**Dungeons and Dragons Manager Bug List**

* If you roll enough dice the rolls string will continue off the screen making recent rolls unreadable.
* When editing a character, the base stats are not reset first so the newly entered stats end up adding on the old stats instead of replacing them.
* The create and edit monsters windows did not have validators for the armor class being entered so you could save a monster without defining its armor class.
* When editing a character, even if the persuasion proficiency was check marked upon creation, the edit window will not show it as check marked.