

Tab 1

# THE LAST OF US

THE BLOATER: KILLER DETAILS





🏃 3.85m/s (96.25%)

🎯 32 meters

📏 Tall

*The **BLOATER** is a BRUTISH killer, a force of nature that demolishes everything in its path.*

*Its personal perks, **Pure Instinct**, **Torn Apart**, and **Scarcity**, allow it to advance Bloodlust quicker, inflict stronger Mangled effects, and reduce the Charges of items found in Chests.*

**Title:** The Bloater

**Franchise:** The Last Of Us (Video Game Series)

**Complexity Rating:** Very Hard

**Default Form:** The Bloater

**Default Height:** Tall (1.98m)

**Terror Radius:** 32 Meters

**Weapon:** Plated Fists

**Guttural Noises:** Normal, 16m sound radius

## POWER: CORDYCEPS

*"The Cordyceps mushroom is a parasitic fungi that can take over a host's mind and alter its behavior. Until recently it has only affected insects and some arthropods. A new species has emerged with the ability to target human hosts."*

— CBI Safety Pamphlet

## SPECIAL AFFLICTION: FUNGAL INFECTION

Each Survivor has a **Fungal Infection Meter**, which indicates their total *Fungal Infections*. Survivors cannot increase their *Fungal Infections* while in a Dying State, Hooked, or in a Locker. The Fungal Infection Meter can never be reduced. It causes various effects at various levels of infection.

- Every **1,000 Fungal Infections** inflicts a **Wound State**, starting at **1,000**.
- Every **20 Fungal Infections** permanently reduces that Survivor's **movement speed** by **0.01%** for the rest of the Trial, up to a maximum reduction of **60%** by these means.
- At **2,000 Fungal Infections** and higher, the Survivor **coughs intermittently**.
- At **3,000 Fungal Infections** and higher, the Survivor **coughs regularly**.
- At **4,000 Fungal Infections** and higher, the Survivor **coughs and vomits regularly**.
- At **5,000 Fungal Infections** and higher, the Survivor is **Exposed** for the rest of the Trial, and **coughs and vomits frequently**.

## SPECIAL WEAPON: FUNGUS ARMOR

Successful **Basic Attacks** by The Bloater inflict **100 Fungal Infections**.

## SPECIAL HAZARD: SPORES

When a **Spore** collides with a Survivor, that Survivor receives **1 Fungal Infection**.

**Footsteps Sound:** Loud, 24m sound radius

**Lullaby:** No

**Point of View:** First Person

**Sound Cues:** The Terror Radius music uses "I Know What You Are" by Gustavo Santaolalla. Chase music uses "Infected" by Gustavo Santaolalla.

**Mori:** Reference:

[https://youtu.be/uz8M1Z53d5w?si=1w3AEol0d\\_VZ375w](https://youtu.be/uz8M1Z53d5w?si=1w3AEol0d_VZ375w)

#### Long Overview:

A tank-style killer, The Bloater makes up for its slow base movement speed with a powerful charge ability called *Brute Sprint* that allows it to gradually accelerate, destroying obstacles in its path and dealing immense damage to Survivors. This complements a loadout based around its spread of the Cordyceps Brain Infection, a fungus-based parasite spread through airborne spores. Explosive grenade-like sacs can be thrown by The Bloater to spread these spores far and wide, creating deadly zones where Survivors experience ill effects and can advance their infection further, which permanently reduces Survivors' movement speeds and even inflicts wounds at various intervals, before ultimately causing them to become susceptible to a transformation triggered by a Sacrificial Hooking that forces the Survivor to join The Bloater's infected army as a Runner. Survivors can hope to stave off the ill effects of the spores through gas masks found in care packages around the Trial, though these are only a temporary preventative measure against the inevitable force of nature that are the spores. Joining The

## SPECIAL PASSIVE ABILITY: FUNGAL FLAKING

Every **0.1 meters** traveled, The Bloater leaves behind a single **Spore** at **1 meter** in height that lingers in place for **70 seconds**.

## SPECIAL LOCOMOTION: BRUTE SPRINT

Hold the *Power Button* to use *Brute Sprint*.

During *Brute Sprint*, The Bloater charges constantly forward. The Bloater's *Brute Sprint* evolves through different tiers the longer it continues unimpeded, linearly progressing between each tier as well as gaining new conditions at each tier.

While *Brute Sprint* is active, The Bloater cannot move backwards, perform interactions, perform Basic Quick Attacks or Basic Lunge Attacks, use other abilities, or reduce its speed without ending **Brute Sprint**. Any *Runners*, *Stalkers*, or *Clickers* that The Bloater collides with during *Brute Sprint* are instantly trampled and die.

While *Brute Sprint* is Active:

- Attack Zone Scale factor: **x0.9**
- Obstruction Zone Scale factor: **x0.5**

Tier 1 Conditions:

- Tier 1: **0-3 seconds**
- Linearly Evolving Conditions
  - Starting default base movement speed: **3.85m/s**
  - Ending movement speed: **11m/s**
  - Starting Turn Rate: **290 °/s**
  - Ending Turn Rate: **30 °/s**
  - Starting footstep audibility distance: **24m**
  - Ending footstep audibility distance: **66m**
- Static Tier Conditions
  - Running into Survivors inflicts **Deafened** for **2 seconds** and **blurs** their vision for **1 second**, and inflicts **20 Fungal Infections**.
  - Acceleration: **2.383m/s<sup>2</sup>**
  - **Haste** effects are paused during Tier 1.
  - *Brute Sprint* is cancelled by the following means:

*Bloater in its infective crusade are Runners, Stalkers, and Clickers, which each serve a different purpose to The Bloater. Runners act as violent foot soldiers, chasing and infecting Survivors. Clickers, meanwhile, are dangerous area controllers, inflicting instant downs against any Survivor who makes too much noise within its vicinity. The Stalker, meanwhile, acts as a scout, revealing the location of any Survivor it finds to The Bloater and other infected. Survivors can avoid a grisly death at the hands of The Bloater by taking advantage of its reduced base speed, poor maneuverability, and finding gas masks. The infected pose another risk to Survivors, and each requires a unique strategy to counter. Survivors must be hyper-aware of the Stalker, which prefers to hide and watch from behind obstacles. Once found, Survivors should quickly kill the Stalker with a Pallet Stun or deter it with a Visual Blinding or by looking at it, thereby blowing its cover. Runners, on the other hand, should never be underestimated. Their low intelligence can be taken advantage of, but Runners should be killed with Pallet Stuns at the soonest opportunity. Clickers, meanwhile, are best avoided entirely. Survivors can escape their wrath by maintaining a wide berth from them and remaining quiet when travelling from place to place. With these strategies combined, Survivors can hope to escape The Bloater intact.*

#### Menu Theme:

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- Run into a Survivor
- Run into an **Obstacle** or prop
- Run into a **Destructible Wall** or **Downed Pallet**
- Become **Stunned** or **Visually Blinded**
- **Fall** from a Great Height
- The Bloater is **Hindered**
- Let go of the *Power Button*

#### Tier 2 Conditions:

- Tier 2: **3+ seconds**
- Static Tier Conditions
  - Movement Speed: **11m/s**
  - Acceleration: **11.25m/s<sup>2</sup>**
  - Turn Rate: **30 °/s**
  - Footstep audibility distance: **66m**
  - Running into Survivors puts them into a **Dying State**, inflicts **Deafened** for **3 seconds**, and **blurs** their vision for **2 seconds**, and inflicts **50 Fungal Infections**.
  - Survivors within The Bloater's **Terror Radius** encounter slight screen shake from the ground rumbling.
  - Running into **Destructible Walls** or **Downed Pallets Breaks** them.
  - Running into a **Generator Breaks** it and causes it to Explode, Regressing an additional **5%** in additional to usual Break regression.
  - The Bloater is Immune to **Pallet Stuns**. Pallets dropped on it instantly shatter.
  - **Falls** from a Great Height reduce The Bloater's *Brute Sprint* movement speed by **5m/s** and reset it to Tier 1.
  - *Brute Sprint* is cancelled by the following means:
    - Run into an **Obstacle** or prop (Excluding Destructible Walls, Downed Pallets, and Survivors)
    - Become **Stunned** (excluding Pallet Stuns)
    - The Bloater is **Hindered**
    - Let go of the *Power Button*

Once cancelled, *Brute Sprint* enters a brief **cooldown**. The length of the cooldown depends on what caused the cancellation. During the cooldown, The Bloater cannot perform attacks, interact, or use other abilities.

- Cooldown Movement Speed: **1.6m/s**
- Hitting Survivors: **2.7 seconds**
- Hitting obstacles or props: **2.5 seconds**
- Become Visually Blinded or Hindered: **2 seconds**
- Become Stunned: **2 seconds**
- Breaking Breakable Walls/Pallets: **1 second**
- Fall from a Great Height: **3.4 seconds**

- Letting go of Power Button: **2.7 seconds**

Attacks with *Brute Sprint* can be Protection Hits.

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## SPECIAL ABILITY: MYCOTOXIN SAC

The Bloater starts the Trial with **3 Mycotoxin Sacs**.

After all *Mycotoxin Sacs* have been used, The Bloater begins the *Mycotoxin Sac Regrowth* process. Each *Mycotoxin Sac* takes **19 seconds** to regrow, and each *Mycotoxin Sac* regrows one after another. Once they begin to regrow, The Bloater can cancel the **Regrowth** process by aiming a *Mycotoxin Sac* to throw it.

Press the *Secondary Power Button* to throw a *Mycotoxin Sac*. Hold the *Secondary Power Button* until a shimmer travels across the *Mycotoxin Sac* to throw it with maximum strength.

