Encounter Builder Patch Notes

V2.5.1

## Patch Notes 2.5:

### Changes to Defaults

* Changed order of STR and DEX rows on the player manager tab.

### Fixes

* Fixed many monster names to correspond to what they say in the source book.
  + Specifically: All dragons, Strahd Zombies

### Additions

* Added an initiative tracker tab
* Added initiative modifier row to player manager tab
* Added initiative modifier and Dex score columns to creature list

## Patch Notes 2.5.1:

### Bug fix

* Fixed error where clicking “Award EXP” button would crash.