Each User may have multiple Characters. Each Character can have many different Feats, Spells, Proficiencies, & Classes.

Users	Characters	Feats	Spells	Proficiencies	Classes
id PK	id PK	id PK	id PK	id PK	id PK
password	race VARCHAR(100)	feat_name VARCHAR(100) UNIQUE	spell_name VARCHAR(100) UNIQUE	skill_name VARCHAR(100) UNIQUE	class_name VARCHAR(100) UNIQUE
	class VARCHAR(100)	feat_description VARCHAR(1000)	spell_description VARCHAR(1000)	prof_description VARCHAR(1000)	class_description VARCHAR(1000)
	user_id FK Users				
	STR INT REQUIRED	CharacterFeat	CharacterSpell	CharacterProficiencies	CharacterClasses
	CON INT REQUIRED	character_id INT REFERENCES Characters(id)	character_id INT REFERENCES Characters(id)	character_id INT REFERENCES Characters(id)	character_id INT REFERENCES Characters(id)
	DEX INT REQUIRED	feat_id INT REFERENCES Feats(id)	spell_id INT REFERENCES Spells(id)	proficiency_id INT REFERENCES Proficiencies(id)	class_id INT REFERENCES Classes(id)
	INT INT REQUIRED	PK (character_id, feat_id)	PK (character_id, spell_id)	PK (character_id, proficiency_id)	PK (character_id, class_id)
	WIS INT REQUIRED				
	CHR INT REQUIRED				
	AC INT REQUIRED				
	speed INT REQUIRED				
	HPmax INT REQUIRED				
	HDtotal INT REQUIRED				
	characterlvl INT REQUIRED				
	acrobatics INT REQUIRED				
	animalhandling INT REQUIRED				
	arcana INT REQUIRED				
	athletics INT REQUIRED				
	deception INT REQUIRED				
	history INT REQUIRED				
	insight INT REQUIRED				
	intimidation INT REQUIRED				
	investigation INT REQUIRED				
	medicine INT REQUIRED				
	nature INT REQUIRED				
	perception INT REQUIRED				
	performance INT REQUIRED				
	persuasion INT REQUIRED				
	religion INT REQUIRED				
	sleightofhand INT REQUIRED				
	stealth INT REQUIRED				
	survival INT REQUIRED				
	passiveperception INT REQUIRED				
	proficiency INT REQUIRED				