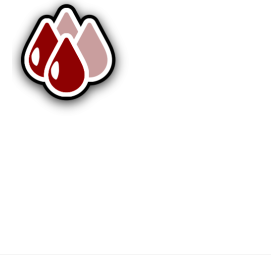


Simple: There are two levels of health indicator




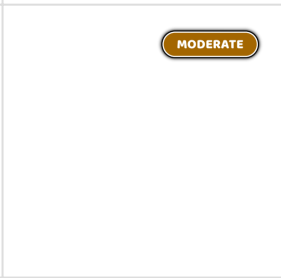


- Wounded (Wounds < 50% HP)
- Heavy (Wounds >= 50% HP but not dead)

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>LIGHT</div>	 <div>MODERATE</div>	 <div>HEAVY</div>	 <div>CRITICAL</div>
Words (NB)	 <div>LIGHT</div>	 <div>MODERATE</div>	 <div>HEAVY</div>	 <div>CRITICAL</div>

Revision #3
Created 4 September 2022 17:56:48 by Admin
Updated 4 September 2022 22:08:12 by Admin