

Perk Name	1 Token	2 Tokens	3 Tokens	4 Tokens	5 Tokens
Blood Favor 	Basic attacks block pallets within a 14m radius. 10 seconds. 30 second cooldown.	Basic attacks block pallets within a 18m radius. 12 seconds. 25 second cooldown.	Basic attacks block pallets within a 22m radius. 14 seconds. 20 second cooldown.	Basic attacks block pallets within a 26m radius. 16 seconds. 15 second cooldown.	Basic attacks block pallets within a 30m radius. 18 seconds. No cooldown.
Devour Hope 	10% smaller skillcheck success zones	All effects of 1 tokens and 15% action speed	All effects of 2 tokens and 25% increased stun recovery	All effects of 3 tokens and 2% movement speed	All effects of 4 tokens and basic attacks give the oblivious effect for 8 seconds
Haunted Ground 	Every 108 seconds, your next basic attack can put a healthy survivor into the dying state.	Every 96 seconds, your next basic attack can put a healthy survivor into the dying state.	Every 84 seconds, your next basic attack can put a healthy survivor into the dying state.	Every 72 seconds, your next basic attack can put a healthy survivor into the dying state.	Every 60 seconds, your next basic attack can put a healthy survivor into the dying state.
Huntress Lullaby 	20% less skillcheck warning time. 1% increased regression for missed skill checks.	40% less skillcheck warning time. 2% increased regression for missed skill checks.	60% less skillcheck warning time. 3% increased regression for missed skill checks.	80% less skillcheck warning time. 4% increased regression for missed skill checks.	No skillcheck warnings. 5% increased regression for missed skill checks.
No One Escapes Death 	Gain 0.5% movement speed	Gain 1% movement speed	Gain 1.5% movement speed	Gain 2% movement speed	Gain 2.5% movement speed

Retribution 	See all survivors auras within 4m	See all survivors auras within 6m	See all survivors auras within 8m	See all survivors auras within 10m	See all survivors auras within 12m
Ruin 	When a generator is not being worked on, it regresses at 50% speed	When a generator is not being worked on, it regresses at 100% speed	When a generator is not being worked on, it regresses at 150% speed	When a generator is not being worked on, it regresses at 200% speed	When a generator is not being worked on, it regresses at 250% speed
The Third Seal 	Basic attacks give the hit survivor blindness for 20 seconds	Basic attacks give 2 survivors blindness for 30 seconds	Basic attacks give 3 survivors blindness for 40 seconds	Basic attacks give all survivors blindness for 50 seconds	Basic attacks give all blindness for 60 seconds
Thrill of the Hunt 	Gain 5% successful and unsuccessful attack cooldown	Gain 10% successful and unsuccessful attack cooldown	Gain 15% successful and unsuccessful attack cooldown	Gain 20% successful and unsuccessful attack cooldown	Gain 25% successful and unsuccessful attack cooldown
Undying 	Dying survivors can only recover to 80% without help	Dying survivors can only recover to 70% without help	Dying survivors can only recover to 60% without help	Dying survivors can only recover to 50% without help	Dying survivors can only recover to 40% without help