

General

- Removed perk tiers. All perks now use their Tier 3 versions.
- Reduced the opacity of “bubbles” when a survivor is hooked, or a generator is completed. Auras can now be seen through these “bubbles”.

Maps

Haddonfield

- Reduced the number of windows in the “House of Pain”
- Added more breaks into fences and hedges

Father Campbell’s Chapel

- Removed the god window that can spawn in the chapel near the basement.

Badham Preschool

- Reduced number of pallets
- Added a hook into the boiler room if the basement does not spawn there

Mother’s Dwelling

- Reduced size

Raccoon City Police Department

- Added a hook into the library
- Reduced size

Eyrie Of Crow

- Increased the size of the doorways in the Eyrie to prevent killers body blocking and preventing survivors from being unhooked on specific hooks
- Reduced size

Ormond

- Reduced size

Gideon Meat Plant

- Reduced number of pallets
- Added more vault locations

Survivor

General Changes

- Added a communication wheel that allows survivors to say specific lines.
Some of these lines include:
 - *Repairing*
 - *Going for the unhook*
 - *Killer is here*
 - *Focus objective (generators/gates)*
 - *Looking for totems*
 - *Being chased*
- Healing speed bonuses can no longer exceed 100%

- **Boon Totems** – Each time a survivor blesses a totem, the next time it will take 14 seconds longer to bless for that survivor.
 - *For example – 14 seconds for the first blessing, 28 for the second, 42 for the third, etc.*
- Increased luck now increases the chance of finding items of higher rarity found in chests.

Perks

- **Autodidact** – Great skill checks now appear but grant no extra progression. Hitting a great skill check awards 2 tokens instead of 1.
- **Adrenaline** – No longer wakes the survivor up against The Nightmare.
- **Bite The Bullet** – Regression penalty reduced from 1% to 0%
- **Prove Thyself** – Repair speed bonus decreased from 15% to 10%
 - *With the current Prove Thyself it takes 2 survivors ~40.92 seconds to repair a generator. With this change it would take ~42.78 seconds for 2 survivors to repair a generator.*
- **Boon: Circle of Healing** – Removed Healing Speed bonus. Increased Self-Healing speed to 100% (from 50%)
 - *This change would make it so survivors still can self-heal themselves without a med-kit and the same speed as if they had a med-kit, but healing with a med-kit is no longer insanely fast.*
- **Dead Hard** – Removed invincibility frames
 - *This one I'm not sure about. I really think Dead Hard should be nerfed, but I can't think of a way to nerf it without destroying it or completely reworking it. This change would make it less frustrating to deal with as the validation would no longer refund hits and survivors can't use it as an "undo" button, but it still doesn't deal with "Dead Hard for distance" which is where I think the main issue with it comes. But I don't want to over nerf it by removing both I-frames and distance.*

- **Smash Hit** – Exhaustion timer decreased from 40 seconds to 30 seconds
- **Diversion** – Charge time decreased from 30 seconds to 25 seconds. Can now hold 2 tokens.
 - *Takes 25 seconds for each token but you can hold up to 2 of them so you do feel like you need to save the pebble for the right moment and can be used more frequently.*
- **Déjà vu** – **Added Effect**
 - After working on a generator for 3 seconds its aura is revealed to you for 60 seconds or until it is fully repaired.
 - *Probably won't make the perk more popular among veteran players but it will help newer players out.*
- **Any Means Necessary** – Cool-down reduced from 60 seconds to 40 seconds
- **Buckle Up** – Also reveals your recovery progress to other survivors. Removed range limitation.
- **Dance With Me** – Also hides pools of blood. Cooldown reduced to 30 seconds.
- **Flashbang** – Generator requirement reduced from 50% to 35%
- **Appraisal** – **Added Effect**
 - Reveals the aura of opened chests.
 - Spawns 1 extra chest.
- **Guardian/Babysitter** – The Killer's aura is also revealed to the unhooked survivor for 8 seconds.
 - *This would stop the unhooked survivor from running right into the killer.*
- **Mettle Of Man** – Removed the aura reading after fully healing.
- **Distortion** – Safe unhooks grant another token. Cannot exceed 3 tokens.
- **Technician** – Removed the regression penalty

