**User Switches Character**

1. **Use Case**: User Switches Character
2. **Goal in Context**: Users who have multiple characters can switch between them to view character-specific subscriptions, event chest completions, etc.
3. **Primary Actors**: General users, Material farmers, Equipment farmers
4. **Supporting Actors**: None
5. **Success Scenario**:
   * User navigates to character select page.
   * User selects a non-selected character.
   * The System retrieves the new data for this character.