- Wind-up and Throw duration: **0.25 seconds** each.
  - Minimum Sac Velocity: **8.5 m/s**
  - Charge duration: **1 second**.
  - Charged Sac Velocity: **14 m/s**
  - A direct hit from the *Mycotoxin Sac* will interrupt a Survivor's interaction with other Survivors or Props.
  - Direct hits with *Mycotoxin Sac* cannot be Protection Hits.
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## SPECIAL AFFLICTION: MYCOTOXIN SAC EXPLOSION

Mycotoxin Sacs explode upon impact, spraying airborne **Mycotoxin Spores** around.

**Mycotoxin Spores** spread in a gaseous manner similar to The Clown's *Afterpiece* bottles. On a flat plane, the Spores' spread and lingering has an initial blast radius of **2.25 meters**.

**Spore Cloud** Linger duration: **20 seconds**

Over the duration of those **20 seconds**, the Spore Cloud gradually expands to fit the constraints of the room or area it is in. On a flat open plane, its eventual radius when it dissipates at **20 seconds** will be **8 meters**.

Each Spore Cloud also spawns with **1,000 Spores** spread randomly throughout it. These Spores are invisible and travel through the air in a random direction at **0.8m/s** and bounce off of obstacles, the edge of the Spore Cloud, and Killers they collide with, but are **absorbed** by Survivors that they come into contact with. As the edge of the Spore Cloud expands, so too does the area in which these Spores can travel. The location of these Spores determines the *Fungal Infection* rate for Survivors, and the distance between these Spores determines the visual density of parts of the Spore Cloud, and by extension, the strength of the **Impaired Vision** effect.

While within the Spore Cloud, Survivors suffer from the following effects:

- **Impaired Vision**
  - The strength of this effect is determined by the density of the Spore Cloud.
  - After leaving the Spore Cloud, this lingers and gradually decays over **4 seconds**.
  - Survivors wearing *Gas Masks* with charges are immune to this effect from Spore Clouds.
- **Involuntary Coughing**
  - After leaving the Spore Cloud, this lingers for **2 seconds**
  - Survivors wearing *Gas Masks* with charges are immune to this effect from Spore Clouds.
- **Hindered by 5%**
  - After leaving the Spore Cloud, this lingers for **2.5 seconds**.
- **Inability to perform Fast Vaults**
  - After leaving the Spore Cloud, this lingers for **2 seconds**.
  - Survivors wearing *Gas Masks* with charges are immune to this effect from Spore Clouds.
- Spore Clouds inflict *Fungal Infection* when Survivors collide with Spores.
  - **1 Spore** collision raises a Survivor's *Fungal Infection* Value by **1**.

*Mycotoxin Sac Explosions* cannot be Protection Hits.

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## SPECIAL ITEM: GAS MASK

*Gas Masks* spawn in **Fedra Care Packages** that spawn randomly around the Trial. **8** Fedra Care Packages spawn in each Trial. Survivors can open a Fedra Care Package with a **2 second** interaction, then interact to pick up and equip the *Gas Mask* inside. If a Survivor is wearing a *Gas Mask* already and interacts with a *Gas Mask* in a Fedra Care Package, they will swap out their

current *Gas Mask* with its remaining charges into the Fedra Care Package and don the new *Gas Mask*.

*Gas Masks* cannot be dropped and do not take up an item inventory slot. They are worn and visible on those with one equipped.

*Gas Masks* effectively “catch” *Fungal Infections* for the Survivor wearing it. While wearing a *Gas Mask*, each time that Survivor would take **1 Fungal Infection**, the *Gas Mask* instead loses **1 Charge**. When the *Gas Mask* has no Charges left, it no longer protects against *Fungal Infections*.

*Gas Masks* come with **800 Charges**.

Any time a Survivor wearing a *Gas Mask* is afflicted with **Broken**, all of that Survivor’s **Gas Mask** Charges are drained to **0**.

Any time a Survivor is hit with a **Basic Attack**, that Survivor loses an additional **400 Gas Mask** Charges.

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## SPECIAL STATE: TURN

The Entity thrives off of Sacrifice, and allows Survivors to at first hold the Cordyceps’ effects at bay, but in the end, takes a certain pleasure in witnessing the natural chaos of the Cordyceps at work.

When a Survivor would be sacrificed to The Entity, if that Survivor has **2,000 or more Fungal Infections**, then instead, *Turn* activates and that player’s time in the Trial ends. That Survivor gets a unique endgame status display called “Turned” that is equivalent to “Sacrificed”.

When *Turn* activates, the body of the Survivor is released from the Hook and appears in a bloodied and crusty state, infected with the Cordyceps Brain Infection. That Survivor is now a *Runner*.

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## SPECIAL ENEMY: RUNNERS

*Runners* operate off of a modified version of the AI used by The Nemesis’ Zombies and are largely identical. There are some key differences:

- *Runners* look like the Survivors they died as, but their skin is pale, mottled, covered in lesions, and bloodied, with gnashed teeth. While in **Investigation Mode** or **Chase Mode**, *Runners* twitch and convulse.
- *Runners* emit unique guttural noises (either a male, female, or neutral variant) when in **Investigation mode** or **Chase mode**. These guttural noises can be heard from **24 meters** away.
- Visual Detection Cone: 14 meter range, 160 degree cone.
- While in **Investigation mode**, *Runners* move erratically at **75% (3m/s)** and make an "O" shape with their mouth.
- While in **Chase mode**, *Runners* move at **90% (3.5m/s)**, and are capable of **Vaulting Window Vaults** in 2 seconds.
- While in **Investigation mode** or **Chase Mode**, *Runners* emit the **Red Stain**.
- While in **Investigation mode** or **Chase mode**, *Runners* emit a **Terror Radius**. This Terror Radius counts as an additional Killer Terror Radius and is affected by all perks and modifiers pertaining to The Bloater's Terror Radius. *Runners'* Terror Radius is **24 meters**. Survivors only experience the Terror Radius that originates closest to them.
- *Runners* do not inflict the Contaminated Status Effect. Instead, a successful attack on a Survivor grants **750 Fungal Infections**.
- If a Survivor enters a **Locker** while within line of sight to a Runner, the Runner will bang its fists against the Locker until The Bloater is within a **4 meter radius** or until the Survivor has exited the Locker. A *Runner's* Locker banging can be heard from **28 meters away**. Any loud sound notification within range, or any other Survivor becoming detected by the *Runner*, will cause that *Runner* to cease banging against the Locker and investigate the new prey instead.
- *Runners* respawn exclusively under the Hook at which they first spawned.
- *Runners'* respawn timer is set to **130 seconds**.
- The Bloater can pass through *Runners* while in a **Lunge Attack**, but cannot kill *Runners* outside of *Brute Sprint*.

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## SPECIAL ENEMY: CLICKERS

**1 Clicker** spawns under a random hook at the start of the Trial. *Clickers* operate off of a modified version of the AI used by The Nemesis' Zombies and are largely identical. There are some key differences:

- *Clickers* have a unique look. They are driven by noise, like Zombies, but can also be drawn by any Sprinting performed in a **32 meter radius**, any walking performed within an **8 meter radius**, and any

crouch walking performed within a **1 meter radius**. *Clickers* do not detect based on line of sight.

- *Clickers* emit unique guttural noises at all times that sound like croaking, which they use to navigate via echolocation and detect prey. These guttural noises can be heard from **32 meters** away.
- While in **Investigation mode**, *Clickers* move erratically at **40% (1.6m/s)** and wave their arms around slightly.
- While in **Chase mode**, *Clickers* move erratically at **55% (2.2m/s)**, and are capable of **Vaulting Window Vaults** in 4 seconds.
- While in **Investigation mode** or **Chase Mode**, *Clickers* emit the **Red Stain**.
- While in **Investigation mode** or **Chase mode**, *Clickers* emit a **Terror Radius**. This Terror Radius counts as an additional Killer Terror Radius and is affected by all perks and modifiers pertaining to The Bloater's Terror Radius. *Clickers'* Terror Radius is **12 meters**. Survivors only experience the Terror Radius that originates closest to them.
- *Clickers* do not inflict the Contaminated Status Effect. Instead, a successful attack on a Survivor grants **2000 Fungal Infections**, which notably instantly puts them into a Dying State.
- If a Survivor enters a **Locker**, the *Clicker* will lose interest in them.
- *Clickers* respawn under a random hook.
- *Clickers'* respawn timer is set to **120 seconds**.
- *Clickers* do not lose interest from a lack of line of sight. Instead, they lose interest if their ai suggests a Survivor is at a given spot, but an attack upon that spot does not result in a hit. Upon losing interest this way, *Clickers* can regain interest immediately if they detect the same Survivor again.
- *Clickers* cannot be **Visually Blinded**.
- The Bloater can pass through *Clickers* while in a **Lunge Attack**, but cannot kill *Clickers* outside of *Brute Sprint*.
- *Clickers* have an initial spawn delay at the start of the Trial of **45 seconds**.

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## SPECIAL ENEMY: STALKERS

**1 Stalker** spawns under a random hook at the start of the Trial. *Stalkers* operate off of a modified version of the AI used by The Nemesis' Zombies and are largely identical. There are some key differences:

- *Stalkers* have a unique look. They are driven by noise, like Zombies, but can also be drawn by any Sprinting performed in a **28 meter radius**, any walking performed within an **6 meter radius**, and any



crouch walking performed within a **2 meter radius**. *Stalkers* are nimble and move on all fours.