- **Wake Up!** – Now tells survivors within 8 metres that you have the perk (like We'll Make It) when the gates are powered
- **Visionary** – Removed cool-down.
- **No Mither** – Start the trial healthy but cannot be healed after being injured.
- **Open Handed** – **Added Effect**
 - Increases duration of aura reading by 5 seconds.
- **Lightweight** – **Added Effect**
 - Reduces footstep sounds by 25%
- **Corrective Action** – Effect now also applies to yourself
 - *If you fail a skill check it counts as a good skill check*
- **No One Left Behind** – Now activates when the gates are powered rather than opened.
 - *Currently this perk grants faster unhooks/healing and reveals the aura of all survivors when a gate is opened. This change just makes it so it activates when the last gen is finished so it can get more use as most survivors 99 gates.*
- **Sole Survivor** – **Rework**
 - Each time a survivor other than yourself is hooked, gain a token up to a max of 9 tokens. For each token your unhooking speed is increased by 6% up to a max of 54%.
 - *Technically it will never be used after 48% as everyone else will be dead when you get the 9th token.*
 - When you are the last survivor alive, you open exit gates 50% faster.
 - *Sole Survivor is arguably the worst survivor perk in the game as its benefit are small and only rewards you when your team is dying. This change keeps the basic idea of 'the closer your team is to death the*

stronger you get but will be more impactful throughout the trial. The exit gate bonus is to help when the hatch is shut and keeps in tone with the 'Sole Survivor' theme. Numbers might need some changing.

- **Rookie Spirit** – Reduced the number of skill checks required to activate the perk from 3 to 0.
- **Resurgence** – Gives a notification to the rescuer that you have the perk.
- **Poised** – Also removes pools of blood and grunts of pain. Duration increased to 15 seconds.
- **Premonition** – Cool-down reduced to 20 seconds.
- **Situational Awareness** – Range increased from 32 metres to 64 metres. Changed the colour of the aura to blue.
- **Solidarity** – Gives a notification to injured survivors within 8 metres that you have the perk if you are also injured
 - *To help deal with survivors that want to heal you first not knowing that you have the perk, and it is better for you to heal them first.*
- **Red Herring** – **Added Effect**
 - Pressing the *Activate Ability* button when not in a locker will cause the highlighted generator to spark and appear to be regressing. The generator does not actually regress, and the killer can still kick it. This effect deactivates when a survivor starts repairing the generator.
 - *The idea with this is the trick killers into thinking the generator is still regressing. For example, a killer comes over and kicks the gen and leaves, you start repairing it and then activate Red Herring when they return. The killer thinks it's still regressing and leaves.*

Items

- **Map**

- Glass Bead effect is now base kit
 - *Adds a marker that all survivors can see*
- **Glass Bead - Rework**
 - Adding a marker to an object will reveal its aura to all other survivors
- No longer can track Killer's belongings
- **Red Twine - Rework**
 - Marking a generator will reveal its progress to all other survivors
 - *This add-on originally allowed the tracking of Killer belongings*
- **Med-Kit**
 - **Styptic Agent** – Endurance duration decreased from 8 seconds to 5 seconds. Requires full charges to use.
 - **Anti-Haemorrhagic Syringe** – Requires full charges to use.
 - *Now survivors can't get multiple heals with their med-kits before using the syringe or styptic*
- **Toolbox**
 - **Brand New Part - Rework**
 - Press the *Secondary Ability* button while repairing to install the Brand-New Part. When installed into a generator, that generator cannot regress below 25%. This add on is consumed on use.

