

Active Gear

As opposed to passive gear, active gear must be manually selected and activated to take effect. Once an active gear is equipped, the player can press E or right-click to select it during a mission or raid. In the case of grenades, the player must also select an eligible location on the map to dictate where the survivor will throw it.

Each active gear has a carry limit, which determines how many of the item can be equipped per survivor per mission or raid. These items are also consumable, meaning the amount in the player's inventory is decreased every time they are used.