- *Stalkers* emit unique guttural noises at all times that sound like quiet chatter. These guttural noises can be heard from **16 meters** away.
- Visual Detection Cone: 12 meter range, 210 degree cone.
- While in **Investigation mode**, *Stalkers* move swiftly and quietly at **80% (3.2m/s)**, moving from cover to cover to avoid being seen.
- *Stalkers* do not have a **Chase mode**. Instead, they have a **Stalk Mode**. *Stalkers* will stop emitting guttural noises while in **Stalk Mode**, and will instead hide behind obstacles and peer out from them to look at whoever they have detected. The aura of any Survivor the *Stalker* is Stalking is revealed to The Bloater from all distances, and also has their location broadcast to all *Runners* and *Clickers*. If any Survivor **Reveals** the *Stalker*, by identical means to revealing the Ghost Face, or if any Survivor **Visually Blinds** the *Stalker*, then the *Stalker* will screech and flee to the location in the Trial furthest from any Survivors, and will enter its **Idle mode** until disturbed again. While in **Stalk Mode**, *Stalkers* move at **95% (3.8m/s)** and will attempt to follow their prey within **8 meters**.
- *Stalkers* do not attack, and thus inflict no effects.
- If a Survivor enters a **Locker**, the *Stalker* will lose interest in them.
- *Stalkers* respawn under a random hook.
- *Stalkers'* respawn timer is set to **90 seconds**.
- The Bloater can pass through *Stalkers* while in a **Lunge Attack**, but cannot kill *Stalkers* outside of *Brute Sprint*.
- *Stalkers* prefer to chart their movement to maximize their contact with **Spores**.
- *Stalkers* have an initial spawn delay at the start of the Trial of **12 seconds**.

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## MOVEMENT AND ATTACKS

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### Base Movement

- **Base Movement Speed:** 96.25% (3.85m/s)
- **Acceleration:** 11.25m/s<sup>2</sup>

### Carrying

- **Base Carrying Speed:** 92% (3.68m/s)
- **Successful Carrying Attack Cooldown:** 2.7s
- **Successful Carrying Attack Cooldown Speed:** 11.5% (0.46m/s)

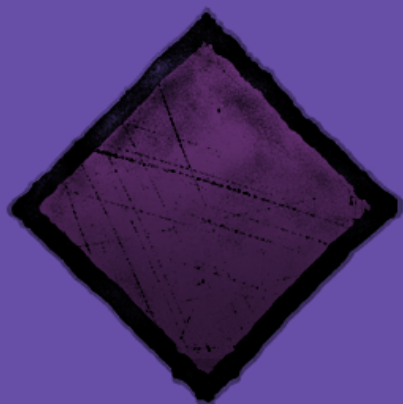
- Missed/Obstructed Carrying Attack Cooldown: 1.5s
- Missed/Obstructed Carrying Attack Cooldown Speed: 23% (0.92m/s)
- Carrying Attack Hitting-Phase: 0.3s
- Carrying Attack Hitting-Phase Speed: 138% (5.52m/s)

#### Quick Attack

- Successful Quick Attack Cooldown: 2.7s
- Missed/Obstructed Quick Attack Cooldown: 1.5s

#### Lunge Attack

- Base Lunge Speed: 172.2875% (6.8915m/s)
- Lunge Hitting-Phase: 0.3s
- Lunge Open-Phase: 0.5s
- Successful Lunge Cooldown: 2.7s
- Successful Lunge Cooldown Speed: 12.03125% (0.48125m/s)
- Missed/Obstructed Lunge Cooldown: 1.5s
- Missed/Obstructed Lunge Cooldown Speed: 24.0625% (0.9625m/s)



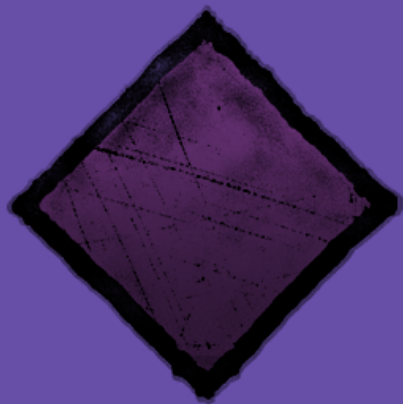
#### PURE INSTINCT THE BLOATER PERK

*Your higher brain function has given way to a more primal drive.*

The time to advance each **Bloodlust** Tier is reduced by **[10% / 20% / 30%]**.

**Breaking Dropped Pallets** no longer causes you to lose **Bloodlust**.

*"They might still look like people, but that person is not in there anymore." — Ellie Williams*



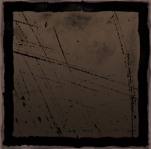
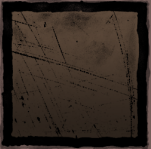
#### TORN APART THE BLOATER PERK

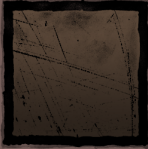
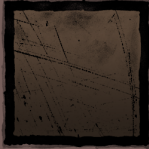
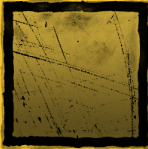
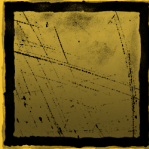
*Your violent nature leaves most of your victims unrecognizable.*

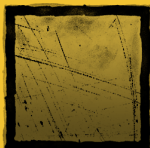
Any time a Survivor **Visually Blinds** you, that Survivor is **Mangled** for **30 seconds**.

Any time you inflict **Mangled**, the effect is more powerful. **Mangled's** healing speed reduction is improved from -20% to **[-30% / -40% / -50%]**.

	<p><i>"You can't save her. Even if you get her out of here, then what? How long before she's torn to pieces by a pack of clickers? That is if she hasn't been raped and murdered first." — Marlene</i></p>
	<p><b>SCARCITY</b> THE BLOATER PERK</p> <p><i>Wherever you go, scarcity follows. Little of use can be found by those who remain.</i></p> <p>Items found in <b>Chests</b> spawn with <b>[20% / 35% / 50%]</b> fewer <b>charges</b>.</p> <p><i>"Ellie, take a look around and see if there's anything we can use." — Joel Miller</i></p>

ADD-ONS			
	<p><b>SALTWATER POOL</b> CORDYCEPS ADD-ON</p> <p><i>A sickly greenish pool of saltwater, lingering in a basement for years.</i></p> <ul style="list-style-type: none"> <li>• Each time you kill a Runner, Stalker, or Clicker by running into them with Brute Sprint, they explode into a Mycotoxin Sac Explosion.</li> <li>• If Iridescent Acidic Boil is equipped, this add-on instead allows you to kill Runners, Stalkers, and Clickers with basic quick attacks, which causes a Mycotoxin Sac Explosion.</li> <li>• This add-on does not activate if Fungal Spread X-Ray is equipped.</li> </ul> <p><i>"Looks like something made it halfway to a bloater and took a turn. Ugly motherfucker. Maybe all the rain around</i></p>		<p><b>FUNGAL EAR</b> CORDYCEPS ADD-ON</p> <p><i>A cone of fungus sprouted from a human head, serving as a clicker's ear.</i></p> <ul style="list-style-type: none"> <li>• During Brute Sprint, the auras of all Survivors within 3 meters of you become revealed for 2 seconds.</li> <li>• This add-on does not activate if Iridescent Acidic Boil is equipped.</li> </ul> <p><i>"Like bats. If you hear one clicking, you gotta hide. That's how they spot you." — Tess Survopoulos</i></p>

	<p>here caused a mutation? No idea." – <b>WLF Scout</b></p>		
	<p><b>MOLDY NOTE</b> CORDYCEPS ADD-ON</p> <p><i>An old note hastily written as someone's last message, yellowed with age and pocked with green and black spots.</i></p> <ul style="list-style-type: none"> <li>The Hindered effect from Spore Clouds is increased by an additional 2% Hindered.</li> </ul> <p><i>"The nest was bigger than we anticipated. I tried to blow them up, but the fucking detonators were faulty." – <b>Moldy Note</b></i></p>		<p><b>BLOODY PUSTULE</b> CORDYCEPS ADD-ON</p> <p><i>A blood-caked pustule surgically removed from a Shambler, filled with acidic spore clusters.</i></p> <ul style="list-style-type: none"> <li>Successful Basic Attacks by The Bloater inflict Mangled for 60 seconds and inflict an additional 100 Fungal Infections.</li> </ul> <p><i>"It was slow, so I put it down easy, but when I went to check it out, all these pustules on it exploded. Whole right side of my body is burned. Some kind of acid. If you see one of these things shambling towards you, Stay Back!!" – <b>Unknown</b></i></p>
	<p><b>FEDRA INFECTED GUIDE</b> CORDYCEPS ADD-ON</p> <p><i>A guide to the four most common stages of Cordyceps infection in humans, distributed by Fedra and updated for 2033.</i></p> <ul style="list-style-type: none"> <li>Turn now activates at 1500 or more Fungal Infections.</li> <li>This Add-on does not activate if Fungal Spread X-Ray or Infection Scanner are equipped.</li> </ul> <p><i>"Rare but dangerous evolution of stage 3 infected. Incredibly strong and capable of throwing acidic projectiles. DO NOT ENGAGE UNLESS ABSOLUTELY NECESSARY." – <b>Infected Guide</b></i></p>		<p><b>BROKEN WRISTWATCH</b> CORDYCEPS ADD-ON</p> <p><i>An old wristwatch, its face shattered and gears long immobile.</i></p> <ul style="list-style-type: none"> <li>Fungal Flaking Spores linger for an additional 15 seconds.</li> </ul> <p><i>"Your watch is broken." – <b>Ellie Williams</b></i></p>

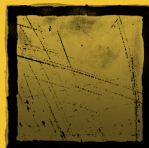


### FUNGUS PLATE CORDYCEPS ADD-ON

*A plate of hardened fungus, grown over 20 years from the knee of a Bloater.*

- The Bloater's Brute Sprint cooldown times are reduced by 15%.
- This add-on does not activate if Iridescent Acidic Boil is equipped.

*"He's been infected for a long time. We call them Bloaters." – Joel Miller*

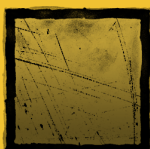


### VACCINE CANDIDATE CORDYCEPS ADD-ON

*A failed attempt to create a vaccine.*

- The Bloater's Brute Sprint cooldown movement speed is increased by +0.4m/s.
- This add-on does not activate if Iridescent Acidic Boil is equipped.

