**User Deletes a Character**

1. **Use Case**: User Deletes a Character
2. **Goal in Context**: Users would want to keep track of which event chests they opened for which character.
3. **Primary Actors**: Material farmers, Equipment farmers
4. **Supporting Actors**: None
5. **Success Scenario**:
   * User navigates to the character page.
   * User selects the “delete” option.
   * User confirms that they want to delete the information tied to this character.
   * User is notified of successful deletion.