Killer

General

- Added a 5% regression penalty when a Killer kicks a generator.
- Haemorrhage – **Added Effect**
 - Regresses healing progress when a survivor stops healing by 0.25 charges per second.
 - *Haemorrhage is currently the weakest status effect in the game so I thought it could use a buff. 0.25 charges per second is slow (takes 64 seconds to go from 100% to 0% heal progression) but it is more than enough to eat through med-kit charges and pretty much nerfs med-kits without directly changing them.*
 - *Not sure if it should have a delay before activating.*
- Basement hooks are now Scourge Hooks when a Scourge Hook perk is equipped
 - *In addition to the normal 4*
- Added an FOV slider.
 - Minimum FOV – 87 (current default)
 - Maximum FOV – 102 (Shadowborn FOV)

Perks

- **Beast of Prey – Rework**
 - **After chasing survivors for a cumulative 45 seconds, Beast of Prey can be activated. Press the *Active Ability* button to activate Beast of Prey for 10 seconds. While active, your red stain is hidden.**

- **Fire Up** – Increased percentage per token from 4% to 5% up to a max of 25%. At 5 tokens gain a 5% Haste bonus.
- **Monstrous Shrine – Rework**
 - Spawns the basement in both locations, if possible. Survivors in the basement suffer from Blindness and cannot unhook themselves.
- **Play With Your Food** – Cool-down reduced from 10 seconds to 5 seconds.
- **Spies From the Shadows – Added Effect**
 - You do not startle crows.
- **Territorial Imperative – Added Effect**
 - Survivors in the basement suffer from Oblivious
- **Iron Grasp – Added Effect**
 - Can lunge while carrying a survivor
- **Mad Grit** – Cool-down reduction does not apply to lunges
 - *To prevent infinite lunges with the Iron Grasp changes*
- **Knock Out** – Blindness lasts for the duration the survivor is in the Dying State (was only 15 seconds before)
- **Pop Goes the Weasel** – Regression progress decreased from 25% to 20%
 - *To compensate for the base-kit 5% regression*
- **Monitor and Abuse** – Removed FOV effect
 - *No longer needed with FOV slider*
- **Hex: No One Escapes Death - Rework**
 - Each time a survivor is hooked for the first time gain a token up to a max of 4 tokens. Once the exit gates are powered a random Dull Totem is lit and all survivors become exposed. Whenever a survivor is put into the dying state a token is consumed. Once all

tokens are consumed this perk deactivates. Cleansing the Hex totem consumes all tokens.

- *This change makes the perk less frustrating to deal but keeps its strength about the same. Also removed the Haste bonus and gave it to Fire Up.*
- **Oppression** – Cool-down reduced from 80 seconds to 30 seconds
- **Jolt/Surge** – Activates on special attacks
 - *Not sure if lowering the cool-down as well would be too much.*
- **Remember Me** – Increased max number of tokens from 4 to 6 (24 seconds maximum now).
 - Obsession is now affected by this penalty.
 - Activates when the final generator is completed.
 - *So now the perk doesn't activate when the hatch is closed*
- **Dragon's Grip** – Cool-down reduced from 80 seconds to 60 seconds.
Cool-down only applies if a survivor becomes exposed.
 - *Dragon's Grip has an insane cool-down currently (120 seconds minimum between uses) this change makes it more like Make Your Choice where the cool-down is tied to the exposed status.*
 - *Currently with Dragon's Grip you must decide if regressing a gen is worth losing your perk for 120 seconds. Making the cool-down only apply after it activates will help alleviate this.*
- **Blood Echo** – Removed cool-down.
 - *Maybe reduce duration to compensate*
- **Stridor** – Reverted the previous nerf and no longer is completely countered by Iron Will
- **Furtive Chase** – **Rework**

- Each time the obsession is hooked all other survivors become Oblivious for 30 seconds. When the obsession is unhooked, the rescuer becomes the new obsession.
 - *Currently Furtive Chase does next to nothing as decreased terror radius in a chase is useless. This change keeps the basic idea of becoming stealthy when hooking the obsession and keeps the obsession switching but makes it more impactful.*
- **Forced Penance** – Affected survivors also suffer from Oblivious
- **Hangman's Trick** – **Added Effect**
 - Sabotage action takes 50% longer.
- **Hoarder** – The 2 additional chests spawned do not contain any items. Notification on chests plays when survivors start opening rather than when it's opened to allow more time to capitalise on the notification.
- **Overcharge** - **Rework**
 - Kicking a generator no longer applies a 5% regression penalty.
 - Kicking a generator increases default regression from 0.25 charges per second to 0.375 charges per second (1.5x faster regression)
 - *Normal regression takes ~320 seconds to go from 100% to 0%. With this perk it would take ~213.33 seconds.*
- **Unnerving Presence** – Effects persists for 5 seconds after leaving the terror radius. Removes great skill checks.
- **Hysteria** – Removed cool-down. Injuring another survivor resets the timer.
- **Thrill of the Hunt** – No longer a Hex perk.
 - *Maybe lower effects a bit to compensate*
- **Coulrophobia** – Effect persists for 5 seconds after leaving terror radius
- **Insidious** – Deactivates when within 8 metres of a hooked survivor
 - *Would prefer to rework it but have no ideas*

