

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".

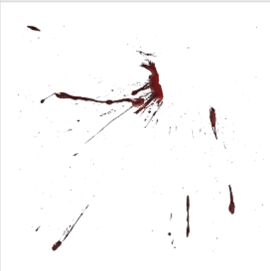



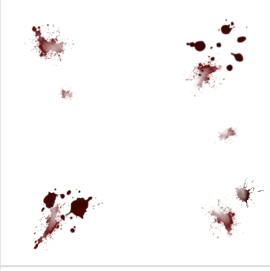



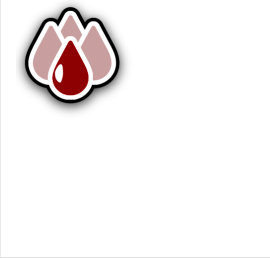



Simple: There are two levels of health indicator





- 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> |

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