**TODO:**

Database

* Add proficiencies\_list table
  + Scope:
    - proficiencyID(PK, NN, AI)
    - proficiencyType((enum, ‘language’, ‘tool’, ‘weapon’, ‘armor’), NN)
    - proficiencyName(varchar(60), NN)
    - proficiencyDescription(text)
    - userAddedID

Code

* Complete GUI
  + Character Sheet
    - Add feats tab
    - Alter Weapons tab
      * Change to ‘Equipped’
    - Alter Proficiencies tab
      * Add tabbed pane
        + Skill
        + Weapon
        + Armor
        + Languages
        + Tools
  + Add Proficiencies Editor page
* Code
  + Proper user authentication
  + Calls to database with SQL code
    - Populate data
    - Save data
    - Edit data