*"Panic spread worldwide after a leaked report from the World Health Organization showed that the latest vaccination tests have failed." – Unknown Reporter*

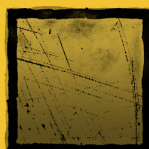


### BLOOMING FUNGAL CORPSE CORDYCEPS ADD-ON

*The decaying corpse of a Bloater that has since sprouted into a blossoming fungal spore emitter.*

- The Trial starts with a Spore Cloud of 2,000 Spores lingering in the basement.
- These spores do not leave the basement, and travel at 0.8m/s in random directions. These Spores do not despawn.
- These spores create a visible cloud. This Spore Cloud inflicts effects identical to the Spore Cloud created by Mycotoxin Sac Explosion.

*"Eventually the fungus pushes through the host's tissue to allow for the release of airborne spores." – CBI Safety Pamphlet*

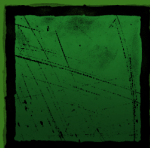


### FUNGAL TENDRIL CORDYCEPS ADD-ON

*A wiry branch of fungus creeping along the wall, stretching outward from a fuzzy mass in the corner.*

- Any Survivor who absorbs a Spore left by Exploding Mycotoxin Sacs or the Blooming Fungal Corpse add-on has their aura revealed for 1 second.
- Each subsequent spore absorbed this way resets the duration to 1 second.
- This Add-on does not activate if Fungal Cluster is equipped.

*"There were hundreds and hundreds of bodies lining the streets." – Unknown*

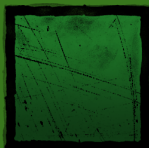


#### CONTAMINATED BREAKFAST CEREAL CORDYCEPS ADD-ON

*The infection spread quickly in the early days. Those who consumed grains were the first to perish.*

- Exploding Mycotoxin Sacs release 25% more Spores.
- This Add-on does not activate if Fungal Cluster is equipped.

*"The Food and Drug Administration's investigation of crops potentially tainted with mold continues across the country. Initial lists distributed to vendors nationwide warned against crops imported from South America, but now the scope has extended to include Central America and Mexico. Several companies have already voluntarily recalled their food products from the shelves." – Texas Herald, September 26, 2013*

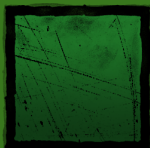


#### FLOATING PALLET CORDYCEPS ADD-ON

*A wooden pallet, floating in a flooded train tunnel for years.*

- Brute Sprint now instantly breaks downed Pallets at Tier 1, but is still cancelled by doing so.
- This add-on does not activate if Iridescent Acidic Boil is equipped.

*"I know... get on the fucking pallet." – Ellie Williams*

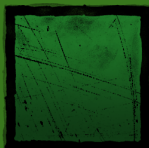


#### RATION CARD CORDYCEPS ADD-ON

*A ration card, used as currency and a meal ticket in the Boston Quarantine Zone.*

- Gas Masks spawn with 25% fewer charges.
- Flashlights in Chests spawn with 25% fewer charges.
- This add-on does not activate if Fungal Spread X-Ray is equipped.

*"Enough ration cards to last us a couple months, easy." – Tess Survopoulos*

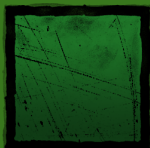


#### SHATTERED WINDOW CORDYCEPS ADD-ON

*In the early days, few windows were left unshattered. Most homes have been reclaimed by nature as a result.*

- The Bloater can fast-vault Windows during Brute Sprint with a 1.2 second interaction, if timed correctly.
- This add-on does not activate if Iridescent Acidic Boil is equipped.

*"The number of confirmed deaths has passed two hundred. The Governor has called a state of emergency." – Unknown Reporter*

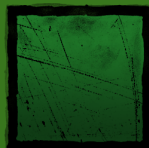


#### **FIREFLY PENDANT** CORDYCEPS ADD-ON

*The identifying tag of a Firefly who rebelled against Fedra.*

- Prevents 2 Fedra Care Packages from spawning.
- This add-on does not activate if Fungal Spread X-Ray is equipped.

*"When you're lost in the darkness, look for the light." – Firefly Mantra*

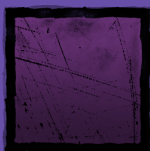


#### **FUNGAL BRANCH NETWORK** CORDYCEPS ADD-ON

*The Entity found that in another universe, the Cordyceps spread through vast underground webs connected to a hive mind, alerting all infected when triggered by tripwire-like fungal tendrils.*

- Any Survivor who absorbs a Spore left by Fungal Flaking has their aura revealed for 1 second and alerts all Runners, Stalkers, and Clickers within 32 meters.
- Each subsequent spore absorbed this way resets the aura reveal duration to 1 second.

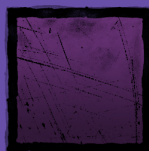
*"The fungus also grows underground. Long fibers like wires, some of them stretching over a mile. Now, you step on a patch of cordyceps in one place, and you can wake a dozen Infected from somewhere else. Now they know where you are, now they come. You're not immune from being ripped apart. You understand? It's important. I'm tryin' to keep you alive." – Tess Survopoulos*



#### **FUNGAL SPREAD X-RAY** CORDYCEPS ADD-ON

*X-Ray imaging of an infected girl who appears to have some sort of immunity.*

- Fedra Care Packages no longer spawn.
- Stalkers and Clickers no longer spawn.
- Turn can no longer activate.
- This add-on does not activate if Broken Gas Mask, Infection Scanner, Fungal Cluster, Crusty

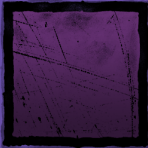
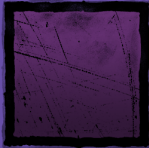
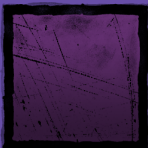
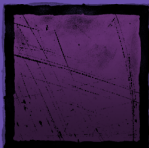


#### **INFECTION SCANNER** CORDYCEPS ADD-ON

*A Fedra-issued handheld device used for detecting Cordyceps in a subject.*

- At the start of the Trial, +1 Runner spawns under a random Hook in The Basement. This Runner looks like Meg Thomas.
- Turn no longer activates.

*"CBI can be diagnosed using a blood or microscopic imaging test (usually administered against the ear). Within minutes of contraction, the results of*

	<p>Wall Fungus, or Petrified Clicker are equipped.</p> <p><i>"The antigenic titers of the patient's Cordyceps remain high in both the serum and the cerebrospinal fluid. Blood cultures taken from the patient rapidly grow Cordyceps in fungal-media in the lab."</i> – <b>Jerry Anderson</b></p>		<p><i>this test will come out positive."</i> – <b>CBI Safety Pamphlet</b></p>
	<p><b>BROKEN GAS MASK</b> CORDYCEPS ADD-ON</p> <p><i>A punctured gas mask, still stuck around an infected man's head.</i></p> <ul style="list-style-type: none"> <li>At the start of the Trial, +1 Runner spawns under a random Hook in The Basement. This Runner looks like Dwight Fairfield.</li> <li>The respawn timers of all Runners, Clickers, and Stalkers are increased by 30 seconds.</li> </ul> <p><i>"The two known ways to contract CBI are: Breathing the spores emitted by the Cordyceps. Contact with bodily fluids of a person infected with CBI, usually by being bitten."</i> – <b>CBI Safety Pamphlet</b></p>		<p><b>FUNGAL CLUSTER</b> CORDYCEPS ADD-ON</p> <p><i>A massive growth of fungus in the corner of a dark room. Anyone who gets near enough to inhale the spores it emits becomes an infected Runner.</i></p> <ul style="list-style-type: none"> <li>At the start of the Trial, +1 Runner spawns under a random hook in the Basement. This Runner looks like Nea Karlsson.</li> <li>You cannot use Mycotoxin Sac.</li> </ul> <p><i>"INFECTED STAGE 1: Cordyceps has taken over the victim's motor functions. Fast and agile, Stage 1 infected usually travel in packs. DO NOT LET THEM SWARM YOU."</i> – <b>Infected Guide</b></p>
	<p><b>CAN CHIME</b> CORDYCEPS ADD-ON</p> <p><i>An attempt to set up a can chime to alert of intruding infected.</i></p> <ul style="list-style-type: none"> <li>Behind one of the Exit Gates, +1 Runner spawns. When this Exit Gate is opened, the Runner is unleashed. This Runner looks like Claudette Morel. This Runner respawns under a random hook in the Basement.</li> <li>If the Boarded Window add-on is equipped, this Runner is</li> </ul>		<p><b>BOARDED WINDOW</b> CORDYCEPS ADD-ON</p> <p><i>An attempt to board a window, though the sound of the hammering only drew the infected in.</i></p> <ul style="list-style-type: none"> <li>Behind one of the Exit Gates, +1 Runner spawns. When this Exit Gate is opened, the Runner is unleashed. This Runner looks like Jake Park. This Runner respawns under a random hook in the Basement.</li> </ul>



