



Changes ideas by Adeloo

SURVIVOR

ACE IN THE HOLE

Already getting changed

ADRENALINE

Instantly heal one Health State and sprint at 150 % of your normal running speed for 5 seconds when the Exit Gates are powered.
If the Exit Gates are powered while you are hooked, Adrenaline deactivate.

AFTERCARE

You see the Aura of every Survivor that :
You rescued from a Hook or who rescued you from one.
You completed a Healing action on or who completed one on you.
You completed a Repairing action with.
They also see your Aura.
This occurs for up to 1/2/3 Survivor(s).
All effects of Aftercare are reset when you are hooked by the Killer.

ALERT

When the Killer performs a Pallet Break or Generator Damage action, their Aura is revealed to you for ~~3/4/5~~ **6/8/10** seconds.

ANY MEANS NECESSARY

Press and hold the Active Ability button for 4 seconds while standing beside a dropped Pallet to reset it to its upright position.
Any Means Necessary has a cool-down of ~~140/130/120~~ 120/110/100 seconds.

AUTODIDACT

You start the Trial with a -25 % progression penalty for Skill Checks to heal Survivors.
For every successful Skill Check completed while healing a Survivor, you receive a Token for a maximum of 3/4/5 Tokens.
Each Token grants you a +15 % bonus progression for a successful Skill Check while healing Survivors.
Each Token grants you a 2/3/4% increase in Skill Check trigger odds.

BABYSITTER

When you unhook a Survivor, the unhooked Survivor leaves no Scratch Marks or Blood Trail for the next ~~4/6/8~~ **5/10/15** seconds.
Both you and the Killer see each other's Aura for **4 8** seconds.

BALANCED LANDING

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BETTER TOGETHER

The Aura of the Generator you are currently repairing is revealed to all other Survivors located within 32 metres.
If the Killer downs a Survivor while you are repairing a Generator you see the Auras off all other Survivors and they see yours for ~~8/9/10~~ 10/15/20 seconds.

BOIL OVER

Your Struggle Effects on the Killer are increased by 25/50/75 %.
You obscure the Killer's ability to the Auras of Hooks that are within a range of ~~10/12/14~~ **16/24/32** metres.



BOND

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BORROWED TIME

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BOTANY KNOWLEDGE

Healing Speed and Healing Item Efficiency is increased by ~~11/22/33~~ **30/40/50**%.

BREAKDOWN

Any time you are unhooked or unhook yourself, the Hook breaks and the Killer's Aura is shown to you for ~~4/5/6~~ **5/10/15** seconds.

BREAKOUT

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BUCKLE UP

The recovery progress of dying Survivors can be determined by the intensity of their Auras at a distance of up to ~~48~~ **48/56/64** metres.
When you heal a Survivor from the Dying State to Injured, both the healed Survivor and yourself see the Killer's Aura for a duration of ~~4/5/6~~ **5/10/15** seconds.

CALM SPIRIT

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CAMARADERIE

While you are on the Hook in the Struggle Phase, Camaraderie activates. If another Survivor is within 16 metres of your Hook while Camaraderie is activated, the Struggle Phase timer is paused for 26/30/34 seconds.
If another Survivor is on the Hook in the Struggle Phase and you are within 8 metres of the Hook, Camaraderie activates. While Camaraderie is activated, the Struggle Phase timer of the Survivor is paused for 13/15/17 seconds.

DANCE WITH ME

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DARK SENSE

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DEAD HARD

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DECISIVE STRIKE

After being unhooked or unhooking yourself, Decisive Strike will become active and usable for 40/50/60 seconds.
If another Survivor get Hooked while Decisive Strike is active, it will deactivate.
While Decisive Strike is active, when grabbed by the Killer, succeed a Skill Check to automatically escape the Killer's grasp and stun them for 5 seconds.

DÉJA VU

The Auras of 3 Generators in closest proximity to each other are revealed to you for 30/45/60 seconds, at the start of the Trial and each time a Generator is completed
If a generator is being worked on, the Aura will be shown to you in yellow.



DELIVERANCE	///
DETECTIVE'S HUNCH	///
DISTORTION	You start the Trial with 3 Tokens. When your Aura would be shown to the Killer, the Perk activates and a Token is consumed. For the next 6/8/10 seconds while the Perk is activated, your Aura and Scratch Marks will not be shown to the Killer. Safely unhooking a Survivor grants 0/0/1 Token. Escaping a 90/60/30 seconds chase grants 1 Token.
DIVERSION	///
EMPATHY	///
FIXATED	You can see your own Scratch Marks at all times. While uninjured. You walk 10/15/20 % faster.
FLIP-FLOP	///
FOR THE PEOPLE	///
HEAD ON	///
HOPE	As soon as the Exit Gates are powered, you gain a 5/6/7 % Haste Status Effect for 120 120/150/180 seconds.
INNER STRENGTH	///
IRON WILL	///
KINDRED	///
LEADER	Increases the other Survivors' Healing, Sabotage, Unhooking, Cleansing, Exit Gate Opening, and Chest Searching speeds by 15/20/25 20/30/40% when they are within a range of 8 metres from you.
LEFT BEHIND	///
LIGHTWEIGHT	Scratch Marks and Blood Trails stay visible 1/2/3 seconds less than normal.
LITHE	///