- **Overwhelming Presence - Rework**
 - When within 10 metres of the Killer, survivors suffer a 15% generator repair speed penalty.
 - *The idea of this change was to counter survivors repairing gens in the killer face. Still situational but more useful than the current version. Otherwise just keep the same and have the effect persist for 5 seconds.*
- **Predator – Added Effect**
 - Increases footstep sounds by 25%.
- **Deathbound – Rework**
 - When a survivor heals another survivor for the equivalent of 1 Health State further than 38 metres from your location, that survivor will scream, revealing their location and activating Deathbound. For the next 30 seconds, that survivor becomes Exposed. Only one survivor can be affected by Deathbound at a time.
 - *Not sure about this one. Current Deathbound isn't very good, and this change could make it more impactful as well as help deal with the med-kit meta. Maybe the range should be increased a bit.*
- **Shadowborn – Rework**
 - After downing a survivor, all injured survivors are revealed to you by Killer Instinct for 3 seconds.
 - *A rather drastic change compared to the old Shadowborn but I think it fits the Wraith's hit and run playstyle and the Wraith's tracking perk theme.*

Trapper

- Traps can also be picked up at lockers. Searching a locker with a free trap slot will pick up a random disarmed trap on the map.
 - Prioritises traps that have never been armed before.
- Removed the random chance attempts when escaping from a bear trap and replaced it with a progress bar that takes 10 seconds to complete.
 - *Currently it takes 1.8 seconds for a single attempt with a max time of 10.8 seconds at 6 attempts. I picked 10 seconds because I thought it was a nice number, but it can be lowered/increased if necessary.*
- Rescue time increased from 1.5 seconds to 2.5 seconds
 - *Same length as setting the bear trap*
- **New Ability** – Trap Flip
 - Pressing the Secondary Power button will cause the Trapper to arm all disarmed traps
 - Only affects traps that have been armed before
 - 3 seconds start up
 - 60 second cooldown

Wraith

- Reverted the post uncloak lunge back to 1.25 seconds from 1 second
- Lobby music replaced with the old Christmas theme (the one with the bells)

Hillbilly

- Removed Overheat mechanic
- Add on changes
 - **Junkyard Air Filter - Rework**

- Displays a target (like the Blight's Chipped Monocle add-on) that shows if the Hillbilly will collide with an object – applies while charging and sprinting
- **Punctured Muffler – Rework**
 - Reduces cooldown after a missed/cancelled chainsaw sprint by 0.5 seconds
- **Death Engravings** – Removed overheat component
- **Big Buckle – Rework**
 - Increases pallet breaking speed with the chainsaw by 15%
- Combined **Mother's Helpers** and **Black Grease** into a single add-on.
 - *When blinded or stunned chainsaw charge time is increased*
- **New Rare Add-On** – Reduces cooldown after a missed/cancelled chainsaw sprint by 0.75 seconds
- **Doom Engravings** – Removed overheat component
- **Spiked Boots** – Reduced cooldown penalty from 28% to 17%
 - *About 0.5 extra seconds on collision as opposed to 0.84*
- **Pighouse Gloves – Rework**
 - During a chainsaw sprint the aura of survivors within 8 metres are revealed to you
 - *Not very original but as overheat is gone this needed to be changed.*

Nurse

- Post blink lunge now counts as a Special Attack instead of a Basic Attack
 - *Mainly added this so the suggested Deathbound wouldn't be busted on her.*