	<p>guaranteed to spawn at a different gate than the one from Boarded Window.</p> <p><i>"You know, as bad as those things are, at least they're predictable. It's the normal people that scare me." – Bill</i></p>		<ul style="list-style-type: none"> <li>• If the Can Chime add-on is equipped, this Runner is guaranteed to spawn at a different gate than the one from Can Chime.</li> </ul> <p><i>"Stage One CBI patients display erratic and violent behavior, lashing out at anyone around them." – CBI Safety Pamphlet</i></p>
	<p><b>CRUSTY WALL FUNGUS</b> CORDYCEPS ADD-ON</p> <p><i>A sprawling web of fungus growing across a wall, seemingly absorbing a Stalker.</i></p> <ul style="list-style-type: none"> <li>• Clickers no longer spawn.</li> <li>• Instead, a second Stalker spawns.</li> <li>• This add-on does not activate if Petrified Clicker is equipped.</li> </ul> <p><i>"INFECTED STAGE 2: Uses environment to hide and ambush victims. Will frequently flank and attack from behind. Approach with caution and check your surroundings." – Infected Guide</i></p>		<p><b>PETRIFIED CLICKER</b> CORDYCEPS ADD-ON</p> <p><i>A Clicker, frozen in time in an agonized stance. The fungus has cemented it in place, and spores linger in the air around it.</i></p> <ul style="list-style-type: none"> <li>• Stalkers no longer spawn.</li> <li>• Instead, a second Clicker spawns.</li> </ul> <p><i>"INFECTED STAGE 3: Completely blind, acute hearing, uses echolocation to seek out prey. Keep your distance. Stage 3 infected are known for their ferocious attacks and are extremely lethal." – Infected Guide</i></p>
	<p><b>IRIDESCENT ABSORBED STALKER</b> CORDYCEPS ADD-ON</p> <p><i>A Stalker fused into the body of a Bloater, creating a monstrous infected Rat King.</i></p> <ul style="list-style-type: none"> <li>• All your movement speeds are incurably reduced by 25% for the entire Trial.</li> <li>• Your Basic Attacks inflict an additional 1,000 Fungal Infections.</li> <li>• Pallets dropped on you break instantly without inflicting Pallet Stuns.</li> </ul>		<p><b>IRIDESCENT ACIDIC BOIL</b> CORDYCEPS ADD-ON</p> <p><i>A sopping wet boil, filled with dangerous acid, indicative of the Shambler mutation of the Bloater infection phase.</i></p> <ul style="list-style-type: none"> <li>• Brute Sprint can no longer be used.</li> <li>• The Bloaters base movement speed is increased to 4.6m/s.</li> <li>• Lunges now use the 4.6m/s movement set.</li> <li>• Whenever you are Pallet Stunned and whenever you</li> </ul>

	<ul style="list-style-type: none"><li>You always instantly break Destructible Walls and Downed Pallets simply by moving into them.</li></ul> <p><i>"SAsha, HELp! Can'T keEP mY ThouGhTs. BaREly wrITe thiS. CAN't sLEEp, too hunGRy. geT Me oUT! hUNGRY. EYeS huRT. SAshA." – Don Carter</i></p>		<p>Break a Generator, you emit a Mycotoxin Sac Explosion.</p> <p><i>"If any Wolves read this - warn Isaac and the others, the rumors are true - there's a new infected out there." – WLF Scout</i></p>
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“THE BLOATER” KILLER POWER SPECIAL ENEMY DESIGNS

Enemy: Runners



Enemy: Stalkers





THE  
LAST  
OF US  
PART II



NAUGHTY DOG

YINGKANG LUO



Enemy: Clickers





**"THE BLOATER" KILLER COSMETICS**



**Name:** The Bloater  
**Parts:** Full Outfit  
**Bound:** Yes  
**DEFAULT OUTFIT**



**Name:** The Shambler

**Title Rename:** The Shambler

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** Unique Sounds,  
Unique Animations

**Unique Mori:** Ref

<https://www.youtube.com/watch?v=0GbUU9ayRF4>



**Name:** The Rat King  
Breakaway  
**Title Rename:** The Rat King  
**Parts:** Full Outfit  
**Bound:** Yes  
**Notes:** Unique Sounds,  
Unique Animations  
**Unique Mori:** Ref at 1:47  
<https://youtu.be/frKuTIBlzaQ?si=Ad96ggX3SH36jTXk>





**Name:** The Rat King

**Title Rename:** The Rat King

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** Unique Sounds,  
Unique Animations, unique  
POV height

**Unique Mori:** Ref at 2:05

[https://youtu.be/7\\_fgTCamTJ8?si=3noxZ\\_6apx5rCES6](https://youtu.be/7_fgTCamTJ8?si=3noxZ_6apx5rCES6)



PRE-EXISTING KILLER COSMETICS

### Skin For: The Trapper

**Name:** David The Cannibal King  
**Title Rename:** The Cannibal King

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** New Sounds, animations, and voice lines

**Unique Mori:** Ref at 6:51

[https://youtu.be/41-7CU-ak1k?si=3Rev5t\\_EHQ4Rf9EI](https://youtu.be/41-7CU-ak1k?si=3Rev5t_EHQ4Rf9EI)



### Skin For: The Huntress

**Name:** The Seraphite Brute  
**Title Rename:** The Seraphite Brute

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** New Animations

**Unique Mori:** Ref at 0:16

[https://youtu.be/QS1J-c88y\\_U?si=7eNb5KFww-x8zXXR](https://youtu.be/QS1J-c88y_U?si=7eNb5KFww-x8zXXR)



**Skin For: The Legion**

**Name:** Emily The Seraphite

**Title Rename:** The Seraphite

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** New Sounds,  
animations, and voice lines



**Skin For: The Legion**

**Name:** The Pittsburgh  
Hunter

**Title Rename:** The Hunter

**Parts:** Full Outfit

**Bound:** Yes

**EVENT REWARD**



**MAPS**



**Realm:** Lerys Memorial  
Institute  
**Name:** Hospital Basement

**Location:** Interior  
**Sight Lines:** Close Quarters  
**Main Levels:** 1  
**Brightness:** Very Dark  
**Conditions:** Spore Haze



**Realm:** Withered Isle  
**Name:** Hotel Basement

**Location:** Interior  
**Sight Lines:** Close Quarters  
**Main Levels:** 2  
**Brightness:** Very Dark  
**Conditions:** Spore Haze





**Realm:** Ormond  
**Name:** Jackson

**Location:** Exterior & Interior  
**Sight Lines:** Varied  
**Main Levels:** 1  
**Brightness:** Neutral  
**Conditions:** Snowy

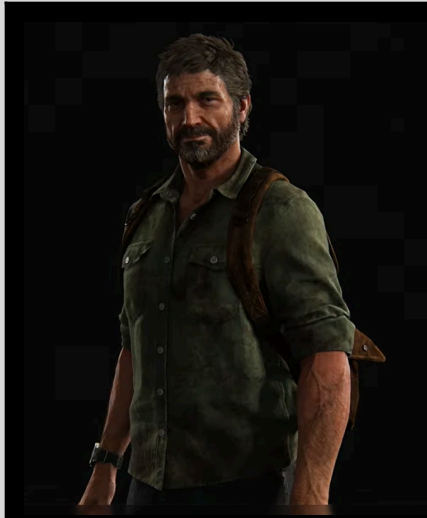


**Realm:** Grave of Glenvale  
**Name:** Santa Barbara

**Location:** Exterior  
**Sight Lines:** Far  
**Main Levels:** 1  
**Brightness:** Bright  
**Conditions:** Clear



**JOEL MILLER: SURVIVOR DETAILS**

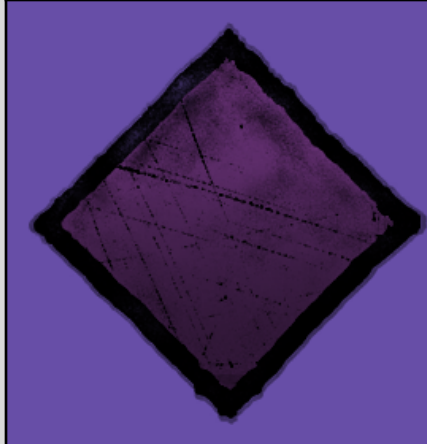


**JOEL MILLER** is a hardened smuggler reeling from the violent death of his daughter.

His personal perks, **SCAVENGER**, **LISTEN**, and **PRECIOUS CARGO**, allow him to open chests faster, reveal the aura of the Killer, and gain benefits from taking protection hits.

**Height:** 1.9m

**License:** The Last Of Us



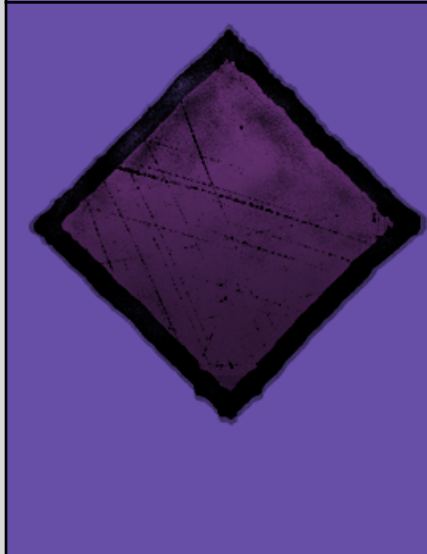
**SCAVENGER**  
JOEL MILLER PERK

*Years in scarce environments have refined your ability to locate useful items.*

**1** additional **Chest** spawns at the start of the Trial.

You open **Chests** [20% / 40% / 60%] faster.

*"While we're here, let's search the place." — Joel Miller*



**LISTEN**  
JOEL MILLER PERK

*You know that the safest way to navigate any situation is to listen for danger.*

While crouching in place, the **aura** of the Killer is revealed within [8 / 12 / 16] **meters** so long as they are moving.

At all times, you can hear the Killer's noises from **twice** the distance.

*Listen* cannot activate while **Deafened**.

