

Dead by Daylight Survivor Changes

PART I: THE LOBBY SCREEN

- Survivors should have their equipped perks visible above their character's head.
 - For balancing reasons, these icons should only be visible to the other survivors, not the killer.
- Survivors should have their equipped items icon visible where the actual item model is.
 - Any add-ons used should be seen as well directly adjacent to said item.
 - Once again, only the survivors should be able to see this information.
- Survivors should have their offering visible over their character's other hand.
 - This information should only be visible to other survivors.
 - Secret offerings will remain hidden.



- Survivors can select a role icon from a side menu under “Character Info”
 - Roles have no major effect on gameplay and merely serve as organizational tools.
 - The Roles are:
 - Survivor on generator - “Generator Jockeys”
 - Survivor unhooking - “Medics”
 - Survivor crouching - “Stealth Players”
 - Survivor at pallet - “Loopers”

PART II: COORDINATION

- All survivor portraits now have new effects that make the HUD information more useful.
 - When a survivor is repairing a generator they will have turning gears behind their icon. (I personally would’ve done a white light but colorblind people exist and that’d create problems down the line.)
 - When a survivor is inside the Terror Radius their portrait would have an animated heart monitor line in the background that gets more frantic as the killer gets closer.
 - When a chase begins, survivors should have “The Red Stain” cover their portrait.
 - When survivors cleanse a totem a totem icon should appear behind their portrait.
 - When survivors open a door, the door switch should appear in the background.
 - When survivors open a chest, the chest should appear behind their portrait.

PART III: THE KILLER

- As long as there is a direct line of sight connection between the killer and a survivor the killer’s aura is shown.
- If the killer’s aura is shown through an aura reading perk, all survivors will gain the benefit.
- After the killer has been seen for the first time the killer’s name will flash at the top of the screen for a few seconds.

As a balance change for the killers, all killers will get a flat speed bonus of 5% to base movement speed.

So most killers will have a base speed of 120% or 4.8 m/s. The 110% killers will now move at 115% or 4.8 m/s.