

Dead by daylight fan character, the animal

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Killer name

- **The animal**

Killer stats

- **Base movement speed**

115%/4.6m/s

- **Terror radios**

32 meters

Weapon

Claws

Realm

- **Red forest**

Nucrel dump site and campground
(this is one map)

Power name

- **Animal instinct**

Power ability

Every time you hit a survivor with your basic attack, animal instinct gets stronger. At stage one you can't see animal instinct until you hit the required amount of survivors. The max hits you need to get out of stage one are two (you can hit the same survivor twice and it will still count, the same goes for stage two) when you hit stage two you unlock the run and

pounce ability. When you use pounce you will go in a straight distance where a survivor will be hit and count as one state of damage, when you use the run ability you will run at a speed of 130% and run on all fours. When you get to stage three you can send survivors into the dying state with the pounce ability (to get stage three you need to hit survivors six survivors with your primary or secondary attack)

- **Lore**

After dumping nuclear waste in the forest the animal life began to disappear, except for one creature that fed on the toxic waste. When they would bring more barrels of nuclear waste it would feed and feed, until it was hungry for something else, and what it ate became a part of it. After all the wild life disappeared it became hungry again, but not for deer or bear but something else something it could play with, something that could help it grow. As luck would have there people campers protesters or maybe scientist, all it new is that they smell like food. When night came it strike charging at the tent when it got in it saw a man, it bit at his throat and shook it until he stops screaming. While it was feeding one of the other persons came up to it, it turned around to see, the other man pointing a gun at its head. The man fires the gun, shooting the creature straight through the head, it screams in pain and drives its claw through the man's gut, another shot goes off the creature grabs the dead man's body and runs into the darkness never to be seen again.

Perks

The first perk is called **hunting instinct**:

this perk is active when your carrying a survivor, and it shows the aura of every survivor in your terror radius. Hunting instinct has a cooldown of 100 sec, 80 sec, 60 sec.

The second perk is called **habitat**:

Every time you hook a survivor you earn a token up to 3 depending on how many generators are remaining. 3 tokens 5-4 generators 2 tokens 3 generators, 1 token 2-1 generators left. Every time you damage a generator with habitat it calls upon the entatie to block that generator for 20 sec, 25 sec, 30 sec.

The third perk is called **cockroach**:

You become obsessed with one survivor, every time that your obission blinds or stuns you, you earn a token that reduces that effect. (the things that grant you a token are pallet dropped on you, head on, decisive strike, flashlights and fireworks)(if your using nemesis and you get stun or blind, it will still count as a token for cockroaches but decisive will not count) the max tokens are four. 1 token 20% 2 tokens 40% 3 tokens 60% 4 tokens 80%. If your obsession is scrafirsed or killed the perk deactivates. (At Cockroach level one you can get up to two tokens)

Add ons

Common add ons

- **Broken tree branch**

Reduces the cooldown of missed pounce attacks slightly
stacks

- **Sewage**

Slightly increase pounces rang
stacks

- **Birds eye**

Shows the location of the pounce

- **Crippled leaf**

Slightly increases ponces speed

stacks

Uncommon add ons

- **Broken bush branch**

Moderately reduced missed pounce attacks

Stacks

- **Muddy water**

Moderately increased pounce range and reduce successful pounce attacks slightly. Stacks

- **Owl's eye**

Every time you hit a survivor with a successful pounce their aura is revealed to you for 2 sec.

Does Not stack

- **Rippet leaf**

Moderately increases pounce speed

Stacks

- **Beavertail**

Downing a survivor with pounce pause the wiggle time for 2 secs

Stacks

Rare add ons

- **Broken twig**

Considerably increase the cooldown of missed pounce attacks
stacks

- **Diseased water**

Considerably increase pounce range and reduces successful pounce attacks.

Stacks

- **Hawks eye**

Every time you hit a survivor with a successful pounce their aura is revealed to you for 4 sec.

Does not stack

- **Toran leaf**

Considerably increases pounce speed, hitting a survivor with the pounce attack inflicts the mangled stause effect for 30 secs.

Does not stack

- **Deer antlers**

When you down a survivor with pounce the next survivor you hit will suffer from the exhausted status effect for 30 secs.

Does not stack

Very rare add ons

- **Broken oak tree branch**

Your running ability has a 5% bonus and you can do a 180 while in run.

Does not stack

- **Gray water**

Tremendously increases pounces range and redusec sucfull pounce attacks tremendously.

Does not stack

- **Eagle eye**

When you hit a survivor with a pounce attack their aura is revealed to you for 8 secs and cause the exhausted status effect for 40 secs

- **Bear claw**

When you down a survivor with the pounce attack the next survivor you hit will receive the mangled status effect and a bonus status affect for 60 secs.

Ultra rare add ons

- **Man's skull**

When you down a survivor with pounce all survivor in your terror radios will short revealing their position

- **Mountain lion claw**

When you use your pounce attack in stage 3 you will be able to automatically kill the survivor, but it will send you back to stage 2 and the required hits to get to stage 3 is now 8.