*"Just try not to let your guard down." — Joel Miller*



**PRECIOUS CARGO**  
JOEL MILLER PERK

*You've experienced loss, and you'll die before you'll experience it again.*

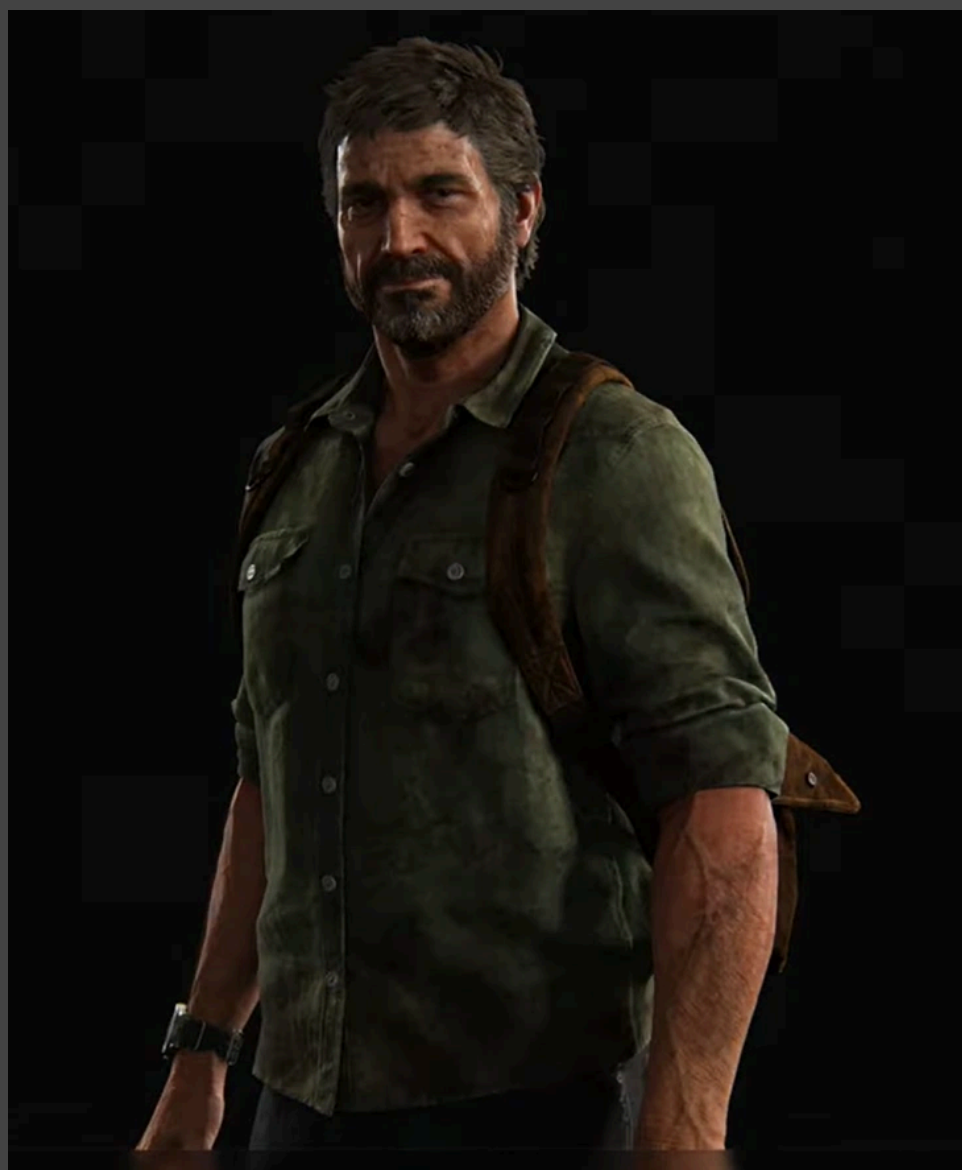
When you take a **Protection Hit** for another Survivor, you and that Survivor gain **+10% Haste** and have both of your **Screams** and **Grunts of Pain** suppressed for [**10** / **12** / **14**] seconds.

You never involuntarily drop your equipped **items**.

*"I've struggled a long time with survivin', but no matter what, you keep finding something to fight for." — Joel Miller*

**"JOEL MILLER" SURVIVOR COSMETICS**

**Name:** Joel Miller  
**Parts:** Full Outfit  
**Bound:** No  
**DEFAULT OUTFIT**



**Name:** Short Sleeve Denim  
Shirt

**Parts:** Torso

**Bound:** No



**Name:** Long Sleeve Denim  
Shirt

**Parts:** Torso

**Bound:** No



**Name:** Gold Plaid Shirt

**Parts:** Torso

**Bound:** No



**Name:** Red Plaid Shirt

**Parts:** Torso

**Bound:** No





**Name:** Purple Plaid Shirt

**Parts:** Torso

**Bound:** No



**Name:** Fall Collection

**Parts:** Full Outfit

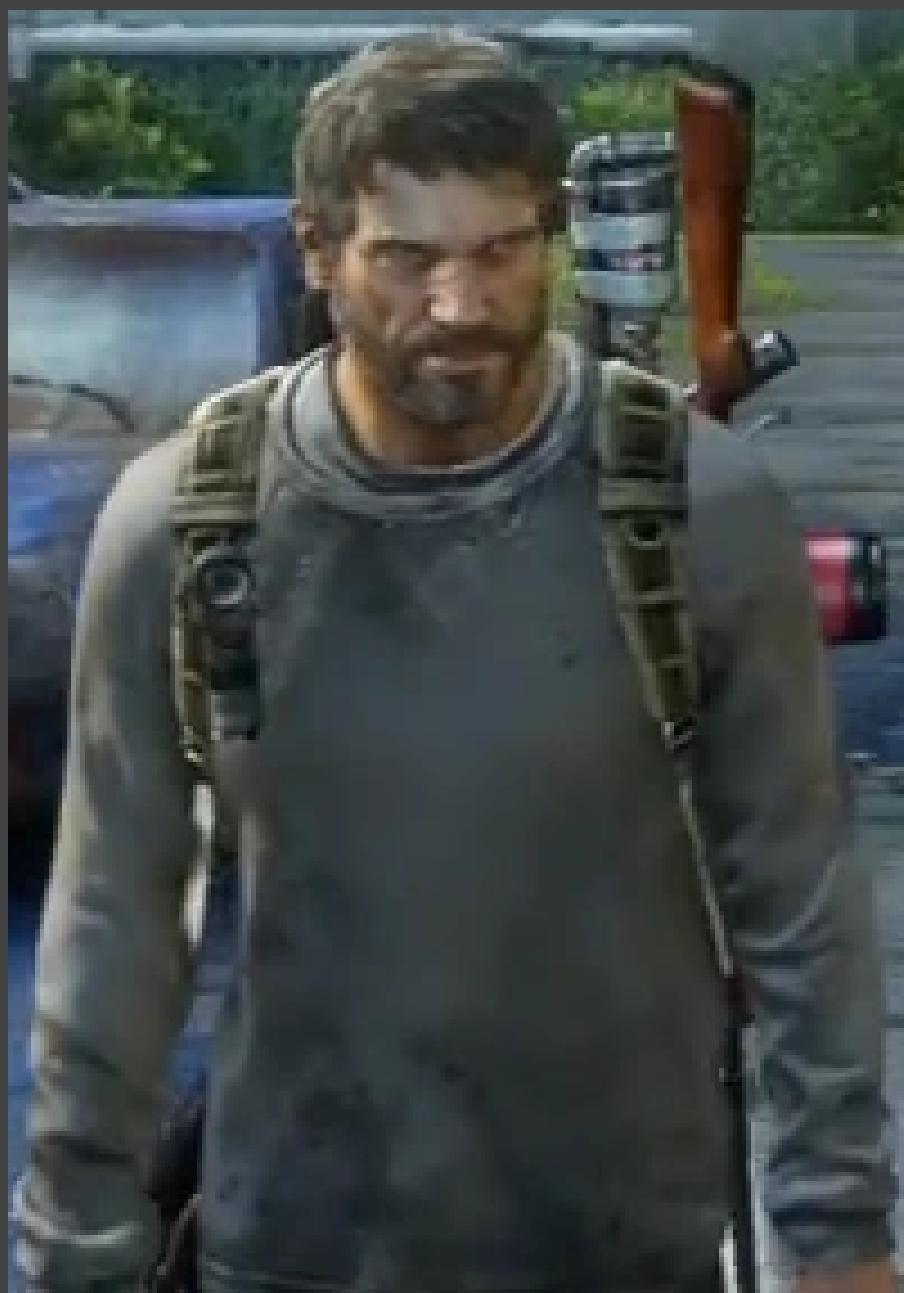
**Bound:** No



**Name:** Grey Sweatshirt

**Parts:** Torso

**Bound:** No



**Name:** Brown Shirt

**Parts:** Torso

**Bound:** No



**Name:** Grey Shirt

**Parts:** Torso

**Bound:** No



**Name:** Outbreak Day  
**Parts:** Full Outfit  
**Bound:** No



**Name:** Patrol  
**Parts:** Full Outfit  
**Bound:** No





**Name:** Pedro Pascal

**Parts:** Full Outfit

**Bound:** No





**Name:** Tommy Miller

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** Unique Voice, Unique Animations

**Name Overwrite:** Tommy Miller



**Name:** Tess Servopoulos

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** Unique Voice, Unique Animations

**Name Overwrite:** Tess Servopoulos



**Name:** Owen Moore

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** Unique Voice, Unique Animations

