**User Adds a Character**

1. **Use Case**: User Adds a Character
2. **Goal in Context**: Allow users to switch between different player Characters to customize the experience for each one.
3. **Primary Actors**: General users, Material farmers, Equipment farmers
4. **Supporting Actors**: Character System
5. **Success Scenario**:
   * User activates the “add a character” scenario.
   * User inputs character name, race, level, and profession.
   * User uploads a photo of the character.
   * User confirms selections and submits.
   * User is alerted of a successful submission.