Shape

- Removed reduced lunge in Tier 1
- Hitting or interrupting a survivor in Tier 1 will fill the power bar completely
- When the Shape's power bar reaches full, instead of instantly reaching the next Tier automatically, The Shape can choose when to reach the next Tier (similarly to Oni activating his power)
 - *This was mainly added to allow more stealthy plays in Tier 1. Shape players can decide when they want to enter Tier 2 (i.e., sneak up to a survivor, hit them, then pop Tier 2 to catch up easier). Not sure if this should affect entering Tier 3, however most Shapes already 99 the power and pop it when close so it probably won't make much of a difference except make him more accessible for new players.*
- **Add on changes**
 - **Boyfriend's Memo – Rework**
 - Pallet break speed in Tier 3 is increased by 20%. Rarity changed to **Uncommon**
 - **Reflective Fragment – Rework**
 - Upon exiting Tier 3 The Shape will enter Tier 1 with the power bar filled completely.
 - Rarity changed to **Rare**
 - **Glass Fragment** – Rarity changed to **Common**
 - **Mirror Shard** – Rarity changed to **Uncommon**
 - **Tombstone Piece** – Requires a survivor to have been fully stalked before they can be killed.
 - *Maybe remove the 'increased time taken to reach Tier 3' downside to compensate*

Nightmare

- Dream Pallets are now a togglable option rather than an add on.
- Freddy now sees the aura of his husk in white while channelling Dream Projection.
- **Add on changes**
 - **Sheep Block – Rework**
 - Increases number of Snares/Pallets by 2
 - **Garden Rake – Rework**
 - Survivors interacting with Dream Clocks have their auras revealed for 5 seconds.
 - **Prototype Claws – Rework**
 - Survivors that interact with a Snare/Pallet have their aura revealed for 4 seconds.
 - **Green Dress** – Regression penalty increased from 4% to 5%
 - **Cat Block** – Haemorrhage lasts until fully healed (was 60 seconds)
 - **Unicorn Block – Rework**
 - Reduces the immunity to sleep when using a Dream Clock by 15 seconds.
 - **Paint Thinner – Rework**
 - Teleporting to a generator causes it to instantly start regressing
 - *Not sure if it should apply the 5% regression bonus or not. If it does, maybe it should be Very Rare, and Swing Chains changed to Rare to compensate.*
 - **Blue Dress – Rework**
 - Survivors in the Dream World suffer from Blindness
 - **Z-Block – Rework**

- Teleporting to a generator causes all survivors within 16 metres to scream and reveal their position
- **Pill Bottle** – Also reduces the lullaby to 24 metres
- **Black Box** – **Rework**
 - Replaces Dream Snares/Pallets with Dream Reach (Freddy's old power but modified a bit).
 - Survivors 'touched' by Dream Reach are pulled into the Dream World after 7 seconds.
 - Survivors in the Dream World have their auras revealed when further than 28 metres from The Nightmare
 - Disables micro sleep
 - Disables all other add-ons
 - *Mainly put this here so it can't be used with Red Paint Brush. I would prefer it to only disable Red Paint Brush, but I doubt that would be possible.*

Pig

- Increased movement speed while crouched to 105%
- Ambush roar sound plays when the power bar is at 50% rather than at the start
- Updated the RNG regarding Jigsaw boxes
 - When a Reverse Bear Trap is placed onto a survivor a number between 1 and the number of boxes in the trial is generated that determines the number of boxes the survivor must search before removing the trap.
 - No two Reverse Bear Traps can ever be given the same number.
 - *For example – if one survivor gets the trap off on the 1st box, no one else can remove it on the first box. If another survivor removes it on*

the 3rd box, no other survivor can remove it on the 3rd box. This way only one survivor can remove the trap on the first try, but only one can search all of them.

Clown

- Removed the sound the Clown makes when vaulting
- Increased base number of bottles from 4 to 5
- Reduced Afterpiece Antidote activation time from 2.5 seconds to 2 seconds.
 - *Time it takes for the cloud to turn yellow*
- **Redhead's Pinky Finger** – Reduces number of available bottles by 3.