LUCKY BREAK	Lucky Break activates any time you are injured. While Lucky Break is active, you won't leave trails of blood for a total of 120/150/180 seconds. The cooldown deactivates when you are Healing yourself or are getting healed by another Survivor.
METTLE OF MAN	///
NO MITHER	You are affected by the Broken broken.png Status Effect for the duration of the Trial. Your thick blood coagulates practically instantly. You do not leave Pools of Blood. Grunts of Pain caused by injuries are reduced by 0/25/50 25/50/75 % at any time. Grants the ability to fully recover from the Dying State. Grants 50/75/100% more Bloodpoints in the Bold Category.
NO ONE LEFT BEHIND	Once at least one Exit Gate has been opened Once the Exit Gates are powered, gain 50/75/100 % more Bloodpoints for actions in the Altruism Category and perform them 30/40/50 % quicker. The Auras of all other Survivors are revealed to you.
OBJET OF OBSESSION	If you are looking in the Killer's direction, your link will reveal your Auras to each other. This effect applies only if you are outside of the Killer's Terror Radius. As the Killer's Obsession this effect applies to a maximum range of 56/64/72 metres. Otherwise, it applies to a maximum range of 44/56/64 metres. If you are on a Hook, Object of Obsession deactivates until you unhook yourself or get unhook.
OFF THE RECORD	///
OPEN HANDED	Increases Aura-reading ranges by 4/6/8 8/10/12 metres.
PHARMACY	///
PLUNDERER'S I.	///
POISED	///
PREMONITION	///
PROVE THYSELF	Increases Repair speed for all repairing Survivors by 10 4/6/8% for each other 1/2/3 Survivor(s) within a range of 4 metres. Gain 50/75/100 % more Bloodpoints for cooperative Actions. Survivors can only be affected by one Prove Thyself effect at a time.



QUICK & QUIET	///
RED HERRING	///
RESILIENCE	///
SABOTEUR	///
SECOND WIND	When you have healed other Survivors for the equivalent of one Health, Second Wind activates. While Second Wind is activated, the next time you are unhooked or unhook yourself, you are affected by the Broken. After a total duration of 34/32/30 25/20/15 seconds, Second Wind automatically heals you from Injured to the Healthy State. Second Wind deactivates once you are completely healed or if you are put into the Dying State before Second Wind successfully triggers. You will lose the Broken Status Effect once Second Wind deactivates. Second Wind does not activate if you are already afflicted by the Broken Status Effect.
SELF-CARE	///
SLIPPERY MEAT	You have developed an efficient way to get out of Bear Traps, Hooks and Spears. Grants up to 3 extra escape attempts on the Hook. The odds of freeing yourself from Bear Traps or Spear are increased by 15/20/25 %.
SMALL GAME	///
SOLE SURVIVOR	Your Aura cannot be read by the Killer within a maximum range of 20/22/24 24/28/32 metres for each killed or sacrificed Survivor.
SOLIDARITY	While injured, healing a Survivor without using a Med-Kit also heals you at a 40/45/50 50/60/70% conversion rate.
SPINE CHILL	///
SPRINT BURST	/// But need to fix the ability to activate at will during a chase.
STAKE OUT	///
STREETWISE	Reduces Item Consumption rate by 15/20/25 25/35/45% for you and Allies within a range of 8 metres. Once out of range, this effect persists for 15 seconds.



THIS IS NOT H.	///
TECHNICIAN	The noises caused by your your and each other Survivor within a range of 4 metres Repairs and their hearing distance are reduced by 8 metres. On a failed Repair Skill Check, there is a 30/40/50 40/60/75% chance that the Generator Explosion will be prevented.
TENACITY	///
UP THE ANTE	For each other Survivor still alive, grant a 1/2/3 3/4/5 % Luck Bonus to all remaining Survivors.
UNBREAKABLE	///
URBAN EVASION	///
VIGIL	You and your Allies within a range of 8 metres recover from Exhaustion, Haemorrhage, Mangled, Hindered and Blindness Status Effects 10/15/20 25/30/35 % faster.
WAKE UP!	Once all Generators are powered, Exit Gates are revealed to you when within a range of 128 metres. While opening the Exit Gates, reveal your Aura to other Survivors within a range of 128 metres. While Wake Up! is active, you open Exit Gates 5/10/15 15/20/25% faster.
WE'LL MAKE IT	///
WE'RE GONNA LIVE F.	///
WINDOWS OF O.	Auras of Pallets and Vaults are revealed to you when within a range of 20 16/24/32 metres. Windows of Opportunity has a cool-down of 30/25/20 seconds when vaulting or dropping a Pallet during a Chase.