

Clothing

Clothing is a type of cosmetic that is subdivided into two sections of its own; Top and Pants. Tops are mainly shirts, jackets, and vests - anything that covers the torso. Unsurprisingly, Pants are items like jeans and skirts, items for the survivor's legs.

Each survivor can equip only up to one Top and one Pants. If no clothing item is equipped, they will use their class default appearance. These items are 100% cosmetic and can be used on any class.