Encounter Builder Patch Notes

V2.5.2

## Patch Notes 2.5.2:

### Bug fix

* Fixed critical problem with calculating hp for added creatures on the readied encounter tab.
* Fixed issue where the open blank in a new window buttons crashed.
* Hopefully fixed bugs with view/load encounter buttons and invalid name errors on encounter builder tab
* Fixed initiative tracker new window button so it resizes when columns change width

### Additions

* Made numbering continue when adding more of the same type of creature to combat.
* Fixed initiative tracker to include monster number with the name.
* Added yellow conditional formatting to “Remaining” cells when the encounter becomes unbalanced.

### Changes

* “Award EXP to Active Players” button now redirects to player sheet after awarding exp.
* Removed displayed decimals on exp column in readied encounter.
* Left aligned CR column on readied counter tab