

Ghost Face Rework Concept

"What's Your Favorite Scary Movie?"

Objective

The goal of this rework is to modernize Ghost Face while preserving his stealth-focused identity by introducing new ambush and chase tools inspired by the Scream films.

Night Shroud

Night Shroud retains its current functionality:

- Undetectable.
- No Red Stain.
- Ability to stalk survivors.

Design Rationale

Night Shroud already represents Ghost Face's core identity effectively. This rework focuses on expanding his gameplay options rather than replacing his existing power.

Locker Ambush

Ghost Face can enter empty lockers.

While inside a locker:

- Remains Undetectable.
- Produces no sound.
- Can observe through the locker slits.
- Can stalk survivors.
- Gains a 30% increase to stalking speed.

Ghost Face remains completely immobile while hiding inside a locker.

Design Rationale

The increased stalking speed compensates for the loss of map pressure caused by remaining stationary.

This mechanic rewards planning, positioning, and patience while still depending on survivor movement and decision-making.

Jumpscare Ambush

When Ghost Face exits a locker, the ambush is triggered if at least one survivor is:

- Within 8 meters.
- Inside the locker's line of sight.

Survivor Effects

- Screams.
- Aura revealed for 2 seconds.
- Suffers Blindness for 20 seconds.

Ghost Face Effects

- Gains 5% Haste for 4 seconds.

Design Rationale

Jumpscare Ambush is designed to recreate the surprise attacks commonly seen in the Scream films.

The mechanic requires preparation and proper positioning, and it does not:

- Deal damage.
- Apply Exposed.
- Guarantee a hit.

The Haste effect simply helps Ghost Face transition into a chase after a successful ambush.

Predatory Dash

A new chase-oriented ability.

Activation

Hold the Power button and release it to perform a short dash.

Properties

- Approximately 8 meters in length.
- Cannot pass through walls.
- Cannot pass through pallets.
- Cannot pass through windows.

Successful Hit

- Deals normal damage.

Missed Dash

- Increased recovery time.

Design Rationale

Ghost Face often struggles in prolonged chases.

Predatory Dash provides a modern chase tool without ignoring core map mechanics.

Survivors can still utilize loops, pallets, windows, and map knowledge to counter the ability.

Stalking Changes

Survivors no longer receive notification feedback while being stalked.

The stalking process remains completely hidden.

Once stalking reaches 100%:

- The survivor becomes Exposed.
- Ghost Face receives visual confirmation.

Design Rationale

Ghost Face is built around paranoia and observation.

Removing stalking notifications strengthens the fantasy of secretly watching survivors without altering the Exposed mechanic itself.

Reveal System

To reveal Ghost Face:

- Survivors must maintain direct line of sight for approximately 2 seconds.

If line of sight is broken:

- Reveal progress is reset.

Design Rationale

The current reveal system can feel inconsistent for both sides.

This change aims to improve reliability while preserving survivor counterplay.

Final Act

Activates automatically when only 2 survivors remain.

Effects

- Faster Night Shroud recharge.
- Reduced Predatory Dash recovery.
- 15% faster stalking speed.

Design Rationale

This feature represents the final act of a Scream film, where Ghost Face becomes increasingly aggressive.

Because it only activates late in the match, its overall impact remains limited and situational.

Gameplay Example

Ghost Face hides inside a locker near an objective.

While waiting:

- He remains completely hidden.
- Benefits from the increased stalking speed.

A survivor finishes repairing a generator and walks past the locker.

Ghost Face exits the locker.

Because the survivor is:

- Within 8 meters.
- Inside the locker's line of sight.

Jumpscare Ambush activates:

- The survivor screams.
- Their aura is revealed.
- They suffer Blindness.
- Ghost Face gains Haste.

Ghost Face immediately follows up with Predatory Dash to begin the chase.

Expected Outcome

This rework strengthens Ghost Face's identity as a stealthy and unpredictable slasher.

The new mechanics encourage planning, positioning, and psychological pressure while preserving meaningful survivor counterplay.

The result is a gameplay experience that more closely reflects the Scream films while remaining faithful to Ghost Face's established role in Dead by Daylight.