**Name Overwrite:** Owen Moore



**Name:** Jesse

**Parts:** Full Outfit

**Bound:** Yes

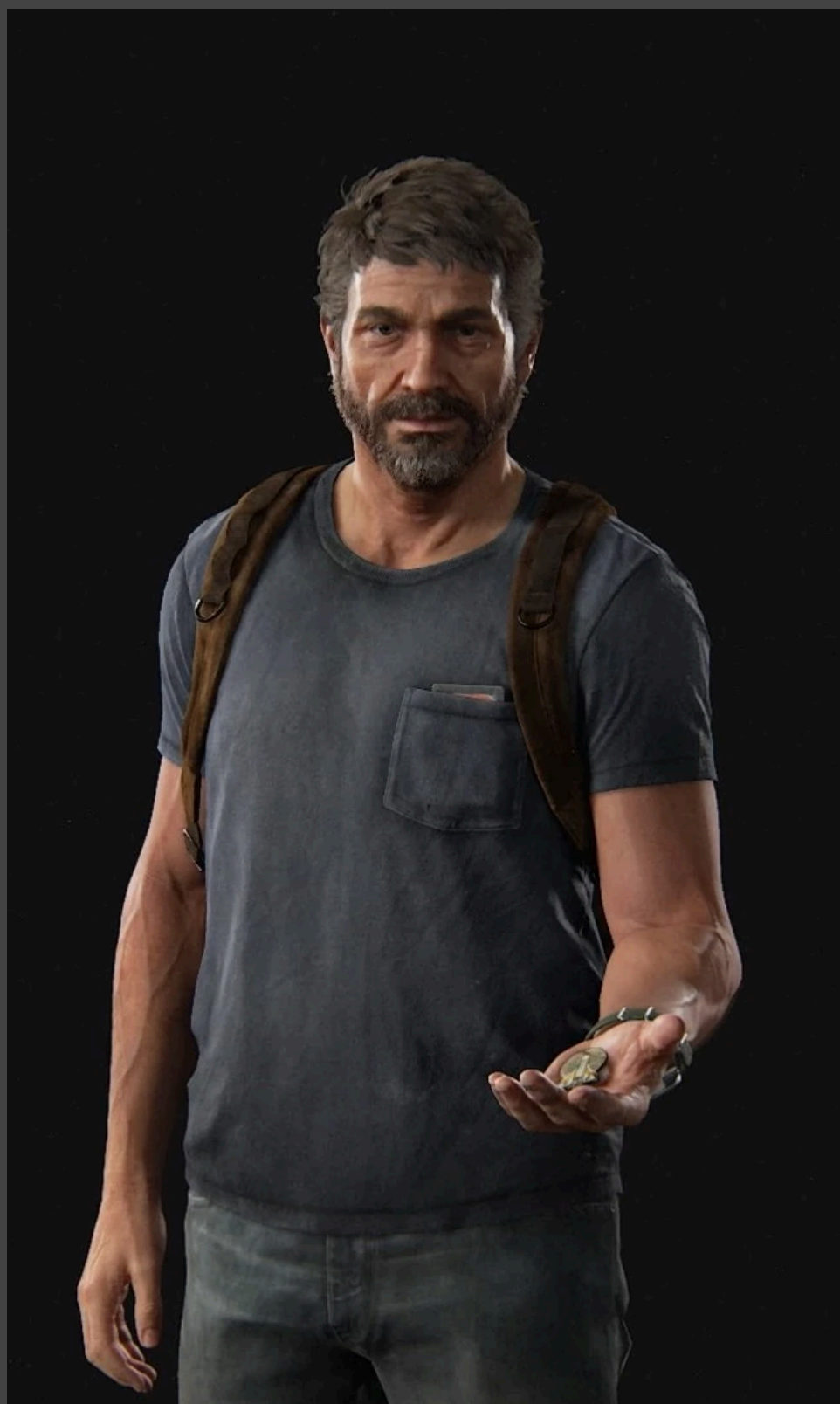
**Notes:** Unique Voice, Unique Animations

**Name Overwrite:** Jesse





**Name:** Wyoming  
**Parts:** Full Outfit  
**Bound:** No  
**EVENT REWARD**



## ELLIE WILLIAMS: SURVIVOR DETAILS

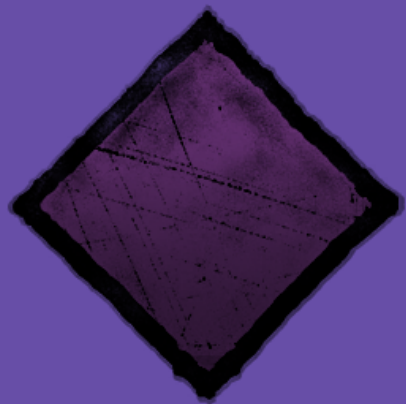


**ELLIE WILLIAMS** is a witty and violent survivor who discovers her natural immunity to a devastating plague.

Her personal perks, **TRACKER**, **ENDURE AND SURVIVE**, and **VENGEFUL SURVIVOR**, allow her to see the Killer's scratch marks and her fellow Survivors' blood pools, escape the grasp of Killers who leave her in a dying state for too long, and stun the Killer for longer based on how many Survivors have been eliminated.

**Height:** 1.65m

**License:** The Last Of Us



### TRACKER

ELLIE WILLIAMS PERK

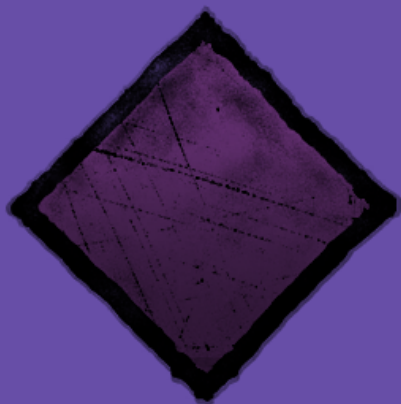
*If there's one thing you've learned, it's how to find who you're looking for.*

Whenever the Killer is benefitting from **Haste** and moving normally, they leave purple **Scratch Marks** that are visible to you. These Scratch Marks linger for **[8 / 10 / 12]** seconds.

Any time another Survivor experiences **Haste** or **Hindered**, you see their aura.

**Blood Pools** left by other Survivors appear bright red to you.

*"Where'd you go? There he is..." — Ellie Williams*



### ENDURE AND SURVIVE ELLIE WILLIAMS PERK

*You never go down without a fight.*

Upon being **downed** by the Killer, while you are in a **Dying State**, if the Killer leaves a **12 meter** radius of you for **[8 / 6 / 4]** seconds, then the next time you are picked up by the Killer while in **this Dying State**, succeed a Skill Check to stab the Killer and **escape** from their grasp. This **Stuns** the Killer for **4 seconds**. Upon activating *Endure And Survive*, you instantly become the **Obsession**.

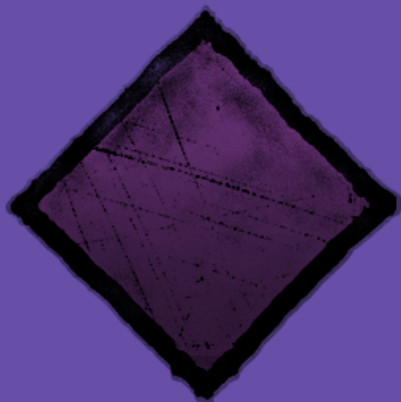
Skill check parameters:

- Great success area: 7%
- Time: 1.1 seconds
- Fail cooldown: 0 seconds
- Earliest success zone position: 8 o'clock

In any case where both *Endure And Survive* and *Decisive Strike* can activate, *Endure And Survive* activates instead of *Decisive Strike*.

When the Killer is outside of a **6 meter** radius, you lose the ability to **crawl** in a **Dying State**.

*"After all we've been through. Everything that I've done. It can't be for nothing." — Ellie Williams*



### VENGEFUL SURVIVOR ELLIE WILLIAMS PERK

*You can never forgive them for what they've taken from you.*

For each other Survivor that has been **Sacrificed** or **Killed** during this Trial, any time you **Stun** the Killer, the **Stun** lasts **[5% / 7.5% / 10%]** longer.

*"I'm gonna find... and I'm gonna kill... every last one of them." — Ellie Williams*

