

Tab 1



ALEX BROWNING: SURVIVOR DETAILS

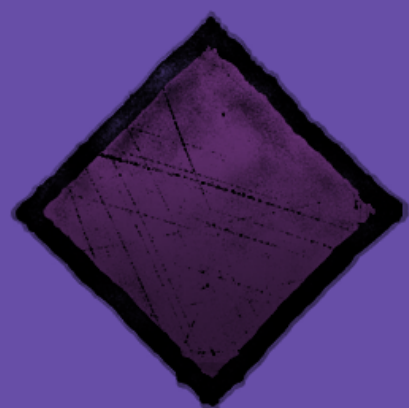


ALEX BROWNING is a young psychic who has escaped Death's design... for now.

His personal perks, **DEATH EVASION**, **BOON: VISIONS**, and **PROGNOSTICATION**, allow him to escape death when he's the last Survivor standing, reveal the Killer, and increase the size of the Red Stain.

Height: 1.83m

License: Final Destination



DEATH EVASION
ALEX BROWNING PERK

You've escaped Death before, and you'll do it again.

You start the Trial with **1 Death Evasion Token**.

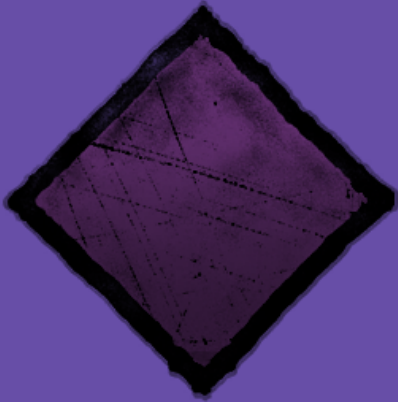
If all of the following conditions are true:

- All other Survivors are **Dead**, **Escaped**, or **Hooked**.
- You have **1 or fewer Hook states**.
- You have **1 or more Death Evasion Tokens**.

Then the next time you are Hooked, instead of being instantly Sacrificed, you instead successfully Unhook yourself.

Unhooking yourself this way consumes 1 Death Evasion Token. You then gain **Endurance** for [5 / 6 / 7] seconds. This Endurance wears off if you enter the Exit Gate.

"You told me Death has a distinct design. Alex and I cheated Death, not once but dozens of times. The design is flawed; it can be beaten." — **Clear Rivers**



BOON: VISIONS
ALEX BROWNING PERK

Something beyond your understanding tells you when others are in danger.

Press and hold the *Active Ability Button* on a Dull or Hex Totem to bless it and create a **Boon Totem**.

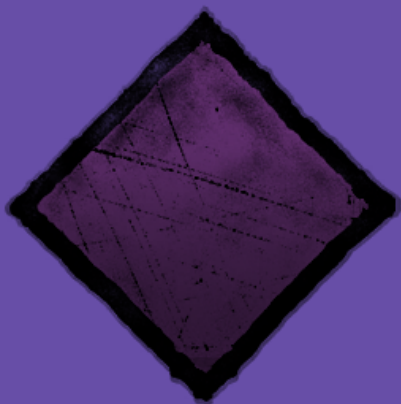
Soft chimes ring out in a radius of **24 meters**.

Benefit from the following effects when at least 1 Survivor, including potentially yourself, is inside the Boon Totem's radius, and for [5 / 10 / 15] seconds after the last Survivor leaves that radius:

- When the Killer is within the Boon Totem's radius, their Killer aura is revealed to all other Survivors within the Boon Totem's radius, and you.

Only one Totem can be blessed by your **Boon Perks** at a time and all of their effects are active on the same **Boon Totem**.

"I'm talking about omens. How do we know that just by sitting here - by, by sipping this coffee, or breathing the air, or even crossing the intersection - that we haven't even started in motion the events that will some day lead to our death: forty years from now, ten years from now, tomorrow? We don't. Unless we open ourselves up... to the signs that it's willing to show us." — **Alex Browning**



PROGNOSTICATION

ALEX BROWNING PERK

You can sense when Death draws near, allowing you to anticipate its next move.

Your **Prognostication Radius** is a [8 / 12 / 16] meter radius around you.

Whenever the Killer is within your Prognostication Radius, the icon for *Prognostication* glows and the Killer's **Red Stain** is twice as large for all Survivors. The size of the Red Stain does not stack with other uses of *Prognostication*.

When you also have *Spine Chill* equipped, all other Survivors within your Prognostication Radius also receive *Spine Chill*'s action speed bonuses when it activates for you.

When you also have *Premonition* equipped, all other Survivors within your Prognostication Radius also hear the sound notification from *Premonition*'s activation.

"Call it what you want, but it'll keep your ass alive." — **Clear Rivers**

"ALEX BROWNING" SURVIVOR COSMETICS

Name: Flight 180
Parts: Full Outfit
Bound: No
DEFAULT OUTFIT



Name: Sports Shirt
Parts: Torso
Bound: No



Name: Brown Shirt
Parts: Full Outfit
Bound: No



CHARMS

LOG
FOR: SURVIVORS &
KILLERS



BANNERS

FINAL DESTINATION



SKULL FULL OF REBAR



PLAYER ICONS

FINAL DESTINATION

