Encounter Builder Patch Notes

V2.11

## Patch Notes 2.11

### Additions

* Added standard natural armors to the armor list for players
* Added conditional formatting for the special modifier cells for AC calculation
  + Shows highlighting for when a special modifier may apply.
* Added round tracking to initiative sheet
* Long rest resets round counter
* Removed warforged subraces and added the warforged race
* Added a random button to the lingering injuries lookup
* Added loot tables and automatic loot generator
* Added Acquisitions incorporated Verdan race, creatures, and new spells.
* Added Explorer’s guide to wildemount races, creatures, and spells

### Changes

* Completely changed up the AC calculation function
* Changed the tab colors for the saved encounters tab.