## "ELLIE WILLIAMS" SURVIVOR COSMETICS

**Name:** Ellie Williams

**Parts:** Full Outfit

**Bound:** No

**DEFAULT OUTFIT**





**Name:** Naughty Dog Shirt 1

**Parts:** Torso

**Bound:** No



**Name:** Naughty Dog Shirt 2

**Parts:** Torso

**Bound:** No



**Name:** Naughty Dog Shirt 3

**Parts:** Torso

**Bound:** No



**Name:** Angel Knives Shirt

**Parts:** Torso

**Bound:** No



**Name:** Jak And Daxter Shirt

**Parts:** Torso

**Bound:** No



**Name:** Uncharted The Lost  
Legacy Shirt  
**Parts:** Torso  
**Bound:** No

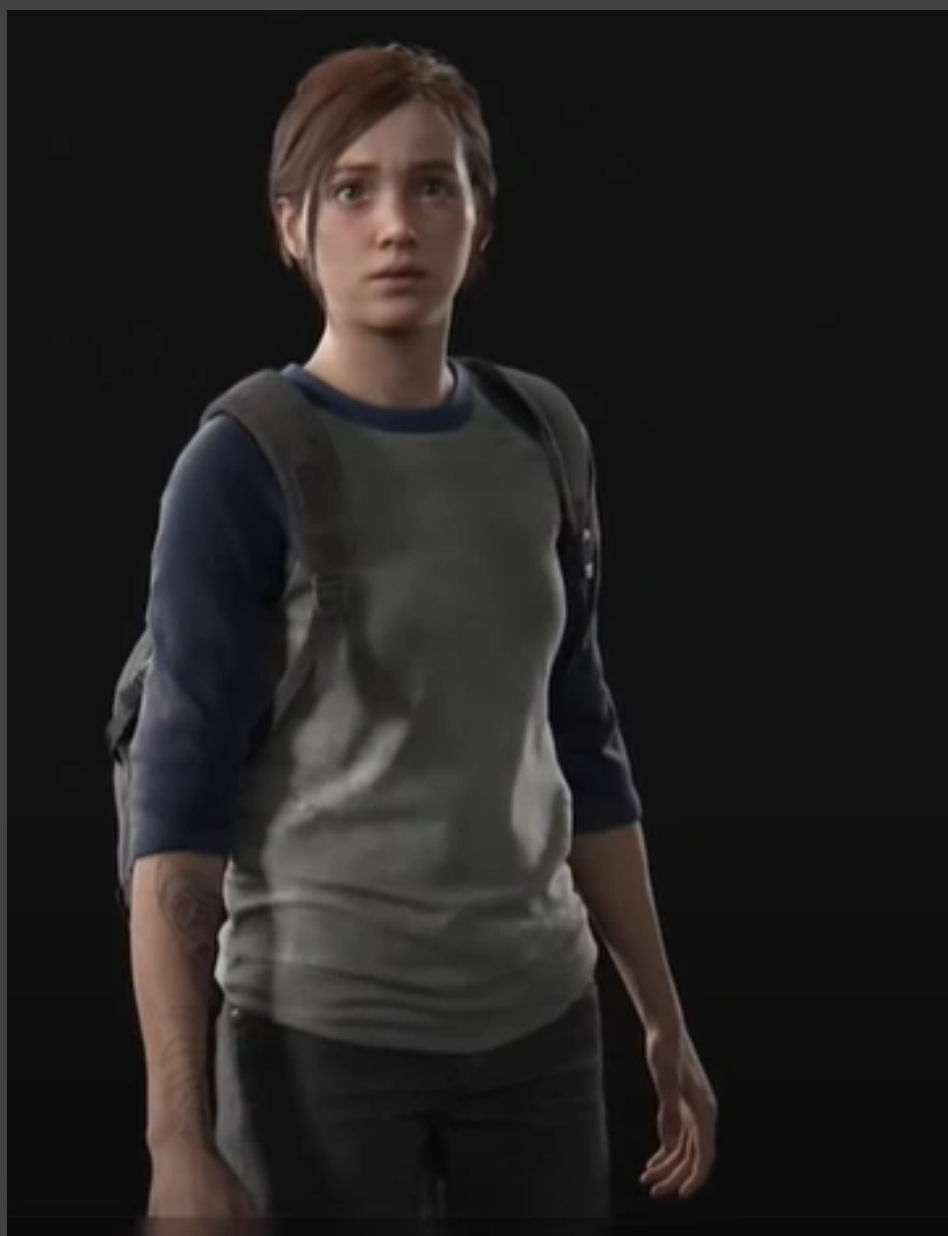




**Name:** Music Store

**Parts:** Full Outfit

**Bound:** No



**Name:** Red Flannel  
**Parts:** Torso  
**Bound:** No



**Name:** Striped Hoodie

**Parts:** Torso

**Bound:** No



**Name:** Jak  
**Parts:** Full Outfit  
**Bound:** No



**Name:** Left Behind  
**Parts:** Full Outfit  
**Bound:** No



**Name:** Winter  
**Parts:** Full Outfit  
**Bound:** No



**Name:** Every Last One Of Them

**Parts:** Full Outfit

**Bound:** No





**Name:** Jackson  
**Parts:** Full Outfit  
**Bound:** No



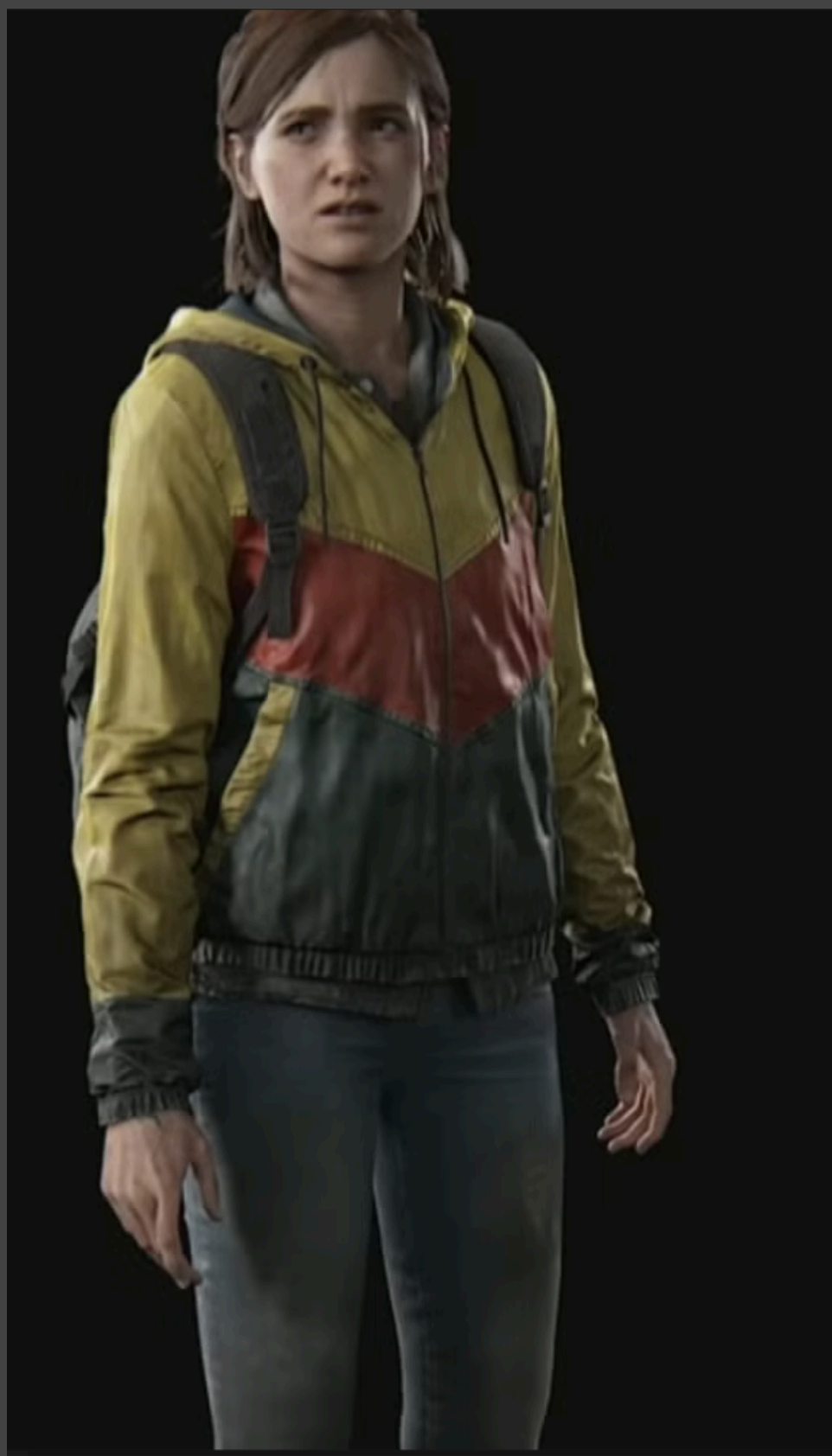
**Name:** Plaid  
**Parts:** Full Outfit  
**Bound:** No



**Name:** Jumpsuit  
**Parts:** Full Outfit  
**Bound:** No



**Name:** Rain Jacket  
**Parts:** Full Outfit  
**Bound:** No



**Name:** Pride  
**Parts:** Full Outfit  
**Bound:** No



**Name:** The Farm  
**Parts:** Full Outfit  
**Bound:** No



**Name:** Santa Barbara

**Parts:** Full Outfit

**Bound:** No





**Name:** Astronaut  
**Parts:** Full Outfit  
**Bound:** No



**Name:** Savage Starlight

**Parts:** Full Outfit

**Bound:** No



**Name:** Bella Ramsey

**Parts:** Full Outfit

**Bound:** No



**Name:** Abigail Anderson

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** Unique Voice, Unique Animations

**Name Overwrite:** Abigail Anderson



**Name:** Dina

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** Unique Voice, Unique Animations

**Name Overwrite:** Dina



**Name:** Lev

**Parts:** Full Outfit

**Bound:** Yes

**Notes:** Unique Voice, Unique Animations

**Name Overwrite:** Lev





**Name:** Marlene  
**Parts:** Full Outfit  
**Bound:** Yes  
**Notes:** Unique Voice, Unique Animations  
**Name Overwrite:** Marlene



**Name:** Day Three  
**Parts:** Full Outfit  
**Bound:** No  
**EVENT REWARD**



**CHARMS**

FIREFLY PENDANT  
FOR: SURVIVORS &  
KILLERS



**BROKEN WRISTWATCH  
FOR: SURVIVORS &  
KILLERS**



**FINICKY FLASHLIGHT  
FOR: SURVIVORS &  
KILLERS**



**SAM'S ROBOT  
FOR: SURVIVORS &  
KILLERS**





ELLIE'S KNIFE  
FOR: SURVIVORS &  
KILLERS

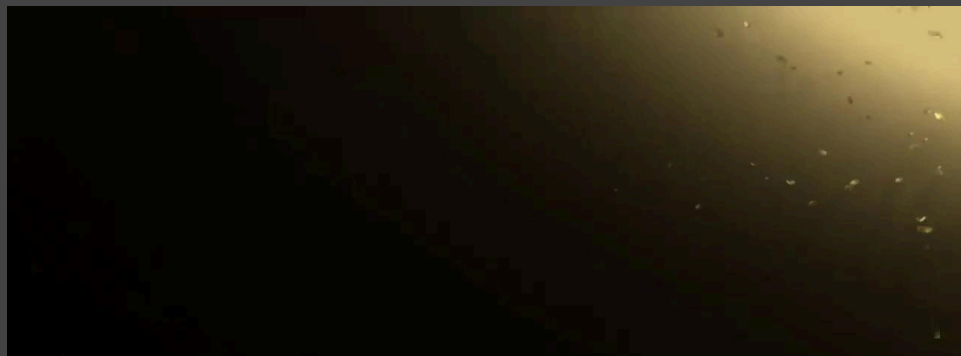


**FEDRA SCANNER  
FOR: SURVIVORS &  
KILLERS  
EVENT REWARD**



**BANNERS**

**LOOK FOR THE LIGHT**



**THE FIREFLIES**



**WINDOW DAY**



**SOLEMN BOAT**



WINDOW EVENING

PRESS ANY BUTTON

CATALINA ISLAND

PART I

PART II

**PARTS I AND II**



**ENDURE AND SURVIVE**



**BEYOND DESOLATION**





**ELLIE'S GUITAR  
EVENT REWARD**



**STREETS OF SEATTLE  
EVENT REWARD**



**PLAYER ICONS**

FIREFLY





SERAPHITES



## TATTOO



PART I



JOEL



ELLIE



**HUNTERS  
EVENT REWARD**