Legion

- Fatigue time decreased from 4 seconds to 3 seconds.
- Each time a survivor marked by Killer Instinct during Feral Frenzy is hit, the fatigue time is reduced by 0.5 seconds to a maximum of 1.5 seconds.
 - *The idea with this is to encourage and reward Legion players for chaining multiple survivors during a Frenzy.*
- Hitting a survivor with a basic attack no longer depletes the power bar.
- Maintains momentum when vaulting in Feral Frenzy.
 - *Currently when the Legion vaults during Frenzy their momentum disappears and must wait a little bit to reach their max acceleration again. This change makes it the same as when a survivor vaults where they keep their momentum and don't 'freeze' for a split second like Legion.*
- **Addon Changes**
 - **Julie's Mix Tape – Rework**
 - **Reduces vault speed during Feral Frenzy by 0.2 seconds.**
 - **Joey's Mixtape – Rework**

- Increases the fatigue reduction for Killer Instinct hits to 0.6 seconds (up to a max of 1.8 seconds)
- **Cold Dirt – Rework**
 - Increases movement speed during Feral Frenzy by 7% (increases movement speed to 137%)
- *Reworked the recovery addons as they would be busted with the recovery changes suggested*

Ghost Face

- Increased crouch movement speed to 105%
- **Add on changes**
 - **Philly – Rework**
 - The Ghost Face is completely silent while crouching.
 - Removes the sound when beginning to crouch
 - *Removes the breathing and sounds of his clothes. Doesn't affect terror radius.*
 - **Headlines Cut Outs –** Stalking movement speed increased from 10% to 20%
 - *Olsen's Journal used to have this effect but as it has been reworked, I increased this add-on to its level.*
 - **Olsen's Journal – Rework**
 - Missed attacks and stuns no longer cancel Night Shroud
 - **Marked Map – Rework**
 - Marked survivors' auras are revealed for 4 seconds after performing a rushed action
 - **Reusable Cinch Straps – Rework**
 - Marked survivors' auras are revealed for 5 seconds.
 - **Leather Knife Sheath – Rework**

- Increases time survivor must look at the Ghost Face to reveal him by 0.5 seconds
 - *Would take 2 seconds with this addon*
- **Night Vision Monocular – Rework**
 - Marked survivors suffer from the Incapacitated status effect.
 - Reduces Marked duration by 10 seconds.
- **Drop Leg Knife Sheath – Rework**
 - Downing a Marked Survivor causes all Survivors within 16 metres to scream and reveal their location
- **“Ghost Face Caught on Tape” – Rework**
 - Disables The Ghost Face’s ability to stalk survivors
 - Survivors can no longer disable Night Shroud by looking at Ghost Face
 - Reduces Night Shroud recovery by 10 seconds

Demogorgon

- Press E to squeak

Deathslinger

- Movement speed increased to 115%
- Add on changes
 - **Marshal’s Badge** – Terror Radius reduction increased from 4 metres to 8 metres
 - Combined **Honey Locust Thorn** and **Rusted Spike** into a single **Uncommon** addon

- *If a speared survivor becomes injured, either by breaking the chain or being hit, they will become Mangled.*
- **New Rare Addon** – Increases time required for survivors to break the chain by 5%
- **Gold Creek Whiskey – Rework**
 - The Redeemer automatically reloads after 10 seconds
 - Can still be reloaded manually

Blight

- **Alchemist Ring** – Replenishes 2 tokens instead of all tokens

Twins

- Can switch back to Charlotte during Victor's successful hit animation
- Reduced Victor's successful hit cool-down from 5 seconds to 4 seconds.

Nemesis

- If a zombie hasn't moved for 15 seconds (excluding when blinded) it will die and immediately respawn somewhere else
 - *To prevent zombies getting stuck*
- Reduced number of mutation points required to reach Tier 2 from 6 to 4
 - *In other words, Marvin's Blood is base kit until you reach Tier 2*
- **Addon Changes:**
 - **Marvin's Blood** – Effect activates after reaching Tier 2
 - **Licker Tongue – Rework**

- Reduces the speed boost after being contaminated by 1 second. Rarity changed to Very Rare
- NE-a Parasite – Rarity changed to Rare